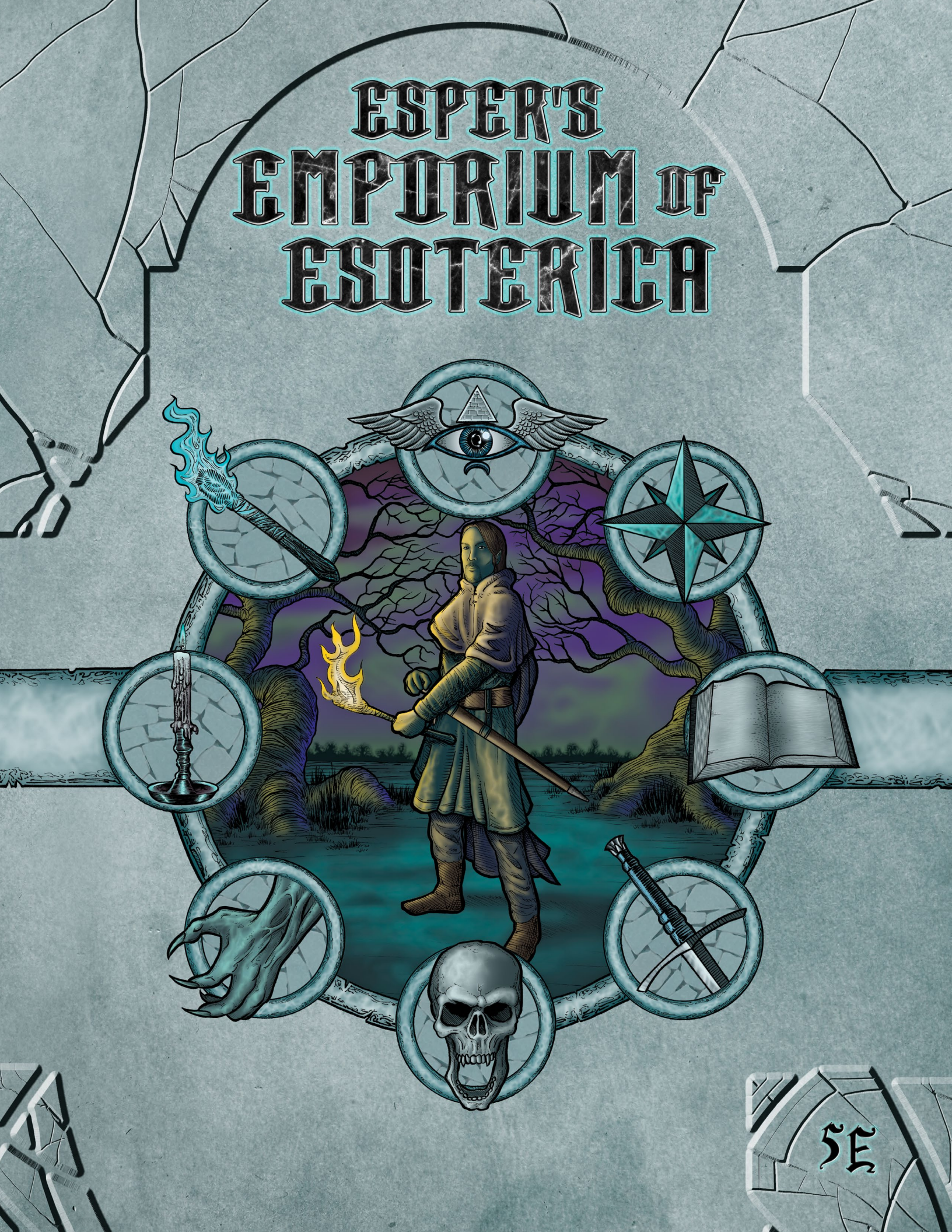
Esper's Emporium of Esoterica



5E

Esper's Emporium of Esoterica



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I dedicate this book to the memory of Mr. Z, my 5th grade teacher. He properly introduced me to the works of Tolkien, which before had only been animated movies to me. This opened my mind to the possibility of creating fantastic worlds, and I immediately set out making my own (rudimentary though they were). Mr. Z truly took the time to look at my creations—the terrifying monsters and mythic beasts, the heroes and villains, the wondrous settings and curious stories—and he always gave me a hearty dose of encouragement. What a precious gift it is to foster the creativity of a child. Though you are gone, Mr. Z, part of your spirit remains with me forever.

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The Bard and the Vampire

I had tracked the vampire through the forest for hours, heading east from the logging town of Abelheira, when I realized that *she* was now stalking me. The trees grew thick to either side of the woodsmen's path, which kept the area in a state of perpetual dusk.

I halted the horse and cart. Hopping down, I called out, "Are we to play cat and mouse then?" On cautious steps I moved forward. "You had hoped I would leave you well enough alone, that you could simply move on to the next town and have your pick of victims from another group."

Leaves rustled, the sound of footsteps running at me from the trees. I did not take the bait. The noise came to an abrupt end.

"You will need more than minor tricks," I said. There would be no hearing her approach. No, it was through divination alone that I sensed her position. "For all your pompousness, you vampires spend most of the time lurking in shadows and preying upon the weak. How pathetic."

Bloodmist vampire (in mist form) makes a Stealth check: 12 + 8 = 20 (success)
Esper makes a Perception check: 2 + 6 = 8

Though I could not see her, the divination on which I concentrated revealed her advance. Drawing upon a sorcerous evocation, I flung a dart of flame in the direction that I sensed the vampire.

Esper casts *fire bolt* (disadvantage, target has 3/4 cover): 14 + 8 = 22 (hit, 19 damage)

The fire rippled into a patch of mist with a *hiss*. I stepped into the verge of trees and undergrowth in order to pursue the undead.

Bloodmist vampire regenerates 10 hit points.

The mist cloud rose up into a tree and coalesced, resolving into the vampiric stalker. She clung like a spider to a gnarled bough. "Pathetic, you say? Do you risk your life every time you need to eat?" A laugh escaped her crimson lips. "I think not." As she spoke, her eyes widened. The gaze was intoxicating.

Bloodmist vampire uses Beguile.
Esper makes a Wisdom saving throw: 7 + 7 = 14 (failure)
Esper is charmed.

Her allure captivated me. Standing there, staring up at her, was as though I beheld a sanguine star of deepest night. But no, I could not let her seize hold of me, like she had done to so many others.

Esper casts *greater restoration*.

Expending a powerful curative spell, I restored myself to my senses. "To be alive is to risk all that is dear. You believe you would escape such a fate by becoming this thing that you are. But all you have done is created your own Hell." I ducked behind a tree in hopes of momentarily avoiding her enthrallment.

Bloodmist vampire regenerates 10 hit points.
Beguile recharge roll: 3 (failure)

Yet, she was determined to capture me, body and mind. She chanted, and the air around me swirled in a haze of iridescent patterns.

Bloodmist vampire casts *hypnotic pattern*.
Esper makes a Wisdom saving throw: 10 + 7 = 17 (success)

My eyes fluttered. I shook my head. The enchanting scintillations faded just as quickly as they had appeared. My will remained strong.

"What could you possibly know of Hell?" The vampire climbed higher through the tree. "It is far more than what books and prayers would lead you to believe."

"I know it is suffering, tremendous and eternal, made all the more terrible by the fact that it was your own doing that put you there." From behind the oak I peered, producing a tiny cocoon from my pouch and uttering a short string of mystical syllables.

Esper casts *polymorph*.
Bloodmist vampire makes a Wisdom saving throw: 17 + 6 = 23 (success)

The vampire clenched her teeth and fought off the magical transformation. "Suffering?" She cackled with ridicule. "Suffering is a worry for mortals, a consequence of such weak and limited forms. I have risen above this. I am unblemished by the passage of time, overcome by neither illness nor injury. The burn from your own mage's fire has already vanished." Again, her eyes flared with intensity. "Perhaps you should taste this greater state of being."

Beguile recharge roll: 5 (success)
Bloodmist vampire uses Beguile.
Esper makes a Wisdom saving throw: 9 + 7 = 16 (success)

Her beguiling gaze nearly regained its hold on my mind. Irritated by my stubborn willpower, the vampire spoke a quick word of magic. She disappeared in a slight puff of mist, only to reappear in a different tree nearby.

Bloodmist vampire casts *misty step*.

Ashkan Ghanbari (left)

Like a cat she climbed, putting more distance and interposing branches between us. I leapt to climb the oak.

Esper makes an Athletics check: 14 + 4 = 18 (success)

Though she ascended quicker than me, I managed to pull myself up enough to attempt a spell I had learned from an order of hill druids.

Esper casts *grasp of stone.*
Bloodmist vampire makes a Constitution saving throw: 12 + 3 = 15 (failure)
Bloodmist vampire is restrained due to partial petrification.

A stony texture crept over skin, and her limbs grew stiff.

Beguile recharge roll: 1 (failure)

She grimaced spitefully. "What are you? One of those self-styled vampire hunters? They always end up dead or turned into spawn."

"I am no vampire hunter," I replied from where I clung to the tree branches. "But you have given me more than enough reason to track you down. Besides, I am compiling a bestiary of sorts, and you would make a worthwhile entry."

Before I could say any more, she spat yet another diresome enchantment. My own body clenched with seizing tension.

Bloodmist vampire casts *hold person.*
Esper makes a Wisdom saving throw: 10 + 7 = 17 (success)

Again, my will held strong, and I negated the paralysis.

Bloodmist vampire makes a Constitution saving throw: 4 + 3 = 7 (failure)
She remains restrained.

The vampire grunted, unable to throw off the stony grip that bound her. "A *bestiary*?" she mocked.

"Yes." I climbed farther. "That and more. The text has grown larger than I expected. As I have discovered, once you become locked into a serious collection of strange creatures, the tendency is to expound upon it as much as possible."

"And so you wander from place to place, putting yourself in mortal danger every step of the way, all for the sake of bookcraft?"

"Well, not quite. There are a number of scholars with whom I consult, and I read various texts that detail esoteric lore. These are all fantastic sources to draw upon." I steadied at a thicker bough and once more spoke an arcane phrase of transformation.

Esper casts *polymorph.*
Bloodmist vampire makes a Wisdom saving throw: 4 + 6 = 10 (failure)

With a crinkling sound, the vampire shrunk into the form of a snail. I quit the petrifying spell in favor of the transmutation.

Esper casts *mage hand.*

I conjured a ghostly hand and reached out to the other tree with it, collecting the tiny snail. I climbed down to the ground and made my way along the path, back to the horse. In the bed of the cart, I began reciting a great work of sorcery, including chips of granite along with the words and gestures.

Esper casts *creation.*

I spread a stony shape all about the snail, like that of a heavy sarcophagus, though fully sealed, without an aperture of any kind. I formed its interior with a cramped, hollow space, enough for the vampire to fill into, but so tight that she would be unable to move at all.

During the return trip to Abelheira, I sensed the polymorph wear off. Halting the horse, I went to the granite slab and placed my ear to its surface. The sound came, muffled by stone—her screaming.

"You thought that because you cannot die, you have escaped suffering." For a moment, I almost felt cruel. Almost. I remembered the people she had preyed upon in Abelheira. She had reduced them to shriveled, pale husks drained of all their blood, and left their families shattered. The gods only know how many others she had slain over the years. "Let's get you back to town. They will want to seal you away very tightly. Not that you need to breathe, O deathless one. Just tight enough so not a droplet of mist could pass through. You have a long, long time to think about this awful situation you have gotten yourself into—your own Hell."

***

Hello there, brave companion!

In my travels, I have visited many places, some more distant than you might believe. Within this tome you hold is a plethora of wonders that I have seen firsthand or heard from loremasters or read from curious texts. May you find the entries within this volume to be helpful and thought-provoking, and may your adventures be many.



The Wellspring

I had grown weary guarding the flame,
But now I find strength anew.
The bee has poison and honey,
Bitterness and sweetness both,
The flavor and the aroma
And a knife from my dreams.
Sometimes, we are cured through venom.

Look!
The fireflies have left the chasm.
They have followed the tears of the river
That flows beyond our understanding,
Just as our internal rivers flow from an unknown center,
Onwards,
Echoing yesterday into tomorrow.

Tiny lights,
Flicker your messages,
Whether or not I am ready for such enigmas.
The deep places are cold and dark.
Mouths of the underworld
Breathe ancient breaths
And speak the details of life.
What risks we must take to listen to them.

Little floating candles,
Give me a clue.
You have come from those depths.
Tell me about the stars you are.
Tell me about the light I must collect.



Paragon

A warrior enters the ruined temple, suited in armor once worn by his war champion father and wearing a talisman crafted by his seeress mother. He spies a brazer of white flame, reminiscent of the spirit guide that visits him from time to time.

Stepping into the heart of the labyrinth, a cunning beguiler approaches the minotaur that growls from the shadows. The scoundrel draws a blade and fades into the darkness. "This is the theater of the gods. Let's give them a good show!"

A noble woman in fine array issues a command that thrums with majesty. "You have refused to bow, and so, you shall fall prostrate!" The giant shudders in obeyance, while the noble's beloved companion closes in.

Ambition and Fate

Paragons are fated souls, individuals whose destinies line the pages of history and myth. They are persons of influence and resourcefulness, of craft and extraordinary talent. Some paragons have divine blood in their veins, others are born under auspicious stars, and others still have come upon their power through mystical guides or treks to wondrous locations.

Living Avatars

In many ways, paragons embody the essence of certain qualities. Hero paragons are bravery, strength, and glory incarnate. Trickster paragons are embodiments of guile, theatrics, and mischief. Sovereign paragons are nobleness, authority, and influence manifest. While each individual paragon is versatile enough to pursue various goals, these core attributes are ever present.

Creating a Paragon

While developing your paragon character, consider where your awe-inspiring abilities and supernatural gifts come from. Perhaps your birth was prophesied, and when you came into this world, your community performed a sacred rite to bless you. Perhaps you are an ancient champion reincarnated to lead the world through a period of great travesty. Or perhaps you performed some manner of feat that gained you a boon—whether from a god or some other mystical entity. There is something in you that is destined for greatness, and starting with a compelling notion of this will set you on the path to establishing your character.

Give thought as well to your Serendipitous Encounter NPC. Do you want the GM to surprise you with different improvised NPCs based upon your character's current location and circumstance? Or do you want a recurring NPC with whom you develop a connection? It is also worth conceptualizing what sort of role or tactics you want to take up. When it comes to selecting your wonders, there are many to choose from, ranging from combat and exploration to utility and support to magic and social interaction.

Quick Build

Follow these suggestions to quickly make a paragon. *Myth of the Hero:* Strength should be your highest ability score, followed by Constitution or Charisma, and take proficiency in Athletics, Intimidation, and Perception. *Myth of the Trickster:* Dexterity should be your priority, then Charisma, and take proficiency in Acrobatics, Deception, and Stealth. *Myth of the Sovereign:* Charisma should be your focus, followed by Dexterity or Constitution, and take proficiency in History, Persuasion, and Religion.

Class Features

Hit Dice: d8 per paragon level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per paragon level after 1st.

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons and one martial weapon of choice
Tools: none
Saving Throws: Wisdom, Charisma
Skills: One Charisma skill and choose any other two

Equipment

You start with the following equipment, in addition to the equipment from your background:

- *(a)* chain mail, *(b)* scale mail, *(c)* leather, or *(d)* a holy symbol
- *(a)* a shield or *(b)* a simple weapon
- a martial weapon
- *(a)* a dungeoneer's pack, *(b)* an explorer's pack, or *(c)* a scholar's pack

Paragons and Spellcasting

Some paragon features provide you innate spells. They follow all the normal spellcasting rules, though you do not (and cannot) use spell slots to cast them. Unless otherwise noted, an innate spell is cast at its lowest possible level.

Your spellcasting ability is Charisma. Your magic comes from some mystical source that calls you to dance with fate—be it a god, a great spirit, or even an inner gift. As a spellcasting focus, you can use a holy symbol or a relic. A relic is a historical object worth at least 10 gp, such as a family heirloom, a talisman, or an ancient scroll. To use the relic in this way, you must hold it in hand or wear it visibly.

Hand of Fate

Fortune favors your exploits during crucial moments. When you make an ability check, saving throw, or attack roll, you can use Hand of Fate to gain advantage. You can do so only during combat or other situation of immediate danger, and you must declare this choice before making your roll.

Once you use Hand of Fate, you must complete a short or long rest to regain its use.

Stefania Avramidi & Mario Teodosio (left)

The Paragon

Level	Proficiency Bonus	Features	Wonders Known
1	+2	Hand of Fate, Paragon Myth, Serendipitous Encounter	—
2	+2	Well Rounded, Wondercraft	2
3	+2	Expert Skills, Myth Feature	3
4	+2	Ability Score Improvement	3
5	+3	Extra Attack	4
6	+3	Mythic Weapon	4
7	+3	—	5
8	+3	Ability Score Improvement, Myth Feature	5
9	+4	Expert Skills	6
10	+4	Myth Feature	6
11	+4	—	7
12	+4	Ability Score Improvement	7
13	+5	Improved Aid	8
14	+5	Myth Feature	8
15	+5	—	9
16	+5	Ability Score Improvement	9
17	+6	—	10
18	+6	Paragon Grandeur	10
19	+6	Ability Score Improvement	11
20	+6	Demigod	11

Paragon Myth

Beginning at 1st level, you choose a paragon myth: Myth of the Hero, Myth of the Trickster, or Myth of the Sovereign. The myths are detailed in the following section. Your choice grants you features at 1st level, and again at 3rd, 8th, 10th, and 14th level.

Serendipitous Encounter

You tend to come across individuals who aid you at crucial moments throughout your journeys. Starting at 1st level, you can use Serendipitous Encounter while taking a short or long rest, or during downtime. In doing so, a helpful NPC appears and assists you in some way. Common archetypes for this NPC are a wise man or a seeress, though the GM may provide an NPC that better fits the scenario, even one that is non-humanoid or a spirit.

The NPC provides one of the following:

- Gives information or clues helpful to your current situation
- Makes an ability check with a +8 bonus
- Casts one spell of 2nd level or lower (spell save DC 14)
- Gives you a helpful item

While you typically choose when the Serendipitous Encounter occurs, the GM may opt for the NPC to appear at a more opportune moment.

Once you use Serendipitous Encounter, you must gain another level of paragon before you can use it again.

Well Rounded

You are a person of diverse abilities. At 2nd level, increase one of your ability scores by 2, or increase two of your ability scores by 1 each. The maximum to which this benefit can raise a score is 14. You cannot take a feat in place of this ability score increase.

Wondercraft

Paragons use their talents and stratagems to overcome all manner of challenges. Their wonders are part extraordinary skill and part supernatural force. Wonders are detailed at the end of the class description.

At 2nd level, you learn two wonders. You learn an additional wonder at 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level.

The saving throw DC for your wonders is as follows:

Wondercraft DC = 8 + your proficiency bonus + your Charisma modifier

Expert Skills

At 3rd level, choose two of your proficiencies (skill or tool), and you gain expertise with them, doubling your proficiency bonus for such checks. You can opt to gain proficiency with a skill or tool instead of gaining expertise.

At 9th level, you receive this benefit once more.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If you are Myth of the Sovereign, you can choose for your companion to have this feature instead of you.

Mythic Weapon

At 6th level, when you have your Serendipitous Encounter, the NPC presents you with a weapon or imbues a weapon you already possess. This mythic weapon is magical, thus it overcomes resistance and immunity to nonmagical attacks.

If you lose your mythic weapon, during your next Serendipitous Encounter, the NPC presents a new one to you, or at the GM's discretion, the NPC is able to recover your previous weapon. If you willingly sell or give away your mythic weapon, the NPC does not provide you a new one.

The mythic weapon can be simple or martial, and if it is a weapon with the thrown property, it returns to you immediately after you make a ranged attack with it. In addition, it has one of the following properties of your choice:

Glowing: As a bonus action, you can cause the weapon to glow or stop glowing. The glow can be soft, shedding a 30-foot radius of dim light, or the glow can be strong, shedding a 30-foot radius of bright light and dim light for an additional 30 feet.

Guiding: As an action, you speak the name of a person, place, or object that you have personally seen before. The weapon gently pulls in the direction of the named target for 10 minutes, after which you must complete a long rest to regain the use of this property. This property is a divination effect and does not function if the target is on a different plane than you.

Mutable: As a bonus action, you can alter the weapon or revert it to its original form. The altered weapon can either shrink to Tiny size (reducing its damage to 1) or be disguised with an illusion, which includes all sensory effects, but does not change its general size. For example, a sword appears as a bundle of kindling, an axe appears as a broom, or a flail appears as a rope.

Improved Aid

From 13th level onward, the Serendipitous Encounter NPC has an ability check modifier of +14 and a maximum spell level of 5th (spell save DC 17).

Paragon Grandeur

Once you reach 18th level, your good fortune has risen to legendary proportions. When you use Hand of Fate, roll a third d20, and choose one of the results.

Demigod

At 20th level, your might and illustriousness reach the threshold of the Divine. Choose three of the following benefits:

- Increase two of your ability scores by 2 each. Your maximum for those scores is now 24.
- You can use Hand of Fate an additional time per short or long rest.
- Once per long rest, you can perform a miraculous deed, innately casting one of the following spells: *death ward*, *geas*, or *heroes' feast*.
- Your Serendipitous Encounter NPC appears, presenting you with an incredible gift—a very rare magic item.
- You have advantage on saving throws against spells and other magical effects.

At the moment of your choosing, your soul permanently passes on from your mortal life. Choose one of the following options:

- Your soul arrives directly at the realm of the god with whom you were most aligned, and you become an exarch of that god.
- Your soul ascends to the sky and becomes a star constellation that people look to for auguries and auspices.
- Your soul enters your most prized possession, and it becomes a sentient artifact.

Paragon Myth

Paragons tread different paths on their way to greatness. They are not satisfied with an ordinary life, and they push themselves far beyond the typical person. Their cleverness comes in different styles, as expressed by the following myths, but they are all persons destined for the transcendent.

Myth of the Hero

You are a champion of legend, capable of exploits that put you face to face with wondrous beasts, mighty giants, and horrific fiends. Approach the mouth of the cave, summon your courage, and enter, for inside awaits the treasure you seek.



Heroic Warrior

At 1st level, you gain the following benefits:

- You have proficiency with heavy armor and all martial weapons.
- Spears and tridents you wield deal 1d8 damage. They gain the reach and versatile (1d10) properties.
- Battleaxes and warhammers you wield deal 1d10 damage. They gain the thrown (range 20/60) and versatile (1d12) properties.

Heroic Hand of Fate

Also starting at 1st level, whenever you use Hand of Fate, you gain temporary hit points equal to 1d8 + your Charisma modifier. At 7th-level paragon, this increases to 2d8 + your Charisma modifier. At 15th-level paragon, this increases to 3d8 + your Charisma modifier.

Aegis of Fortitude

By 3rd level, you advance in physical defense. You have proficiency with Constitution saving throws, and whenever you succeed on a Constitution saving throw for half damage, you take no damage instead.

Bonus Wonder

At 3rd level, you learn a wonder. This is in addition to the number of wonders known as shown on the paragon class features table.

Mythic Enhancement

At 8th level, when you have your Serendipitous Encounter, the NPC enhances your Mythic Weapon. It now provides a +1 bonus to attack and damage rolls made with it. If the weapon already has this property or if you no longer possess your Mythic Weapon, you can choose a different weapon to receive the enhancement.

Moreover, your Mythic Weapon gains an additional property based on its type, which you can use once per long rest.

Glowing: As a bonus action, the weapon's glow deepens. For 1 minute, its damage type becomes radiant, and the first attack you hit with during this time deals an additional 2d8 radiant damage.

Guiding: As a bonus action, the weapon hones in on foes for 1 minute. During this time, whenever you miss on an attack roll, your next attack roll against that target gains advantage.

Mutable: As a bonus action, the weapon reshapes to your will for 10 minutes. Its damage type becomes your choice of bludgeoning, piercing, or slashing, and it gains the thrown (range 60/180) property.

Hand of Destruction

Upon attaining 10th level, whenever you use Hand of Fate to gain advantage on an attack roll, you score a critical hit if you hit the target, and if you miss, you deal half damage.

Bronzen Champion

At 14th level, you gain a superior toughness, as though a bronzen sculpture of some legendary champion. Whenever you take bludgeoning, piercing, or slashing damage, the amount of damage is reduced by 4. This benefit does not combine with any feat that provides damage reduction to these damage types. If you have such a feat, you can replace it with another feat for which you meet the prerequisites.

Stefania Avramidi

Myth of the Trickster

Life is a joke played upon mortals by the gods, and the trick is to be in on it. Yours is the spirit of fox and coyote, raven and owl. You balance along the razor's edge, with a spring in your step and a grin on your lips.



Mario Teodosio

Spry Combatant

Beginning at 1st level, you possess an astounding amount of precision and versatility with weapons. You treat all one-handed melee weapons as having the finesse property. When you make a melee attack with a one-handed weapon, you treat the weapon as having 1d10 damage. This feature does not function if you are two-weapon fighting or using a shield, nor does it function with reach weapons or improvised weapons.

Unarmored Defense

Starting at 1st level, while you are wearing no armor and not using a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Sly Hand of Fate

Also at 1st level, whenever you use Hand of Fate, you gain one additional action that you must use before the end of your next turn. This action can be used only to Dash, Disengage, Dodge, Hide, or attempt to escape a grapple or other restraining effect.

Alternatively, you can expend Hand of Fate to take this additional action immediately, even during another creature's turn.

Nimbleness

When you reach 3rd level, your agility advances to a heightened state. You gain the following benefits.

- Your speed increases by 10 feet while you are wearing light armor or no armor.
- You have proficiency with Dexterity saving throws.

Bonus Wonder

At 3rd level, you learn a wonder. This is in addition to the number of wonders known as shown on the paragon class features table.

Increased Nimbleness

At 8th level, your speed increases by an additional 10 feet.

Hand of Cunning

Upon attaining 10th level, whenever you use Hand of Fate, the additional action you gain can be used to make one attack or use a wonder with an activation of 1 action or 1 bonus action.

Autumn Leaves

At 14th level, foes that cross you find you no easier to strike than leaves on the wind. Whenever you roll an initiative check, you impose disadvantage on all attack rolls made against you until an attack hits you. During this time, whenever a creature misses you with an attack roll, its turn immediately ends.



Myth of the Sovereign

You are a leader who wields potent tactics and a dynamic persona. You understand people, and you know how to aid, motivate, command, and even exploit. Whether you were born with status or you fought to rise above a lowly beginning, you know your destiny is glorious.

Majestic Decree

Starting at 1st level, your words have the extraordinary ability to elevate friends and subjugate adversaries. Twice per long rest, you can innately cast a spell, choosing from the following list each time you cast: *bane, bless, command, healing word*. Somatic components are not required.

Starting at 7th-level paragon, you cast these spells as 3rd-level spells, and at 15th-level paragon, you cast these spells as 5th-level spells.

Lordly Hand of Fate

From 1st level onward, whenever you use Hand of Fate on an initiative check, you and all allies within 120 feet that can hear you gain advantage on attack rolls and saving throws during the first round of combat. You cannot use this feature if you are surprised.

Esteem of Learning

Also at 1st level, you learn two languages of choice.

Paragon Companion

Beginning at 3rd level, you gain a special companion. This person can be a sworn defender, a trusted friend, or a family member. Your companion uses their own actions, and in initiative, they take their turn directly before or after yours. They act according to their own nature and try to protect you to the best of their abilities (you the player control the companion).

Choose one of the following companion stat blocks. This provides the base statistics.

Next, choose a humanoid race for your companion. They have all the associated racial traits except Ability Score Increase. If the race typically gains a feat, the companion instead gains a Companion Bonus Feature of choice.

Your companion is proficient with simple weapons, light armor, medium armor, and anything shown in the stat block. Their proficiency bonus begins at +2 at 3rd level (already included), and it increases as yours does.

For each paragon level you have above 3rd, your companion's maximum hit points increase by 1d8 (or 5) + their Constitution modifier. Their number of hit dice equals your paragon level. The companion cannot gain class levels.

Whenever you receive the Ability Score Improvement paragon class feature, your companion's own scores also improve: increase one score by 2 or two scores by 1, to a maximum score of 20. Alternatively, one of their scores increases by 1, and they gain a Companion Bonus Feature of choice.

Your companion follows the same death and dying rules as a player character. If they die or you wish to switch companions, you can gain a new one at a time the GM deems appropriate.

Companion Bonus Features

Defender: Whenever the companion sees another creature being attacked, the companion can use a reaction to impose disadvantage on the attack. The companion must be within 5 feet of the creature and using a shield.

Mystical Protection: The companion gains resistance to one damage type other than bludgeoning, piercing, or slashing.

Savage: The companion can gain advantage on melee weapon attack rolls during their turn, but they grant advantage to all attack rolls made against them until the start of their next turn.

Miqueias Silva

Skillful: The companion gains proficiency with any three skills or tools.

Vigorous: The companion gains proficiency with any two saving throws.

Weapons Training: The companion gains proficiency with all martial weapons.

Well-Armored: The companion gains proficiency with heavy armor and shields.

Resolute Bond

At 8th level, the bond between you and your companion deepens. You inspire a tremendous resolve within them, adding your Charisma modifier to all saving throws they make.

Hand of Majesty

Upon attaining 10th level, whenever you use Hand of Fate you can innately cast the spell *bane, bless, command,* or *healing word* as a 3rd-level spell (no action required). At 15th-level paragon, you cast this as a 5th-level spell.

Transcendent Grace

At 14th level, your majesty and grace can overcome afflictions, even death. Once per long rest, you can innately cast a spell from the following list: *lesser restoration, greater restoration, revivify*. Material components are not required, and the somatic component is a kiss to the forehead.

The Scoundrel

Humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 16 (3d8 + 3)
Speed as race + 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	8 (−1)	12 (+1)	15 (+2)

Saving Throws Dex +4, Cha +4
Skills Deception +4, Stealth +4
Senses passive Perception 11
Languages as race

Scoundrel Maneuvers. The scoundrel has a +5 foot bonus to speed and can Disengage as a bonus action. As long as you can see and hear each other, you can also Disengage as a bonus action.

-ACTIONS-

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.

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

The Devoted

Humanoid (any race), any alignment

Armor Class 17 (scale mail, shield)
Hit Points 16 (3d8 + 3)
Speed as race

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +4, Con +3
Skills Athletics +4, Persuasion +3
Senses passive Perception 11
Languages as race

Tenacious Bond (1/Long Rest). If the companion drops to 0 hit points but is not killed outright, they instead drop to 1 hit point. If you can see and hear each other, they can confer this benefit to you instead.

-ACTIONS-

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used with two hands.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 2 piercing damage.

The Sentinel

Humanoid (any race), any alignment

Armor Class 15 (scale mail)
Hit Points 16 (3d8 + 3)
Speed as race

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	15 (+2)	8 (−1)

Saving Throws Con +3, Wis +4
Skills Perception +6, Survival +4
Senses passive Perception 16
Languages as race

Vigilant Sentinel. The sentinel's proficiency bonus is doubled for Perception checks (already included). The sentinel cannot be surprised, and neither can you as long as you can see or hear each other.

-ACTIONS-

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 1d10 + 2 piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 1 piercing damage.

Wonders

With wonders, you can create a variety of different effects, from cunning maneuvers to rushes of magic. The rules governing wonders are as follows:

- In order to learn and use a wonder, you must meet its prerequisites.
- You cannot affect a target with multiple wonders on a single attack.
- If a wonder's effect depends on the target's CR, and the target does not have a CR, use its level instead.
- Some wonders are noted as [epic]. Epic wonders have 3 stages that take place across 3 successive rounds (ending at the start of your fourth consecutive turn). If you do not spend the noted action on your turn for the current round's effect, the epic wonder immediately ends.
- You cannot have two epic wonders active simultaneously. If you use a second one, the first one immediately ends.
- When you gain a level in paragon, you can choose one of your wonders and replace it with another for which you meet the prerequisites.

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2nd-Level Wonders	*Other Prereq.*	*Regain*
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Cat's Claw	—	sr per target
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Kismet	—	at will
Labyrinth Adept	—	passive + sr
Mounted Paragon	—	passive + lr
Net Caster	—	passive + sr
Paragon Healer	Prof. Medicine	long rest
Sage of Lore	—	passive + lr
Satyr's Ploy	Prof. Acrobatics	short rest
Shadowflash	Trickster	at will
Springing Lynx	Trickster	short rest
Strength of Giants	Hero	short rest
Uncanny Deflection	Prof. Acrobatics	long rest
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3rd-Level Wonders	*Other Prereq.*	*Regain*
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Fade into the Mist	Trickster	aw + sr
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Howl of the Alpha Wolf [epic]	Sovereign	long rest
Lion's Roar	Prof. Intimidation	short rest
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Muddle Conviction	Sovereign	short rest
Mythic Song [epic]	Prof. Performance	long rest
Owl of Night's Lament [epic]	Trickster	long rest
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5th-Level Wonders	*Other Prereq.*	*Regain*
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2nd-Level Wonders

Battle Leader

Prerequisite: Myth of the Sovereign

Your tactics and encouraging words rouse allies during battle. As an action, choose an ally within 120 feet of you that can hear you. The allied creature can spend its reaction to move up to 5 feet and make a weapon attack. If the allied creature is your companion, add your Charisma modifier to the attack roll.

Buy Time

You must use *buy time* at the start of a combat encounter (before the first combatant takes its turn) and only if you are not surprised. Make a Charisma (Deception) check to bluff your foes, a Charisma (Intimidation) check to halt them, or a Charisma (Persuasion) check to parley with them. The GM designates an enemy (typically a leader) that can see and hear you, and the creature makes a contested Wisdom (Insight) check. If you win the contest, you and your allies can use this moment to position yourselves, each character moving up to their speed. Either you or one ally that can hear you can take an action in addition to moving.

The GM may rule that this skill check influences the onset of the battle, perhaps entering into a social interaction or skill encounter.

You must complete a long rest to regain the use of *buy time*.

Cat's Claw

As a bonus action, you can make a Dexterity (Sleight of Hand) check contested by the Wisdom (Perception) check of a creature within 5 feet of you. If you win the contest, choose one or both of the following options:

- You have advantage on your next melee attack roll against the creature this turn, and if you use a one-handed weapon, this attack deals an additional 1d6 damage per two paragon levels you have.
- You steal an object from the creature. The object must be no larger than a one-handed weapon to you, and the target must not be actively using it.

You cannot use *cat's claw* against the same target again until you complete a short or long rest.

Dominion of the Eminent

Prerequisite: Myth of the Sovereign

As an action, you speak a phrase of dominion and enter a regal stance that lasts for 1 minute. For the duration of the wonder, whenever an enemy would move into a space within 15 feet of you, it must make a Wisdom saving throw. On a failed save, it cannot move closer to you on the current turn. On a successful save, it is unaffected this turn.

You must complete a short or long rest to regain the use of *dominion of the eminent.*

Fell the Foe

Prerequisite: Myth of the Hero

Use this wonder when you hit a Large or smaller creature with a melee weapon or thrown weapon. As a bonus action, make a Strength (Athletics) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. Your check has disadvantage if you are using a thrown weapon and the target is in your long range. If you win the contest, you can push the target 5 feet away from you or knock it prone.

You can use this wonder against Huge creatures starting at 7th-level paragon and against Gargantuan creatures starting at 15th-level paragon.

Kismet

You learn the cantrips *guidance* and *resistance.* You can cast them at a range of 30 feet.

Labyrinth Adept

You are adept with the ways of mystifying mazes and wilderness tangles. You gain the following benefits:

- You have advantage on saving throws against traps and environmental hazards, and they have disadvantage on attack rolls against you.
- You have advantage on ability checks made to navigate or find your way.
- Once per short rest as an action, you can set a 5-foot-radius magical trap on a surface you can see within 30 feet of you. This trap lasts until it is triggered or you use this wonder again. As an action, you can deactivate the trap if it is within 5 feet of you. It is a camouflaged device or a faint glyph, with a search DC equal to your wondercraft DC. If a creature touches the trap, moves into the trap's space, or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 1d6 force damage per two paragon levels you have (minimum 2d6) and is knocked prone. On a successful save, the creature takes half damage and is not knocked prone. You can designate certain creatures or kinds of creatures that do not trigger the trap, and you can also choose to have the trap sound a loud alarm when it is triggered, audible up to 2,000 feet.

Mounted Paragon

You are adept in the ways of riding and maneuvering mounts. You gain the following benefits when you are mounted, as long as you are not incapacitated:

- You have advantage on saving throws to remain mounted.
- If an effect would move you against your will while you are mounted, you can make a DC 10 Dexterity saving throw to ignore the forced movement and remain mounted.
- While you are controlling a mount, it has advantage on saving throws.

At 5th-level paragon, you can innately cast the spell *find steed* once per long rest.

Net Caster

You are trained in unique fighting techniques that utilize the net, gaining the following benefits:

- You gain proficiency with the net.
- You can draw a net as part of the action used to attack with it.
- Double the thrown range of nets you wield.
- Once per short rest, you can make a net attack as a bonus action.

Paragon Healer

Prerequisite: Proficiency in Medicine

As an action, apply up to two of the following options to yourself or a creature within your reach. You cannot use this wonder on an undead or construct.

- Regain hit points equal to 1d8 + your Charisma modifier
- Cured of poison (the poisoned condition and any ongoing poison damage)

At 7th-level paragon:

- Regain hit points equal to 3d8 + your Charisma modifier
- Cured of poison, disease, blindness, deafness, paralysis, or petrification

At 15th-level paragon:

- Regain hit points equal to 5d8 + your Charisma modifier
- Cured of poison, disease, blindness, deafness, paralysis, or petrification
- End a reduction to maximum hit points or an ability score
- Cured of one ongoing effect that a successful save can end

You must complete a long rest to regain the use of *paragon healer.*

Sage of Lore

Your knowledge is vast, due to extensive studies as well as a connection to the spirits of sages. You gain the following benefits:

- Choose two of the following skills: Arcana, History, Nature, Religion. You gain proficiency in them, or if you already have proficiency in a chosen skill, you gain expertise in it.
- You make Intelligence checks to remember information or lore as a bonus action instead of an action.
- You can innately cast the spell *comprehend languages* once per long rest, and at 9th-level paragon, you can innately cast the spell *legend lore* once per long rest.

Satyr's Ploy

Prerequisite: Proficiency in Acrobatics

You can use this wonder as a reaction when a creature you can see moves into a space within 5 feet of you. The target must succeed on a Dexterity saving throw or fall prone. Whether the save succeeds or fails, you then make a melee weapon attack against the target and move up to half your speed without provoking opportunity attacks.

You must complete a short or long rest to regain the use of *satyr's ploy.*



Shadowflash

Prerequisite: Myth of the Trickster

As a bonus action, you enter a stance that lasts until the end of your next turn. During this time, when a creature you can see within 30 feet of you moves without disengaging, you can use your reaction to make a weapon attack against it. If you are wielding a melee weapon, however, the target must be within your reach.

Joan Maldonado

Springing Lynx

Prerequisite: Myth of the Trickster

As a bonus action, you invoke the prowess of a hunting cat. Until the end of your next turn, you gain a climbing speed equal to your walking speed, and your jumping distance triples. During this time, whenever you take the Dash action, you can also make one melee weapon attack at any point during your movement.

You can make two attacks at 7th-level paragon and three attacks at 15th-level paragon.

You must complete a short or long rest to regain the use of *springing lynx*.

Strength of Giants

Prerequisite: Myth of the Hero

As a bonus action, you invoke the might of a giant. Until the end of your next turn, you gain the following benefits:

- Your Strength score increases by 4.
- You have advantage on Strength checks and saving throws.
- Your melee reach increases by 5 feet.
- You can make one additional attack on the next Attack action you take before the end of the wonder.

You must complete a short or long rest to regain the use of *strength of giants*.

Uncanny Deflection

Prerequisite: Proficiency in Acrobatics

You can use this wonder as a reaction when you take damage from a source you can see within 60 feet of you. Prevent an amount of the damage equal to 1d8 + your Dexterity modifier, and deal the amount of prevented damage to its source. The damage type is unchanged.

The amount of damage deflected increases to 3d8 + your Dexterity modifier at 7th-level paragon and to 5d8 + your Dexterity modifier at 15th-level paragon.

You must complete a long rest to regain the use of *uncanny deflection*.

Well-Timed Misdirection

You can use this wonder as a reaction when an enemy you can see attacks you. This reaction can be taken after you know the attack roll result but before damage is rolled. Make a Charisma (Deception) check. If the result is greater than the enemy's attack roll, the attack misses you or you can redirect the attack to a creature within 5 feet of you (the attack roll remains the same). *Well-timed misdirection* does not function against critical hits.

You must complete a short or long rest to regain the use of *well-timed misdirection*.

3rd-Level Wonders

Against the Cyclops

Prerequisite: 3rd-level paragon

You can use this wonder when you hit a creature you can see with a melee weapon attack. The target must succeed on a Dexterity saving throw or be blinded until the end of your next turn. The target is instead permanently blinded if its CR is 2 lower than your paragon level or below. The creature recovers its sight with any effect that cures the blinded condition or if it regains hit points from regeneration.

Incorporeal creatures and creatures with more than two eyes are immune to *against the cyclops*.

You must complete a short or long rest to regain the use of *against the cyclops*.

Fade into the Mist

Prerequisite: Myth of the Trickster, 3rd-level paragon

You are a skirmisher and ambusher who is able to call up obscuring mists. You gain the following benefits:

- You can Hide as a bonus action.
- Once per short rest as an action, you can create a 15-foot radius cloud of mist, centered on you. The mist spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a moderate or stronger wind disperses it.

Flaming Spears

Prerequisite: Myth of the Hero, 3rd-level paragon

You call upon the power of a mighty entity—a god, a great spirit, or a star of fate—and your thrown weapons ignite with spiritual energy.

As an action, make two ranged attacks using thrown weapons. You can draw the weapons as part of this action, and you do not suffer disadvantage for attacking at long range. Each attack deals an additional 1d6 fire or radiant damage.

The additional damage increases to 2d6 at 7th-level paragon and to 3d6 at 15th-level paragon

You must complete a short or long rest to regain the use of *flaming spears*.

Force of Nature

Prerequisite: 3rd-level paragon

You can innately cast the spells *gust of wind* and *thunderwave* each once per long rest. Somatic components are not required.

Starting at 7th-level paragon, you cast these spells as 3rd-level spells, and at 15th-level paragon, you cast these spells as 4th-level spells.

Griffon's Might

Prerequisite: 3rd-level paragon

As a bonus action, you invoke the spirit of the griffon. For 1 minute, you have a flying speed equal to your walking speed, and your melee weapon attacks deal an additional 1d6 damage.

You must complete a long rest to regain the use of *griffon's might*.

Hawkeye

Prerequisite: Proficiency in Perception, 3rd-level paragon

As a bonus action, your sight becomes supernaturally keen for 10 minutes. You gain the following benefits:

- You have advantage on Perception checks.
- You can see invisible creatures and objects.
- You can see normally through lightly-obscured and heavily-obscured areas, even those created by magic.
- Targets gain no benefit against you from having half cover or three-quarters cover.

You must complete a long rest to regain the use of *hawkeye*.

Howl of the Alpha Wolf [epic]

Prerequisite: Myth of the Sovereign, 3rd-level paragon

You give a great battle cry and close in on your target like the alpha of a wolfpack.

1st Round: As an action, you shout a battle cry. Each ally within 60 feet of you that can hear you can spend its reaction to move up to its speed. You move up to your speed and make a melee weapon attack (two attacks if you have Extra Attack). This attack has advantage if an ally is within 5 feet of the target.

2nd and 3rd Rounds: As an action, make a melee weapon attack (two attacks if you have Extra Attack). This attack has advantage if an ally is within 5 feet of the target. If you hit a Large or smaller creature, it must succeed on a Strength saving throw or fall prone. For the duration of the wonder, whenever the target stands up, it provokes opportunity attacks unless it disengages.

You must complete a long rest to regain the use of *howl of the alpha wolf.*

Lion's Roar

Prerequisite: Proficiency in Intimidation, 3rd-level paragon

As an action, you give a tremendous shout that invigorates allies and causes foes to jump back. You and all allies within 60 feet of you that can hear you can each make a saving throw against an ongoing effect that has a repeated saving throw at the end of one's turn.

Each enemy within 60 feet of you that can hear you must make a Wisdom saving throw. A creature that fails uses its reaction (if available) to move 10 feet away from you, which provokes opportunity attacks. Creatures immune to the frightened condition are unaffected.

You must complete a short or long rest to regain the use of *lion's roar.*

Madcap Tricks [epic]

Prerequisite: Myth of the Trickster, 3rd-level paragon

No one knows how you produce such peculiar tricks, and like any good magician, you never tell.

1st, 2nd, and 3rd Rounds: As an action, you produce a tiny object and throw it up to 30 feet. Roll 1d4:

1. **Bee Swarm:** Bees emerge from the object, buzzing and stinging in a 5-foot radius. Each creature in the area must succeed on a Dexterity saving throw or take 1d6 poison damage per two paragon levels you have (minimum 2d6) and suffer disadvantage on its next attack roll before the end of the wonder.
2. **Crackling Blast:** Searing, crackling embers burst from the object in a 5-foot radius. Each creature in the area takes 1d8 fire damage per two paragon levels you have (minimum 2d8), or half damage on a successful Dexterity saving throw.
3. **Shrieker:** The object erupts with a piercing shriek in a 5-foot radius. Each creature in the area must succeed on a Constitution saving throw or be deafened and stunned until the end of your next turn.
4. **Tanglefoot:** Sticky strands burst from the object in a 5-foot radius. Each creature in the area must succeed on a Dexterity saving throw or be restrained until the end of the wonder. As an action, a restrained creature can attempt to escape with a Strength (Athletics) or Dexterity (Acrobatics) check.

You must complete a long rest to regain the use of *madcap tricks.*

Muddle Conviction

Prerequisite: Myth of the Sovereign, 3rd-level paragon

As an action, choose one creature within 60 feet of you that can see and hear you. The target must make a Wisdom saving throw. On a failed save, it cannot take hostile actions against you or your allies for 1 minute, or if the target's CR is 1/3 your paragon level or lower, it changes its loyalty and becomes your ally for 1 hour. Either effect ends if you or an ally takes a hostile action against the target. Creatures immune to the charmed condition are unaffected.

You must complete a short or long rest to regain the use of *muddle conviction.*

Mythic Song [epic]

Prerequisite: Proficiency in Performance or a musical instrument, 3rd-level paragon

You sing or play a wondrous song that a legendary bard once composed. You cannot use this wonder on an undead or construct.

1st Round: As an action, you or one creature within 30 feet of you that can hear you regains 1d6 hit points per two paragon levels you have (minimum 2d6) + your Charisma modifier.

2nd Round: As an action, you or one creature within 30 feet of you that can hear you becomes greatly inspired. Within 1 hour, the target can reroll one ability check, saving throw, or attack roll.

3rd Round: As an action, you innately cast the spell *heroism* or *lesser restoration,* at a range of 30 feet. The somatic and verbal components are your singing or playing of the song.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *mythic song.*

Owl of Night's Lament [epic]

Prerequisite: Myth of the Trickster, 3rd-level paragon

You invoke the spirit of a ghost owl that haunts those who are doomed to a tragic fate.

1st Round: As a bonus action, you enter a ghostly state. For the duration of the wonder, when you are in dim light or darkness, you are invisible (along with objects you are wearing or carrying). In addition, your movements make no sound unless you choose so, and you have blindsight out to 30 feet.

2nd Round: As a bonus action, you can call out to one creature within 30 feet of you that can hear you. The target must make a Wisdom saving throw. On a failed save, you command the target: drop what it is holding, run away as far as possible, or fall prone. On its next turn, it performs the command and does nothing else. If your command is directly harmful to the target, it instead does nothing on its turn.

3rd Round: As a bonus action, you can fly up to your walking speed.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *owl of night's lament.*

Philosopher's Salvo

Prerequisite: Proficiency in Religion, 3rd-level paragon

As an action, you issue profound philosophical or religious declarations. Choose any number of creatures within 30 feet of you that can hear you. Each target must make a Wisdom saving throw. On a failed save, a target cannot take actions on its next turn, or if the target's CR is 1/3 your paragon level or lower, it loses the will to fight for 24 hours. It cannot take hostile actions during this time, though if it is subjected to a hostile action, its will to fight returns.

If a target has an alignment opposed to yours on one axis or more, it also takes 1d8 psychic damage per two paragon levels you have on a failed save. Opposed alignments are: good/evil, law/chaos, true neutral/fully non-neutral.

Creatures with no alignment (unaligned) are unaffected by *philosopher's salvo.*

You must complete a long rest to regain the use of *philosopher's salvo.*

Royal Guardian

Prerequisite: Myth of the Sovereign, 3rd-level paragon

You can innately cast the spells *shield of faith* and *branding smite* each once per long rest. Somatic components are not required. The range of this casting of *branding smite* is you or your companion within 60 feet of you.

Starting at 7th-level paragon, you cast these spells as 3rd-level spells, and at 15th-level paragon, you cast them as 4th-level spells.

Through the Flames [epic]

Prerequisite: Myth of the Hero, 3rd-level paragon

You endure the most dire of ordeals, contending with fate as you withstand punishment that would annihilate most mortals.

1st Round: As a bonus action, you regain 1d6 hit points per two paragon levels you have (minimum 2d6), and you reduce your exhaustion by 1 level.

2nd Round: As a bonus action, you regain the use of Hand of Fate.

3rd Round: As a bonus action, you gain resistance to all damage until the start of your next turn.

You must complete a long rest to regain the use of *through the flames.*

Tread the Path of Blades [epic]

Prerequisite: 3rd-level paragon

You have passed the threshold into the realm of peril, and you flit through gauntlets that would slash others to ribbons. You can use the bonus actions of this wonder even if you are incapacitated, as long as you are conscious.

1st Round: As a bonus action, you enter a state of preternatural agility. For the duration of the wonder, you are immune to the grappled, paralyzed, restrained, and stunned conditions. Furthermore, your movement does not provoke opportunity attacks, and you cannot inadvertently trigger traps or environmental hazards.

2nd and 3rd Rounds: As a bonus action, move up to your speed. The next time an attack would hit you before the start of your next turn, make a Dexterity (Acrobatics) check, and you can use the result in place of your AC.

You must complete a long rest to regain the use of *tread the path of blades.*

Vanguard [epic]

Prerequisite: Myth of the Hero, 3rd-level paragon

You are the vanguard, the brave, the hero who stares down terrors that others hesitate to face.

1st Round: As an action, move up to your speed and make a melee weapon attack (two attacks if you have Extra Attack). Whether you hit or miss, the target has disadvantage on attack rolls against creatures other than you for the duration of the wonder.

2nd Round: As an action, make a melee weapon attack (two attacks if you have Extra Attack). The next time the target takes a hostile action against you before the end of the wonder, you can make a melee weapon attack against it as a reaction.

3rd Round: As an action, make a melee weapon attack (two attacks if you have Extra Attack). On a hit, the target must make a Constitution saving throw. On a failed save, it deals the minimum amount on all damage rolls until the start of your next turn.

You must complete a long rest to regain the use of *vanguard.*

5th-Level Wonders

Bolt of the Storm God

Prerequisite: 5th-level paragon

You call out to a god, who sends down a magical bolt that crackles with divine rebuke. As an action, choose a creature you can see within 120 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 4d6 lightning damage and is stunned until the end of your next turn. On a successful save, it takes half damage and is not stunned.

At 7th-level paragon, the damage increases to 6d6, and at 15th-level paragon, the damage increases to 8d6.

You must complete a short or long rest to regain the use of *bolt of the storm god*.

Confront the Minotaur [epic]

Prerequisite: 5th-level paragon

You face the terrible monstrosity that waits to devour you, relying on all your courage and wit to win through.

1st Round: As a bonus action, choose an enemy that is within 60 feet of you. You must be able to hear or see each other. You and the enemy make contested Charisma (Intimidation) checks. If you win the contest, the next non-critical hit you score against the enemy becomes a critical hit. If you do not win the contest, you and the enemy each deal an additional 1d8 damage to the other on damage rolls for the duration of the wonder.

2nd and 3rd Rounds: As a bonus action, make a melee weapon attack against a creature within 5 feet of you. After your attack, the creature can spend its reaction to make a melee weapon attack against you.

You must complete a long rest to regain the use of *confront the minotaur*.

Doomsayer

Prerequisite: 5th-level paragon

You can innately cast the spells *bestow curse* and *doomful duress*[EEE] as 3rd-level spells each once per long rest.

At 15th-level paragon, you cast them as 5th-level spells.

Giver of Splendid Gifts

Prerequisite: 5th-level paragon

Once per long rest, you can perform a 10-minute ritual that allows you to share wondrous gifts. Choose one of the following options. It requires the noted material component, which is not consumed.

Ambrosia (serving vessels worth at least 100 gp): You innately cast *create food and water*, though you produce exquisite food and drink that last for up to 24 hours. A creature who consumes a serving of this meal is cured of any magical aging effect, and it has advantage on death saving throws until it finishes a long rest.

Anointing Oil (an oil vessel worth at least 250 gp): You anoint up to 3 creatures, each of which receives the benefits of the spell *bless* or *enhance ability* for 1 hour. Concentration is not required.

Mystical Rings (one or two fine rings worth at least 250 gp each): You bless up to 2 rings, turning each one into an uncommon magic ring of your choice. Upon blessing a ring, you or a willing creature within 5 feet can attune to it. A creature cannot be attuned to more than 1 ring you bless in this way. After 1 hour, the magic fades from the rings.

Let the Gods Behold [epic]

Prerequisite: Myth of the Sovereign, 5th-level paragon

You call out to the gods, aiming to win their divine favor. You can only use this wonder on the first turn you take during initiative.

1st Round: As a bonus action, a creature is chosen at random from among all enemies you and your allies can see (excluding creatures below CR 1). This is the target the gods have chosen as the adversary.

The first time the adversary takes damage before the end of the wonder, the damage increases by 2d12 radiant damage.

If you or an ally slays or otherwise neutralizes the adversary before the wonder ends, the gods bestow a boon that lasts for 24 hours: You or an ally of your choice deals an additional 1d6 radiant damage on all damage rolls.

2nd and 3rd Rounds: As a bonus action, choose yourself or an ally you can see. Until the start of your next turn, the target's speed increases by 20 feet, and it has advantage on its next attack roll.

You must complete a long rest to regain the use of *let the gods behold*.

Master of Masks

Prerequisite: Myth of the Trickster, 5th-level paragon

You can use mystical subterfuge to mask your appearance and your attacks. You gain the following benefits:

- You can innately cast the spell *disguise self* at will.
- After you cast *disguise self*, the first melee weapon attack you make has advantage and deals an additional 1d6 damage on a hit.

  This effect does not function against creatures that are not susceptible to visual illusions, such as those with blindsight or truesight.

Wheel of Fate

Prerequisite: 5th-level paragon

You set the wheel of fate into motion, facing whatever luck comes your way. You can only use this wonder during combat or other situation of immediate danger. As an action, roll 1d12:

1. **The Skull:** You take 4d8 necrotic damage, which cannot be reduced in any way. The next non-critical hit you score within 1 hour becomes a critical hit.
2. **The Tome:** Choose any 1st-level spell and any 2nd-level spell. You immediately cast them both as innate spells (disregard their normal casting times). Components are not required.
3. **The Witch:** You immediately cast *doomful duress*[EEE] as an innate 3rd-level spell. Components are not required. You then become frightened, as though always within line of sight of the source of your fear, but you can move normally. The frightened condition lasts for 24 hours or until the third time you deal damage to an enemy.
4. **The Tower:** For 1 minute, you cannot leave or be moved from your current space by any means, you cannot make melee attacks, and you have three-quarters cover against all attacks and effects.
5. **The Sword:** You immediately cast *spiritual weapon* as an innate 4th-level spell. Components are not required. You can begin using the spiritual weapon's bonus action this turn.
6. **The Inferno:** You and all creatures within 60 feet of you take 3d8 fire damage. Evil-aligned creatures take double damage, which cannot be reduced in any way.
7. **The Divine Flame:** A lit *torch of celestial flame (lesser)*[EEE] appears in your hand, and you can immediately attune to it. It remains for up to 1 hour. You can immediately take an additional action.
8. **The Star:** You teleport to any unoccupied space you can see. You are immune to falling damage this turn. Upon arriving at your destination, each enemy within 10 feet of you takes 4d6 radiant damage, and you can immediately take an additional action.
9. **The Candle:** After 1d4 rounds, you gain the benefits of a short rest. You can spend no more than half your hit dice when you do. You gain the benefits of Dodge until the start of your next turn.
10. **The Monster:** You transform into a troll for 1 hour or until you are reduced to 0 hit points. This effect otherwise functions as though the spell *polymorph*. You can immediately take an additional action.
11. **The Abyss:** You are transported to the depths of a nightmarish realm for 1d4 rounds. While there, you take 1d12 psychic damage at the end of each of your turns. Upon returning to the space you left, you tap into the wisdom known by an ancestor of yours. Choose a 1st-level or 2nd-level class feature from any class in which you have no levels (excluding Pact Magic or Spellcasting). You gain the feature for 24 hours. It functions as though you had the minimum class level for the feature.
12. **The Celestial Eye:** The spell *foresight* is cast upon you by a god or spirit sage, with a duration of 10 minutes.

You must complete a long rest to regain the use of *wheel of fate*.



Aleksandar Kostic

The Whirlwind Descends [epic]

Prerequisite: Myth of the Hero, 5th-level paragon

You invoke a furious whirlwind that empowers you and batters your foes.

1st Round: As an action, move up to your speed without provoking opportunity attacks. During this movement, you can make a melee weapon attack at up to three different creatures. Each attack deals an additional 1d6 damage.

2nd Round: As an action, extreme winds sweep around you, out to 20 feet in all directions. Each Large or smaller creature of your choice in this area must succeed on a Strength saving throw or take 4d6 bludgeoning damage and be moved up to 15 feet in a horizontal direction you choose.

3rd Round: As an action, make a melee weapon attack at each creature of your choice within 10 feet of you.

You must complete a long rest to regain the use of *the whirlwind descends*.

7th-Level Wonders

Awaken the Ancestors [epic]

Prerequisite: Myth of the Hero, 7th-level paragon

You call out to some of your greatest ancestors, whose spirits empower you.

1st Round: As a bonus action, you invoke the warrior. For the duration of the wonder, your weapon attacks deal an additional 1d10 damage, and whenever you hit a creature with a weapon attack, it must succeed on a Strength saving throw or its speed is reduced to 0 until the start of your next turn.

2nd Round: As a bonus action, you invoke the shaman. For the duration of the wonder, your melee weapons gain the thrown (60/180) property, and whenever you deal damage, you can change the type to cold, fire, lightning, or thunder.

3rd Round: As a bonus action, you invoke the legendary hero. Make a weapon attack. If this attack hits, the target must succeed on a Strength saving throw or drop whatever it is holding. If this attack misses, it deals half damage.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *awaken the ancestors*.

Gallant Doyen [epic]

Prerequisite: Myth of the Sovereign, 7th-level paragon

You lead bravely, inciting great morale in your allies and disorienting your foes.

1st Round: As an action, choose one creature you can see. Until the start of your next turn, you and all allies that can hear you have a bonus to attack rolls against the target equal to your Charisma modifier. You then make two weapon attacks.

2nd Round: As an action, you emanate an aura of gallantry. Each enemy within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of the wonder, and during this time, it cannot cast spells other than cantrips nor use any option that has a recharge roll.

3rd Round: As an action, choose yourself or an ally that can hear you. The chosen target gains temporary hit points equal to 3d8 + your Charisma modifier and can make two weapon attacks or cast a cantrip. If you choose an ally, it must spend its reaction in order to make the attacks or cast the cantrip.

You must complete a long rest to regain the use of *gallant doyen*.

Knowledge of the Planes

Prerequisite: Proficiency in Arcana, 7th-level paragon

You can use this wonder as a reaction when you take acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage. You gain resistance to all the listed damage types until the end of your next turn.

You must complete a short or long rest to regain the use of *knowledge of the planes*.

At 15th-level paragon, you can also innately cast the spell *conjure elemental* once per long rest.

New Moon Fox [epic]

Prerequisite: Myth of the Trickster, 7th-level paragon

The essence of the new moon makes you an avatar of subterfuge.

1st Round: As a bonus action, target a creature you can see within 5 feet of you. The target must succeed on a Charisma saving throw or you steal its grace for the duration of the wonder:

The target has disadvantage on Dexterity saving throws, while you gain advantage on them.

The target cannot make more than one attack on its turn, while you can make an additional attack when you take the Attack action.

The target's speed is halved, while your speed increases by an amount equal to half the target's speed (including all modes of movement).

2nd Round: As a bonus action, you attempt to steal helpful magic from a creature you can see within 5 feet of you. The target must make a Charisma saving throw. On a failed save, any beneficial spells of 4th level or lower currently affecting the target are transferred from it to you. If such a spell requires concentration, you must maintain the concentration. If the target has no such spell for you to steal, it takes 4d6 psychic damage on a failed save.

3rd Round: As a bonus action, you attempt to destabilize a creature you can see within 5 feet of you. The target must make a Dexterity saving throw. On a failed save, all attack rolls made against the creature have advantage until the start of your next turn.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *new moon fox*.



Anne-Laura Patris

Oracle

Prerequisite: 7th-level paragon

You can innately cast the spells *augury* and *divination* each once per long rest.

Relic Wielder

Prerequisite: 7th-level paragon

You can innately cast the spells *detect magic* and *identify*, though you must cast them as rituals (even if you normally cannot cast rituals).

You ignore the class requirements of any magic item whose properties you have identified. For the purpose of spell scrolls, you must succeed on spellcasting ability checks to cast spells of 3rd level and higher.

9th-Level Wonders

Astral Crown

Prerequisite: Myth of the Sovereign, 9th-level paragon

You are the bearer of a divine spark, a star-blessed soul able to manifest majestic gifts. You gain the following benefits:

- Once per long rest as an action, you gain blindsight and truesight out to 60 feet for 1 minute.
- Once per long rest as an action, you can send a short telepathic message to any creature with whom you are personally familiar, even if it is on another plane. Your message can include the sights and sounds you are currently perceiving. The recipient can respond to you in the same fashion.
- Once per long rest as an action, you call to the celestial realms and summon a griffon or pegasus, which appears in an unoccupied space within 120 feet of you. It is your ally and has a bonus to AC and saving throws equal to your Charisma modifier. In initiative, it takes its turn directly before or after yours. The summoned creature remains for 1 hour or until you dismiss it as a bonus action or it is reduced to 0 hit points.

Spirit of the Great Wyrm [epic]

Prerequisite: Myth of the Hero, 9th-level paragon

You invoke the might of a terrifying dragon. Your eyes glow like molten metal, your voice crackles with power, and spectral dragon wings stretch from your back.

1st Round: As an action, you strike terror into the hearts of your foes. Each creature of your choice within 60 feet of you must succeed on a Wisdom saving throw or become frightened of you for the duration of the wonder. A creature's speed becomes 0 feet while frightened in this way. It can repeat the saving throw at the end of each of its turns, ending the frightened effect on itself on a success.

2nd Round: As an action, you gain a 40-foot flying speed for the duration of the wonder. You then move up to your speed. At any point along this movement, you unleash a breath attack in a 60-foot cone. Each creature in this area must make a Dexterity saving throw, taking 7d8 fire or lightning damage on a failed save, or half damage on a successful one.

3rd Round: As an action, you make three melee weapon attacks.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *spirit of the great wyrm*.

Temple Keeper

Prerequisite: Proficiency in Religion, 9th-level paragon

You become the head of a temple, leading it through times of calm and times of crisis. This temple can be a long-established one whose order wishes for you to be its leader, or it can be one newly constructed by those who believe in you. You have the final say over the temple's style and its religious-philosophical orientation. The order of the temple includes a 5th-level cleric and two acolytes who live on its grounds and guard it, and pilgrims journey to the location from time to time.

The rite that bonds you as the temple keeper provides the following benefits:

- You have resistance to necrotic and radiant damage.
- You can innately cast the spells *commune* and *sanctuary* each once per long rest.

Veil of Dreams [epic]

Prerequisite: Myth of the Trickster, 9th-level paragon

With a sweep of your arm, you draw out an expanding veil of supernatural dreams.

1st, 2nd, and 3rd Rounds: As an action, you send out a wave of magical sleep. Choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or fall unconscious for the duration of the wonder. An unconscious creature that fails this save for a second time remains unconscious for 1 hour (independent of the duration of the wonder). An unconscious creature that fails this save for a third time remains unconscious for 24 hours.

An unconscious creature wakes up if it takes damage or if someone uses an action to slap it awake. Creatures immune to the charmed condition are unaffected by *veil of dreams*.

You must complete a long rest to regain the use of *veil of dreams*.

IIth-Level Wonders

Chimera Assault [epic]

Prerequisite: Myth of the Hero, 11th-level paragon

You make a series of strikes empowered by the spirit of a tri-headed mythical beast.

1st Round: As an action, you invoke the ram. Make two melee weapon attacks. On a hit, the target must make a Strength saving throw. On a failed save, the target falls prone, or if it was already prone, it cannot stand up on its next turn.

2nd Round: As an action, you invoke the lion. Make two melee weapon attacks. On a hit, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of your next turn, or if it was already frightened, it cannot take any hostile actions on its next turn.

3rd Round: As an action, you invoke the dragon. Make a melee weapon attack against each creature of your choice within 15 feet of you. A creature hit by one of these attacks takes an additional 3d6 fire or lightning damage.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *chimera assault*.

Quicksilver Phantom [epic]

Prerequisite: Myth of the Trickster, 11th-level paragon

A shimmer ripples across your body, and you take on a dreamlike aspect—silvery, fluent, and eerie.

1st Round: As a bonus action, you enter the quicksilver phantom state. For the duration of the wonder, you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If you are inside an object or creature when the wonder ends, you take 2d10 force damage and are shunted to the nearest unoccupied space.

2nd Round: As a bonus action, you innately cast the spell *phantasmal killer*. The spell's duration is independent of the wonder.

3rd Round: As a bonus action, move up to your speed and innately cast the spell *mirror image*. The spell's duration is independent of the wonder.

Special: You can use the three options in any order, though only once each.

You must complete a long rest to regain the use of *quicksilver phantom*.

Rings of Radiance [epic]

Prerequisite: Myth of the Sovereign, 11th-level paragon

A disc of white-gold brilliance expands from you, rotating gracefully as it invigorates your allies and sears your foes.

1st, 2nd, and 3rd Rounds: As an action, you evoke an instantaneous ring of magical light around yourself, which reaches out to 5 feet from you in all directions. If your companion is within 120 feet of you and you can see them, a similar ring forms around them as well. You and each living ally within the light regains 4d8 hit points. Each enemy within the light takes 4d8 radiant damage, or half damage on a successful Dexterity saving throw. The effects do not double for a creature in multiple rings.

You must complete a long rest to regain the use of *rings of radiance*.

Vicissitude of the Sphinx [epic]

Prerequisite: 11th-level paragon

Your voice booms like thunder, issuing doomful decrees against your foes.

1st Round: As an action, you emit a magical roar that affects all creatures of your choice within 60 feet of you. Each creature must make a Constitution saving throw. On a failed save, a creature takes 8d6 thunder damage and has disadvantage on the next attack roll and the next saving throw it makes before the end of this wonder. On a successful save, a creature takes half damage and suffers no other effect.

2nd Round: As an action, you give a magical decree that affects all creatures of your choice within 60 feet of you. Each creature must make a Wisdom saving throw. On a failed save, a creature is frightened until the end of your next turn. If a creature fails this saving throw by 5 or more, it is paralyzed as long as it is frightened.

3rd Round: As an action, you fly up to 60 feet, and you can make three weapon attacks at any points throughout this movement.

You must complete a long rest to regain the use of *vicissitude of the sphinx*.



Ashkan Ghanbari

13th-Level Wonders

Journeys Unnumbered

Prerequisite: 13th-level paragon

As a bonus action, choose one of the following modes. You can only have one mode active at a time.

The Call: You have advantage on Wisdom (Survival) checks. Once per day as an action, you can summon 3 giant eagles. They appear within 120 feet of you in unoccupied spaces. They are your allies and take their turns immediately before or after yours. Each giant eagle remains for 1 hour as long as this mode is active or until it drops to 0 hit points.

The Threshold: You have advantage on Strength (Athletics) checks. You can innately cast the spell *guiding bolt* at will.

The Ordeal: You have advantage on Wisdom (Insight) checks. Once per day, you can innately cast the spell *protection from evil and good*, and it also provides protection against dragons. The spell ends if you change modes.

The Return: You have advantage on Wisdom (Medicine) checks. Once per day, you can innately cast *prayer of healing* as a 3rd-level spell.

Meteor Charge

Prerequisite: Myth of the Hero, 13th-level paragon

As an action, fly up to 120 feet. You can make two melee weapon attacks throughout this movement. Each time you hit with one of these attacks, a shockwave bursts forth, dealing 3d8 fire or force damage to the target and all creatures within 5 feet of it other than you.

You must complete a short or long rest to regain the use of *meteor charge*.

Slipstream Rover

Prerequisite: Myth of the Trickster, 13th-level paragon

You are a wayfarer of unseen paths and a stowaway on arcane jaunts. You gain the following benefits:

- Whenever you see a creature within 60 feet of you teleport, you can use your reaction to teleport along with it, arriving at the destination within 5 feet of it (or the nearest unoccupied space). The creature can prevent you from teleporting if it succeeds on a Charisma saving throw.
- Once per short rest as a bonus action, you can teleport up to 120 feet in any direction. You do not need to see the destination, though if you arrive inside a solid object or a creature, you take 2d10 force damage and are shunted to the nearest unoccupied space.

Subjugate the Foes

Prerequisite: Myth of the Sovereign, 13th-level paragon

As an action, you shout a battlecry that demoralizes or stalls out foes. Each enemy within 120 feet of you that can hear you must make a Wisdom saving throw. A creature that has a lower initiative count than you has disadvantage on this saving throw. On a failed save, the creature cannot take actions on its next turn.

You must complete a short or long rest to regain the use of *subjugate the foes*.

15th-Level Wonders

Divine Blood

Prerequisite: 15th-level paragon

As a bonus action, you enter an ascendant state that lasts for 1 hour. Whenever a creature within 120 feet of you takes damage, you can choose for half of the damage to be dealt to you instead (no action required, as long as you are conscious). If you are reduced to 0 hit points or killed before the wonder ends, at the start of your next turn, a celestial glow comes over you. Your mortal wounds close, and any severed body parts mysteriously return. You recover 8d8 hit points, you rise to your feet without spending any speed, and the wonder ends. This wonder cannot revive you, however, if your body was completely destroyed.

You must complete a long rest to regain the use of *divine blood*.

Gambit of Comedy and Tragedy [epic]

Prerequisite: Myth of the Trickster, 15th-level paragon

You become an embodiment of comedy and tragedy, and you take the stage amid deadly antagonists.

1st Round: As an action, you utter a magical phrase, targeting each creature of your choice within 30 feet of you that can hear you. Each target must succeed on a Wisdom saving throw or be charmed by you for the duration of the wonder. While a target is charmed in this way, it is incapacitated, being overcome with laughter or melancholy. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

2nd and 3rd Rounds: As an action, target one creature within 30 feet of you that can hear you. It must make a Wisdom saving throw. If the target fails the save, on its next turn, it makes one attack against a creature of your choice, moving if needed, and does nothing else (you can choose for it to attack itself). If the target's attack hits, it scores a critical hit. The target can perform this action even if incapacitated by this wonder.

You must complete a long rest to regain the use of *gambit of comedy and tragedy*.

Legend of the Dragonslayer [epic]

Prerequisite: Myth of the Hero, 15th-level paragon

Empowered by a god, a great spirit, or a star of fate, you overwhelm even the greatest of foes.

1st Round: As an action, your melee weapon attacks become empowered, dealing an additional 1d6 fire or lightning damage for the duration of the wonder. Make four melee weapon attacks. A creature hit by one or more of these attacks cannot regain hit points for the duration of the wonder.

2nd Round: As an action, make three melee weapon attacks. A creature hit by one or more of these attacks cannot use Multiattack or Extra Attack for the duration of the wonder.

3rd Round: As an action, make three melee weapon attacks. A creature hit by one or more of these attacks expends one use of its Legendary Resistance.

You must complete a long rest to regain the use of *legend of the dragonslayer*.

Victory Is at Hand [epic]

Prerequisite: Myth of the Sovereign, 15th-level paragon

You make a wondrous proclamation of the victory that draws nigh.

1st Round: As a bonus action, choose either yourself or an ally within 120 feet of you that can hear you. The target regains an expended racial feature or class feature up to 14th level, or an expended spell slot up to 5th level. The chosen option must be something that recovers with a short or long rest. If a recovered feature has multiple uses or a pool of points, the target regains two uses or points.

2nd and 3rd Rounds: As a bonus action, choose either yourself or an ally within 120 feet of you that can hear you. The target gains an additional action that it must use before the end of its next turn.

You must complete a long rest to regain the use of *victory is at hand*.

MULTICLASS PARAGONS

Below are the requirements and proficiencies of a multiclass paragon.

Multiclassing Prerequisite: Minimum Charisma score 13
Multiclassing Proficiencies: Light armor, medium armor, shields, simple weapons, one martial weapon of choice, one skill of choice

PARAGON CONCEPTS (3rd level)

Wondrous Warrior (hero) human
Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 14
Chainmail, shield, spear
Wonders: *Fell the foe; against the cyclops, griffon's might, flaming spears*

Mythic Defender (hero) dwarf
Str 17, Dex 10, Con 16, Int 8, Wis 13, Cha 14
Chainmail, shield, battleaxe
Wonders: *Strength of giants; hawkeye, through the flames, vanguard*

Spry Skirmisher (trickster) elf
Str 10, Dex 16, Con 14, Int 12, Wis 12, Cha 14
Longbow, dagger
Wonders: *Satyr's ploy, shadowflash, uncanny deflection; tread the path of blades*

Lunatic Scoundrel (trickster) halfling
Str 8, Dex 17, Con 14, Int 10, Wis 11, Cha 16
Sickle, light crossbow
Wonders: *Buy time; fade into the mist, madcap tricks, owl of night's lament*

Philosopher-Commander (sovereign) half-elf
Str 8, Dex 16, Con 12, Int 12, Wis 12, Cha 16
Gambeson[EEE], shield, rapier, shortbow
Wonders: *Battle leader; muddle conviction, philosopher's salvo*

Borderlands Knight (sovereign) half-orc
Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 14
Scale mail, greataxe, javelin, net
Wonders: *Net caster; howl of the alpha wolf, royal guardian*

Paragon Magus (sovereign) human
Str 9, Dex 14, Con 14, Int 14, Wis 14, Cha 16
Scale mail, longbow, dagger
Wonders: *Dominion of the eminent, sage of lore; force of nature*

Marlies Draaisma (right)





Class Options

Barbarian
Path of the Reaver

You are no common marauder, but a far-wandering warrior always seeking the next great adventure and the next great plunder. You have little qualms about doing grim and bloody work, and your extraordinary abilities make you particularly adept at accomplishing such feats. Your primal surges overwhelm foes in battle, you prowl temples and palaces like a panther, and with an unrivaled boldness flowing through your veins, you stare death right in the eye. Some reavers are bloodthirsty killers, but many follow their own values—preying upon the weak is for cowards, and only those with true courage push themselves to face epic challenges.

Rush

When you choose this path at 3rd level, you gain an explosive power that you can use to surge into combat. As an action, you move up to your speed and make a single melee weapon attack, grapple attempt, or shove attempt. If you move at least 10 feet in a straight line immediately before making your attack, grapple, or shove, you can apply the associated benefit:

- The attack deals additional 1d10 damage on a hit.
- You can knock the target prone on a successful grapple.
- You can push the target up to 10 feet and knock it prone on a successful shove.

Tremendous Courage

By 3rd level, your courage has been forged through combat and adventure. While you are raging, you have advantage on Wisdom saving throws. Whenever an enemy or other hostile effect causes you to make a Wisdom saving throw, you can spend your reaction to enter a rage.

Raider

Also at 3rd level, you improve your knack for obtaining treasure in cunning or ruthless ways. Choose one of the following skills: Athletics, Intimidation, Perception, or Stealth. You gain proficiency in the chosen skill, or if you already have this proficiency, you gain expertise in it.

Lust for Life

By 6th level, vigor and passion flow through your veins, and the more you tread the blade's edge of life and death, the more you pulse with vitality. You gain the following benefits:

- You have advantage on death saving throws.
- Once per long rest, you can roll a vitality die—a d12—to increase an ability check, saving throw, or attack roll you make. Alternatively, when you enter a rage, you can spend your vitality die to gain temporary hit points equal to 1d12 + your Constitution modifier.



Kostek (left), Aleksandar Kostic (right)

Scale the Walls

Also upon attaining 6th level, you have developed an incredible climbing ability that allows you to overcome barriers and gain access to advantageous positions. You have a climbing speed equal to your walking speed. You can climb any vertical surface that is not completely smooth.

Roar in the Face of Death

Starting at 10th level, a fierce instinct flares up in you if the threat of death draws nigh. Whenever your current hit points are half your maximum or fewer, you deal your rage bonus damage when you are not raging, and you deal double your rage bonus damage when you are raging.

Fatal Strike

At 14th level, you are now able to deliver extremely lethal blows. Whenever you deal damage with a melee weapon attack, you are aware if you have reduced the target to 50 hit points or fewer, in which case you can designate a Fatal Strike. The target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, you kill the target with the attack. Once you have used Fatal Strike twice, you must complete a short or long rest to regain its use.

Cleric
Majesty Domain

One of the most ambitious of religious pursuits is that of transcendence. Majesty is one of the loftiest aims—the command of others and the unbounding of the self. It reflects the ascension to godhood, with its mantles of authority and ability to move in ways beyond mortal limits. Treading this road risks destruction, both by those foes who harbor resentment against the majestic and by one's own inner darkness. The pathway to the deific mountaintop is a precarious one, requiring an extraordinary amount of faith, self-belief, and acceptance of the inscrutable winds of destiny.



Majesty Domain Spells

Cleric Level	Spells
1st	*command, unseen servant*
3rd	*enhance ability, levitate*
5th	*fly, haste*
7th	*charm monster, freedom of movement*
9th	*dominate person, passwall*

Celestial Servant

Beginning at 1st level, you have the ability to call a supernatural thrall into your service. You can summon your celestial servant as an action by expending a 1st-level spell slot, or if you perform a 10-minute ritual, you expend no spell slot. The celestial servant appears in an unoccupied space within 60 feet of you, and it remains a number of hours equal to your cleric level or until slain. It obeys your commands and takes its turn directly before or after yours.

Once you summon your celestial servant, you must finish a long rest before you can do so again.

Celestial Servant

Medium celestial, shares your alignment

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Damage Resistances necrotic, radiant
Senses darkvision 60 ft., passive Perception 11
Languages all languages you know

-ACTIONS-

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 11).

Vanish. The servant becomes invisible until it attacks or takes any action.

Miqueias Silva

Channel Divinity: Trial of Ascension

Starting at 2nd level, you can use your Channel Divinity to partake in a trial of ascension. As a bonus action, you levitate 20 feet up without provoking opportunity attacks. You make a Wisdom check that includes a bonus equal to your cleric level, with the result determining the effect.

14 or lower: Until the start of your next turn, you hover in the air, and you resist all nonmagical damage. At the start of your next turn, you descend safely to the ground.

15–24: Until the end of your next turn, you have a flying speed of 30 feet, and you resist all nonmagical damage.

25 or higher: Until the end of your next turn, you have a flying speed of 30 feet, you resist all nonmagical damage, and creatures are blinded while looking at you.

Greater Servant

At 6th level, your celestial servant increases in power.

Greater Celestial Servant

Medium celestial, shares your alignment

Armor Class 17 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	10 (+0)	15 (+2	12 (+1)

Damage Resistances necrotic, radiant
Senses darkvision 60 ft., passive Perception 12
Languages all languages you know

Magic Strikes. The servant's attacks are magical.

-ACTIONS-

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6 + 3 bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 13).

Vanish. The servant becomes invisible until it attacks or takes any action.

Overwhelming Force

Once you reach 8th level, you can batter your foes as with the hand of a god. Once on each of your turns when you hit a creature with a weapon attack, you can deal an additional 1d6 force damage to it, and it must succeed on a Strength saving throw against your spell save DC or be pushed 5 feet away from you and fall prone. When you reach 14th level, the extra damage increases to 2d6.

Superior Servant

When you attain 17th level, your servant reaches its highest form.

Superior Celestial Servant

Medium celestial, shares your alignment

Armor Class 20 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	12 (+1)	17 (+3)	14 (+2)

Damage Resistances necrotic, radiant
Senses darkvision 60 ft., passive Perception 13
Languages all languages you know

Blessed Connection. You gain the benefits of the *bless* spell while the servant is within 60 feet of you.

Magic Strikes. The servant's attacks are magical.

-ACTIONS-

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 4d8 + 4 bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 14).

Vanish. The servant becomes invisible until it attacks or takes any action.

How strange it is that we begin as so small a thing, nothing more than a seed. The wind blows the seed, perhaps to barren ground, perhaps to fertile soil. With luck, it takes root and forms into a new life. It could be anything—a growth amid a sea of potential. The green bud dreams of becoming a flower or a hummingbird or a child. It could be a king, if it dared. A star has unimaginable size and dwells at such distant heights, yet it is a tiny speck whose light bows down to caress the wing of a moth drinking nectar from a poppy. The whisper of a priestess can lead a seeker onto a lifelong path that ends at the threshold of a god's own palace. From small to great, leap between light and shadow, life and dream, until you dance to the music of the spheres.
—Anji the Mithral Emperor, *The Path of Majesty*

Fighter
Gladiator



You have been a contender in some of the world's deadliest competitions. Perhaps you were a prisoner forced to fight for your life in brutal pits, or maybe you were a warrior-athlete who thrilled in bloodsport at a grand coliseum. Now you are becoming more than a pit fighter. You are a honed combat expert whose ferocity strikes fear into the hearts of your foes, and any battlefield or dungeon is your arena. You are a true champion, a legend in the making.

Gladiator's Prowess

Your techniques are growing remarkably by the time you reach 3rd level. You have 4 prowess points, which you can spend on Dominate, Strike Fear, and other features. You regain all prowess points when you finish a short or long rest.

At each level in which you gain a new gladiator feature, your total number of prowess points increases by one: 5 points at 7th level, 6 points at 10th level, 7 points at 15th level, and 8 points at 18th level.

Dominate: As a bonus action, you can spend 1 prowess point to make a grapple or shove attempt.

Strike Fear: As a bonus action, you can spend 1 prowess point to target a creature you can see within 5 feet of you. Make a Charisma (Intimidation) check contested by the target's Charisma (Intimidation) check or Wisdom saving throw. If you win the contest, the target becomes frightened of you until the end of your next turn.

Exotic Weapon Style

When you choose this archetype at 3rd level, you hone a unique fighting ability due to your training in rare and advanced forms of combat. Choose one of the following options.

Chainflinger

You become proficient with the spiked chain[EEE].

When you hit a target with the spiked chain, you can spend 1 prowess point to attempt a pull, as long as the target is no more than one size category larger than you. When you do so, make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If you win the contest, you knock the target prone and pull it up to 5 feet closer to you.

Cyclone

Once per short rest when you take the Attack action with a melee weapon, one of the attacks strikes at all creatures within your reach. Make a separate attack roll for each creature.

You can make additional cyclone attacks at a cost of 1 prowess point each, though no more than one per turn.

Net Fighter

Once per short rest as a bonus action, you can draw a net and make an attack with it. On this attack, you do not suffer disadvantage for being within 5 feet of an enemy or being at long range.

You can make additional such net attacks at a cost of 1 prowess point each.

Raptor

With the precision of a bird of prey, you strike opponents in the most vulnerable areas, such as gaps in armor or soft tissue. When you make a melee attack with any weapon that deals piercing or slashing damage, you can treat the weapon as having a 1d8 damage die. This benefit does not apply to reach weapons nor improvised weapons.

When you make a melee attack with a weapon that deals piercing or slashing damage and does not have the heavy property, you can spend 1 prowess point to designate the attack as a raptor strike. The target uses its Dexterity score in place of its AC to determine if the attack hits or misses. You can use this option after making the attack roll, but before a hit or miss is finalized.

Aleksandar Kostic

Render
You become proficient with the armblade[EEE].

When you hit a creature with the armblade, you can spend 1 prowess point to rend the target. You deal an additional 1d6 damage and make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) check or Dexterity saving throw. If you win the contest, the target has disadvantage on the next attack roll it makes before the start of your next turn.

Exotic Armor Style
At 7th level, your unique fighting style expands to include a unique form of armor. Choose one of the following options.

Crested Champion
Your fearsomeness grows to greater proportions, which you express through a special crested helmet. Its crest is a creature or icon that strikes awe, and the face portion of the helm might also have a fierce aspect.

You gain proficiency in the Intimidation skill, or if you already have this proficiency, you gain expertise in it.

When you are wearing your crested helm and you successfully frighten a creature with Strike Fear, you can also make a melee weapon attack against that creature.

Scaled Guardian
You modify your armor with special scales made from exotic materials. While you are wearing your modified armor, any critical hit against you becomes a normal hit.

Whenever a creature you can see attacks you, you can spend 1 prowess point as a reaction to impose disadvantage on the attack roll. You must be wearing your modified armor.

Spiker
You modify your armor with specially-made spikes. Whenever you successfully grapple or shove a creature, or a creature successfully grapples or shoves you, you can deal 1d6 piercing damage to it. You must be wearing your modified armor.

You can spend 1 prowess point as a bonus action to enter a stance that lasts until the start of your next turn or until you are incapacitated. During this time, whenever a creature within 5 feet of you makes a melee attack against you, or you hit a creature within 5 feet of you with a melee attack, you deal 1d6 piercing damage to it. You must be wearing your modified armor.

Towering Defender
You become proficient with the tower shield[EEE].

You can spend 1 prowess point as a bonus action to enter a stance that lasts until the start of your next turn or until you are incapacitated. When you enter the stance, declare which direction you are facing. During this time, the tower shield provides you three-quarters cover against attacks and effects originating from in front of you. This cover extends to any ally of your size or smaller that is directly behind you.

Crowned in Blood
By 10th level, you have become the king of many arenas, and your crown is forged in the blood of your foes. When you score a critical hit against an enemy or reduce an enemy to 0 hit points, you can regain 2 prowess points. After using this feature, you must complete a long rest to regain it.

Bow Before the Victor
Upon attaining 15th level, the force of your presence has heightened to epic proportions. You gain the following benefits:

- You deal an additional 1d8 damage with melee weapon attacks against prone creatures.
- Any creature that is frightened of you cannot willingly look at you and therefore cannot see you (it is effectively blind to you).

Legendary Warrior
Your greatness reaches a legendary state at 18th level, and mastery radiates from everything you do. When you roll a natural 18 or 19 on an ability check, saving throw, or attack roll, treat the roll as a natural 20.

Scars

d10	Scar
1	A stab scar on each of your cheeks
2	Burn scars from boiling oil that ran down your forehead
3	Branching lightning scars across your torso and one arm
4	A strange-shaped blotch left from a necrotic spell
5	Pockmarks from a disease you contracted in a tropical land
6	Dozens of bite marks along one side of your body
7	Melted-looking skin from an acid attack across part of your face
8	Puncture scars from being slammed against a spiked pillar
9	Twisted blue veins after surviving an exotic venom
10	Severe branding you received as a fighting slave



Monk
Way of the Blessed Lotus

Stretching before you is a path that follows the ideals of the white lotus—grace, piety, and wisdom. It is an ever-unfolding process, a journey of numberless steps, and along the way, you will come to understand the meaning of true goodness. Temptations lurk around every bend, and existence is fraught with malevolence and tragedy of every kind. You must endure, and you must do so with integrity and elegance. Make here your vows. Bring serenity where there are storms, peace where there is chaos, restoration where there is brokenness.

Abundant Grace

When you choose this tradition at 3rd level, you invite sacred grace into your being. Whenever you use Patient Defense, you gain advantage on all saving throws until the start of your next turn.

After completing a short or long rest, the first time you use Patient Defense, you spend no ki points. While this instance of Patient Defense is active, if an enemy attack misses you or you succeed on a saving throw against an enemy, you gain temporary hit points equal to 1d8 plus your Wisdom modifier.

The amount of temporary hit points you gain increases according to your monk level: 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

Stream of Benevolence

Also at 3rd level, you can redirect healing that would otherwise go to waste. Whenever you regain hit points due to magic or rolling hit dice, and the amount you regain is more than enough to bring your hit points to maximum, you can provide the amount that is in excess to one living creature within 30 feet of you.

Unfolding Lotus

At 6th level, you can evoke a white lotus spirit, which radiates magical tranquility into even the wildest of hearts. As an action, spend 3 ki points and create a Small spirit lotus at a point you can see within 30 feet of you. The lotus sheds dim light in a 15-foot radius. It remains for 1 minute or until you are incapacitated or dismiss it as a bonus action.

You and your allies cannot be charmed or frightened while within 15 feet of the lotus. If already affected by one of these conditions, the effects are suppressed while within this area.

Whenever an enemy enters this area for the first time on a turn or starts its turn there, it must make a Charisma saving throw. On a failed save, it is unable to take any hostile actions until the start of its next turn.

Constructs and undead that are immune to the charmed condition are unaffected by Unfolding Lotus.

Radiant Petals

Upon reaching 11th level, you can command petals of the great spirit lotus, which soothe you and your comrades while rebuking your foes. As an action, spend any number of ki points up to half your level, creating 1 lotus petal per point spent. Each petal is a tiny glowing spirit that you send at a creature you can see within 60 feet of you.

You or an ally gains 1d6 temporary hit points per petal sent to it. These temporary hit points last for up to an hour.

A targeted enemy must make a Dexterity saving throw. On a failed save, it takes 1d10 radiant damage per petal sent to it, and it drops one item of your choice that it is holding. On a successful save, an enemy takes half the amount of damage and suffers no other effect.

Blessed Soul

At 17th level, you come into a depth of divine wisdom that extremely few people ever reach. This frees you from various attachments and grants you two masterful abilities.

Blessed Slumber: Whenever an enemy fails its saving throw against your Unfolding Lotus, you may expend 1 ki point, and if the creature has 80 hit points or fewer, it falls unconscious indefinitely. While unconscious, it remains in a stasis that protects it from all manner of harm and sustains all its bodily needs (it still ages as normal). *Greater restoration* can awaken the creature, thus ending this effect. The maximum number of creatures that can be in stasis from your Blessed Slumber is equal to your monk level.

Freedom from Greed: You can own only a very limited number of possessions—one magic item, one set of clothes, and one nonmagical item. Furthermore, any share of wealth that you would normally receive (such as from your adventuring party) you must donate to a good-aligned temple, monastery, or other organization that aids the sick and the impoverished.

While you uphold the tenets of this feature, all of your ability scores increase by 2 (to a maximum score of 24), your AC increases by 1, you have truesight out to a range of 60 feet, and you can cast *revivify* and *greater restoration* each once per long rest without any material components.

If you ever willingly take possession of, borrow, or equip any additional items or wealth, you lose the benefits of Freedom from Greed for one year, after which point you can attempt this feature again. You can safeguard, transport, or manipulate items in situations of earnest necessity, as long as you do not claim them for yourself.

How can a bucket of water weigh more than a grown tree?
—Theosis, Headmaster of the
Mount Brave Monastery

Mario Teodosio (left)

Warlock Invocations

Dark Ritual

Prerequisite: 5th level

You can perform a one-hour ritual in which you call out to otherworldly entities of power, beseeching their aid. Dark Ritual can only be performed at night and in shadows or darkness. During the ritual, you can make either one lesser sacrifice, one greater sacrifice, or no sacrifice. A sacrificial item is consumed by the ritual, whereas a sacrificial creature you must slay.

Lesser Sacrifice: An item worth at least 50 gp or a living creature of at least CR 1/2.

Greater Sacrifice: An item worth at least 250 gp or a living creature of at least CR 3.

At the completion of the ritual, you make a Charisma check, gaining a +5 bonus to this check if you made a lesser sacrifice, or a +10 bonus to this check if you made a greater sacrifice. The total result of your check determines the outcome of the ritual.

DC 14 or less: Maddening terrors lash out from the darkness. You and any others who participated in the ritual suffer long-term madness. You gain a 2nd-level spell slot that lasts for 24 hours or until you spend it.

DC 15–24: Bewildering things stir within the darkness, answering your call. You and any others who participated in the ritual suffer one level of exhaustion. You gain a 2nd-level spell slot that lasts for 24 hours or until you spend it. In addition, one of the following creatures appears: constrictor snake, giant bat, giant octopus, imp, satyr, or specter. This creature acts as your ally, and it remains for 8 hours or until it drops to 0 hit points.

DC 25 or higher: A tremendous voice answers your call from the darkness, impressed by your ritual. You gain a 3rd-level spell slot that lasts for 24 hours or until you spend it. In addition, one of the following creatures appears: chuul, giant vulture, green hag, hell hound, or wight. This creature acts as your ally, and it remains for 8 hours or until it drops to 0 hit points.

You must wait until the next night before you can perform Dark Ritual again.

Dark Scholar

You learn the following cantrips: *guidance*, *psychic snare*[EEE], *shadowgaze*[EEE]. In addition, choose one of the following skills: Arcana, History, Nature, or Religion. You gain proficiency in the chosen skill, or if you already have proficiency in it, you instead gain expertise in it.

Eldritch Magus

You know all the spells from your patron's Expanded Spell List that are of a spell level you can cast.

Once per long rest, you can cast a 1st-level spell from your Expanded Spell List without using a spell slot.

Favor of the Great Spider

Prerequisite: 5th level

You can cast *spider climb* and *web* each once without expending a spell slot. You regain the ability to do so when you finish a long rest. In addition, you can concentrate on both *spider climb* and *web* simultaneously.

Gaze the Unseen

Prerequisite: 5th level

You can cast *clairvoyance* and *see invisibility* each once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Gift of the Fey Lord

Prerequisite: 7th level, archfey patron

You can cast *conjure woodland beings* once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Prism Occultist

Prerequisite: 9th level

You know a number of occult secrets involving crystals, which provide you the following benefits:

- When you cast *eldritch blast*, you can change the damage it deals to acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.
- Once per round, when you miss with a ranged spell attack, you can immediately switch the target to a second creature within range, and you make a new attack roll against it.
- You can perform a 1-hour ritual to create a prism from a gem worth at least 100 gp. The prism is a Tiny object with AC 15 and 15 hit points. It is roughly 8 inches tall by 3 inches wide and weighs 1/2 lb. If you create a new prism, your previous one crumbles away. You can see through and cast cantrips through the prism, as long as you are on the same plane as it.
- At 15th-level warlock, you learn *prismatic spray* in addition to your 7th-level arcanum spell of choice, though you are still limited to casting only one 7th-level arcanum spell per long rest.

Ratward Curse

Prerequisite: 7th level

You can perform a one-hour ritual that places a warding curse on a Large or smaller object within 10 feet of you. If you have no Ratward Curse currently active, the ritual requires no material components, otherwise you must provide bones and 500 gp worth of black opal, which the ritual consumes. As part of the ritual, you post permanent writing that warns of the curse. In addition, rats are always seen near the warded object.

If the object is the rightful property of a creature, that creature must give you willing consent.

The curse triggers whenever a creature steals or harms the object. An offending creature is subjected to the *polymorph* spell, and on a failed save, it is transformed

into a rat and trapped within a Small magical cage of bone. The cage has the following statistics: AC 15; 25 hit points; immunity to piercing damage; escape DC 25 Dexterity (Acrobatics); break DC 20 Strength check. If the polymorphed creature reverts back to its original form and becomes larger than Tiny, it bursts the cage, which disappears.

After 1 hour, the polymorphed creature can attempt the Wisdom saving throw again. On a successful save, it reverts to its original form. On a failed save, the transformation remains until dispelled or reversed with *remove curse*.

When you complete the ritual, you can designate certain creatures or kinds of creatures that do not trigger the curse. You can also designate a password that allows the speaker to avoid triggering the curse.

The curse remains active on the warded object until it is destroyed or you dismiss the curse as an action.

Sepulchral Hex

Once per long rest as an action, you can place a curse on a creature you can see within 90 feet of you. The first time in a round that the cursed creature takes a hostile action against you or any of your allies, it takes 1d10 necrotic damage. At the end of the cursed creature's turn, if it took no hostile actions that turn, it can make a Wisdom saving throw against your spell DC, ending the curse on itself on a success.

Shadow Barrier

Prerequisite: 5th level

You can use this invocation as a reaction when you or an ally you can see within 60 feet would take damage or be hit by an attack. You enshroud the target in a barrier of shadows that extends a couple feet from it in all directions, blocking sight as though from a *darkness* spell. The target is heavily obscured and gains resistance to all damage except force and radiant. If the target takes any action, the barrier ends, otherwise it fades away after 1 minute.

You must complete a long rest to regain the use of Shadow Barrier.

Spirit Siphon

Prerequisite: 5th level

As a bonus action, choose a creature you can see within 30 feet of you. The target must make a Wisdom saving throw against your spell save DC. On a failed save, apply one of the following effects, dependent upon the target's capabilities:

- *Target Can Cast Spells:* The target loses a spell slot (or innate spell usage) of its lowest level available, and you gain a spell slot of the same level. You have 1 minute to use the spell slot or else it is lost.
- *Target Cannot Cast Spells:* The target takes 4d4 psychic damage, and you recover hit points equal to the amount of damage it took.

You must complete a long rest to regain the use of Spirit Siphon.

Vast Dowsing

Prerequisite: 7th level

You can cast either *locate creature* or *locate object* once without expending a spell slot. You regain the ability to do so when you finish a long rest. You can use an arcane focus or melee weapon as the material component. The range of the spell is 2 miles, and the duration is concentration, up to 1 hour.



Bevin Akers



Races

Ichoriite

Ichoriites are living beings crafted by mortals and animated by gods. They are rarely seen outside the locations they guard, such as temples, shrines, or sites that seal off demonic gates.

Vitalized through Divine Ritual

On occasion, the need arises for a guardian or advocate to enter the world in order to serve a divine goal. A devout religious sect might beseech a god for such an avatar, though at other times, a god bestows the command that an ichoriite must come to be. The followers of the god prepare a body, like a shell sculpted from bronze, porcelain, or stone, then perform a holy rite at their temple. The god sends down a miraculous blessing, often appearing as doves or swans borne by a great wind that pass over the body. The hollow sculpture fills with a sponge-like matter, along with a heart and veins that circulate ichor—a drop of the god's very blood. The being's soul manifests, and the ichoriite comes to life, filled with the vigor of purpose.

A Living Work of Art, A Living Weapon

Ichoriites are beautiful creations to behold. Indeed, when in a still pose, one could easily mistake an ichoriite for the work of a master sculptor. Most ichoriites appear as human-like statues, figures of strength, grace, and prowess. Some would say they are ideals given form. Beneath an ichoriite's unyielding features are a thinking mind, a beating heart, a rhythmic breath, and a zealous bond of purpose. Ichoriites' emotions are less capricious than most mortals, and sometimes their personalities are compared to stoics or even angels. The truth, however, is that they feel as deeply as anyone else, but their mortal sensitivities are buttressed by their strong sense of dignity and duty. This impetus of devotion sustains ichoriites throughout their lives, which can last for centuries and often involve confrontation with great danger. As much as they are magnificent creatures to gaze upon, ichoriites are made to do battle and to serve the wills of their patron deities, even to sacrifice themselves if necessary in order to thwart their enemies.



Stefania Avramidi (left), Joan Maldonado (right)

Shall you taste this life from a cup without age?
Cast your dreams in bronze?
Would you have your flesh carved from living stone?
Your soul delivered by celestial swans?
Shall you forsake the notion of family and spouse?
Be a child of gods, married to duty?
Your vigil shall be lasting, a post without conceit,
Your body, an instrument, an object of beauty.
—*Musing of the Weaver,* also known as *Sortisa's Offer*

Life and Love

Ichoriites do not reproduce nor do they wed. Despite their lack of reproduction, they are capable of love, and in fact, can find profound meaning through such relationships. They do not experience lust, but rather endearing, caring, or valiant love, a love which might be tinged with sorrow due to the ichoriite likely outliving any loved one.

Ichoriites' names are sometimes given to them by their religious sects, such as a celestial name or a name following the conventions of the immediate culture. In other instances, the patron god reveals an ichoriite's name, perhaps to the one who sculpts the body or during the ritual of life giving.

Ichoriite Traits

Your ichoriite character possesses the following traits, which are a convergence of craftsmanship, divine gift, and mortal life.

Ability Score Increase. Your Constitution score increases by 2, and one ability score of your choice other than Dexterity or Constitution increases by 1.

Age. Ichoriites are fully formed upon creation. They do not age and are immune to magical aging effects. It is possible for an ichoriite to physically deteriorate, but such cases are rare. While an ichoriite can potentially exist for centuries or even millennia, one's lifespan is more related to the undergoing of certain tasks on the Material Plane. Having served these purposes, the ichoriite's soul is then called to the realm of their patron deity.

Alignment. Many ichoriites are lawful, having been created through a most dedicated process, then given purpose and orientation by the will of a god. They are also known to stand guard over locations for immense lengths of time, suffering very little from boredom or impatience. An ichoriite may lean toward good, evil, or neither, depending upon one's patron god.

Size. The height of ichoriites is similar to that of humans, typically ranging from 5 to 6 feet tall. They weigh about the same as a human wearing armor. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Life Within. Your creature type is humanoid, despite the fact that your plating-shell was constructed. You do not need to eat, drink, or sleep. Instead of sleeping, when you take a long rest, you must spend at least four hours in a state of stillness and calm, during which you see and hear as normal. You do need to breathe, as the breath of life is within you, though you can go without breathing for 10 minutes.

Plating. You were created with a plating that serves as both skin and armor. Beneath this hard layer is a spongy living matter and veins that flow with ichor. You cannot don a suit of armor, though a shield functions as normal. Your plating causes no drawbacks for resting in medium or heavy armor. Note that medium and heavy plating do not grant you any armor proficiency. Choose one of the following options during character creation.

Ultralight Plating: You are considered to be unarmored.

Light Plating: Your AC is 12 + your Dexterity modifier. This plating counts as light armor, and you are proficient with it.

Medium Plating: Your AC is 14 + your Dexterity modifier (max 2). This plating counts as medium armor.

Heavy Plating: Your AC is 17, and you have disadvantage on Dexterity (Stealth) checks. This plating counts as heavy armor.

An ichoriite's plating is typically made of bronze, though plating other than heavy plating can be made from nonmetal substances such as porcelain or marble. Cracks, dents, and other lesser forms of damage to the plating repair when an ichoriite regains hit points.

Aegis Transfer. During a short rest, you can transfer the magical properties from a suit of magical armor to your plating or transfer the magical properties of your plating to a suit of nonmagical armor. You must be in contact with the armor during the entire process. Aegis Transfer does not function with artifacts. If your plating currently has magical properties from a prior Aegis Transfer, you cannot transfer new properties to it.

False Appearance. While you remain motionless, you are indistinguishable from a normal statue.

Ichoriite Weapon Training. You have proficiency with the chakram[EEE], and chakrams you wield deal 1d8 damage instead of 1d6. The chakram's circular shape symbolizes the eternal divine to which you are connected.

Divine Conduit: When you reach 3rd level, choose one 2nd-level Channel Divinity option from the cleric class that reflects your patron god's theme (Turn Undead is not a valid choice). Once per long rest, you can use this special instance of Channel Divinity. If its effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Wisdom bonus. If the Channel Divinity effect depends on cleric level, you can apply half your character level instead.

Languages. You can speak, read, and write Celestial and Common.

Divine Purpose

d10	Your Greater Goal
1	Confront the great demon that destroyed your order's temple
2	Find and return the healing water to the dry pool of a shrine
3	Locate the ruins of an ancient holy city and rebuild it
4	Solve a riddle that has gone unsolved for centuries
5	Gain access to an epic Astral Plane dungeon and explore it
6	Slay a certain Great Old One who is an enemy of your god
7	Free a host of angels locked away in an extraplanar prison
8	Convince an archdevil to relinquish its throne and serve good
9	Defeat a god-slaying titan who is being reincarnated
10	Find the spirit shards of a dead god so he can resurrect

Swamp Dwarf

Marsh Dwellers

The hills and crags of the swamp dwarves rise from the wetlands like islands. The exteriors of these tors hold clusters of dwarven structures—blocky houses and workshops whose chimneys exude trails of smoke that intermingle with the misty atmosphere of the marsh. Swamp dwarves are equally at home underground as on the surface. Delvers mine and dig below, while above, crofters tend gardens and hunters trawl the bogs.

A swamp pervades everything within its dank embrace, and the dwarves who dwell there are disposed to utilizing the bounty that grows therein. They cultivate varieties of useful fungus in belt pouches, sling-pots, beards, braided locks, or even on a shoulder. In Dwarvish, these personal utility fungi are called *lith vanir,* meaning "little friends."

Sect and Tradition

As with most dwarven folk, the swamp dwarves stratify themselves into various factions, classes, roles, and titles. The classifying and recording of these ranks is of endless fascination and invaluable importance to them. Example swamp dwarf groups include: The Fenguard, elite soldiers who patrol the swamps atop giant lizard mounts; The Emerald Mages, arcanists and lorekeepers; The Mossbeards, druids who dwell in the Weeping Woods, allying with plants, serpents, and insects; Clan Mithrilian, great warriors and smiths; Clan Aldur, woodsmen, fishers, herbalists, and boatmakers; Clan Halfgrey, miners and prospectors who are allied with a lizardfolk tribe.



Miqueias Silva

Swamp Dwarf

As a swamp dwarf (a subrace of dwarf), you have a hearty resilience, a survival instinct, and a strong connection to kin and land. Your skin is likely tanned, bronzed, or coppery, and your people favor clothing, armor, and weaponry that utilize the resources found in the marshes. In addition to the general dwarf racial traits, you have the following:

Ability Score Increase. Your Wisdom score increases by 1.

Panoply of the Swamp. You are capable of growing certain kinds of useful fungi. These growths can occur directly on your person, such as within your beard or upon your skin, or you can maintain them inside a container. You can maintain 3 fungus growths at a time, with each growth chosen from the options below. You can grow 1 new fungus by completing a long rest, though you must remain within your maximum of 3. You can pluck a fungus as an object interaction (like drawing a weapon or stowed item). A plucked fungus withers away after 8 hours.

- **Feylamp:** Once plucked, this fungus exudes luminescent spores that cause it to shed dim light in a 20-foot radius. This illumination partially negates invisibility. While an invisible creature is within this area of dim light, it appears as a speckled silhouette, which reveals its location. Attacks made against it do not suffer disadvantage, though its attacks still have advantage.
- **Indigo Cap:** Once plucked, this fungus can be substituted for any material spell component worth up to 50 gp. You cannot combine multiple indigo caps on the same spell.
- **Mycomail:** This hardy bracket fungus grows over you, providing a protective carapace. It functions as a special suit of medium armor that you are proficient with. It provides an AC of 14 + your Dexterity modifier (maximum 2). Doffing this fungus armor involves pulling it apart, thus destroying it (it decomposes naturally).
- **Sugarmoss:** Once plucked, you or another creature can eat this fungus as an action. The creature who consumes the sugarmoss regains hit points equal to your Wisdom modifier (minimum 1). Alternatively, you can add the fungus to a *potion of healing*. The creature that drinks the potion regains additional hit points equal to your Wisdom modifier (minimum 1). You cannot apply this benefit to the same potion more than once.

From mine and slope to marsh's verge,
The ranks of Norgal's Rock did surge,
Through bog and fen to meet the foe,
In bloodsoaked tors, victorious emerged.
Hear this song, brave kinsmen ye,
Courage unbroken eternally,
Honor like stone and shields of old,
Never shall forgotten be.
—The Battle of Dirge Tor



Feats

Adept of the Mystic Pillar

Prerequisite: Proficiency in Religion

By spending 1 hour of work, you can create a *mystic candle*[EEE]. To do so, you must expend rare waxes and magical components worth an amount depending on the candle's rarity: 25 gp (common) or 125 gp (uncommon).

In addition, you learn the cantrips *sacred flame* and *orison of protection*[EEE]. Choose Intelligence, Wisdom, or Charisma. This is your spellcasting ability for the cantrips.

Advanced Familiar

Prerequisite: The ability to cast the find familiar *spell*

When you cast *find familiar,* the creature you call forth is more advanced.

- The familiar can be one of the following creatures: enigma cat[EEE], luxite[EEE], or mephit (any up to CR 1/2).
- You can use a bonus action to grant your familiar the ability to attack on its next turn.
- If your familiar is a CR 0 creature, its maximum hit points increase by 10, and it deals an additional 1d6 damage with its natural weapon attacks.

Agile Footwork

You have developed your footwork through training both in and out of battle, which grants you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- On your turn, you can expend the full amount of your speed to walk 5 feet without provoking opportunity attacks. You can also use an action to walk 5 feet without provoking opportunity attacks. In order to use either option, you must have a walking speed of 20 feet or more.

Ascendent Body

Prerequisite: Your Strength, Dexterity, and Constitution must all be 15 or higher (not including enhancements from items or magic)

You possess an immense physical vitality, which provides you the following benefits:

- Whenever you suffer a reduction to your maximum hit points or your Strength, Dexterity, or Constitution score, the reduction is halved.
- Whenever you roll a Hit Die to regain hit points, you can reroll any die result of a 1 or 2.
- You have resistance to necrotic and poison damage.

Ascendent Mind

Prerequisite: Your Intelligence, Wisdom, and Charisma must all be 15 or higher (not including enhancements from items or magic)

You possess preternatural mental faculties, which provide you the following benefits:

- Whenever you suffer a reduction to your Intelligence, Wisdom, or Charisma score, the reduction is halved.
- If you have the Spellcasting feature or a class feature that provides you a pool of points or dice (e.g. ki points, sorcery points, superiority dice), once per long rest as a bonus action, you can regain a 1st-level spell slot or two of your points/dice.
- You have resistance to force and psychic damage.

Bestial

You have a bestial appearance and are even considered an abomination by some. Either you were born with these savage characteristics or you were transformed by a curse or magical anomaly.

You possess two of the following natural weapons: bite (1d4 piercing), claws (1d4 slashing), or horns (1d4 piercing). Attacks with your natural weapons are based on either Strength or Dexterity, and you are proficient with them.

When you take the Attack action, you can use a bonus action to make an attack with a natural weapon.

Boon to the Bronzen Sentinel

Prerequisite: Ichoriite

You undergo changes that improve your innate capabilities. These enhancements take place by way of a boon that your patron god bestows upon you or a ritual performed by a religious order aligned with your patron god. Choose two of the following benefits:

Adamantine Protection: Any critical hit against you becomes a normal hit.

Enhanced Durability: Your AC increases by 1.

Eyes of Dusk: You have darkvision out to 120 feet.

Imbued Crystal: You have a magical crystal embedded in your head or chest. When you take this feat, choose Intelligence, Wisdom, or Charisma, and choose cold, fire, or lightning damage. As an action, you can make a ranged spell attack with the crystal, up to 120 feet. Your attack bonus is your proficiency bonus plus the chosen ability modifier. On a hit, you deal 1d10 damage of the chosen type. This attack's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Voice of the Divine: You can cast *healing word* and *suggestion* each once per long rest. When you take this feat, choose Intelligence, Wisdom, or Charisma, which is your innate spellcasting ability for these spells.

Comedy and Tragedy

Prerequisite: Charisma 15 or higher, the ability to cast vicious mockery *and* healing word

When you cast *healing word,* you can also cast *vicious mockery* as part of the bonus action.

Dagger Expert

Prerequisite: Dexterity 13 or higher

Daggers are particularly deadly in your hands. You gain the following benefits:

- When you attack with a dagger, you score a critical hit on a roll of a natural 19–20.
- You have advantage on attack rolls with daggers against creatures you are grappling and that are grappling you.
- You do not have disadvantage on attacks with daggers when you are restrained, nor do you have disadvantage on dagger attacks at long range.

Kostek (left)

Deconstructor

Prerequisite: Proficiency with Tinker's Tools or Smith's Tools

Due to your knowledge of engineering and armaments, you have a knack for exploiting weak points in certain targets—causing bends or dislocations. When you hit with a weapon attack, you can apply one of the following effects. Your deconstructor DC is 8 + your proficiency bonus + your Intelligence modifier. After using this effect, you must complete a short or long rest to regain its use.

- **Target is a construct or wearing medium or heavy armor:** The target must succeed on a Dexterity saving throw or its speed is reduced by half. The target or a creature within 5 feet of it can spend an action to make an Intelligence check against your deconstructor DC, recovering the target's speed on a success.
- **Target is wielding a manufactured weapon:** The target must succeed on a Dexterity saving throw or the weapon is reduced to dealing half damage. The target or a creature within 5 feet of it can spend an action to make an Intelligence check against your deconstructor DC, recovering the weapon's damage on a success.
- **Target is a structure or object:** You deal double damage on this attack.

Deft Magus

Prerequisite: Multiclass character with at least two classes that have the Spellcasting feature, through which you have at least 3rd-level spell slots

You determine what spells you can know, learn, and prepare at 1 spell level higher. This benefit does not increase what level of spell slots you have.

For example, if you are cleric 3/druid 5, you can prepare up to 3rd-level cleric spells, and you can prepare up to 4th-level druid spells. Or, if you are ranger 9/wizard 3, you know up to 4th-level ranger spells, and you can learn and prepare up to 3rd-level wizard spells.

Esoteric Imbuement

Prerequisite: Proficiency in Arcana or Tinker's Tools

By spending 10 minutes of work, you imbue magic into nonmagical objects, choosing one of the options below. You must possess the base objects and have them within your reach during your work. If an imbued item is not used, it loses its magic after 8 hours.

Glittergold: You imbue one or two gold coins, which become *glittergold*[EEE].

Moth-Winged Arrow: You imbue one or two pieces of ammunition, which become *moth-winged arrows*[EEE].

Soma: You imbue one or two cups of water, wine, or other drink, which become *soma*[EEE].

After performing the imbuement, you must complete a long rest to regain the use of *esoteric imbuement.*

Eye of the Tempest

You have learned the ways of throwing and balancing, of blustering gales and flowing water. This training provides you the following benefits:

- Whenever you move a creature with a shove or produce an effect that moves a creature, the distance it moves increases by 5 feet.
- Whenever you knock a creature prone with a shove or produce an effect that knocks a creature prone, it has disadvantage on Strength and Dexterity saving throws until it stands up.
- You gain advantage on ability checks and saving throws made to resist being moved or knocked prone against your will.

Flail Warrior

Prerequisite: Proficiency with the flail or whip

You have perfected advanced techniques with flexible striking weapons, which provides you the following benefits:

- Flails you wield have the finesse and versatile (1d10) properties.
- When you make an attack with a flail, whip, or flail-like weapon, you ignore any bonus the target has to its AC from a shield, spells such as *shield* or *shield of faith*, or a parrying technique.
- Twice per short rest when you hit a Large or smaller creature with a flail, whip, or flail-like weapon, you can attempt to trip or disarm the target. The target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, the target falls prone or drops one object it is holding of your choice, which lands in the target's space.

Foxspell

Prerequisite: A feature that causes the charmed condition or the ability to cast a spell that causes the charmed condition

Whenever a creature succeeds on its initial saving throw against a charm effect of yours, you can immediately switch the target to a second creature within range, who must attempt its own saving throw. The second creature must not have been included in the initial charm attempt. If it succeeds on its saving throw, you cannot switch to a third creature.

Fury of the Gods

Prerequisite: The ability to cast cleric or paladin spells

Divine fury flows through you, providing you the following benefits:

- Whenever a creature rolls a natural 1 on a saving throw against a cleric or paladin spell you cast, you can deal necrotic or radiant damage to that creature equal to 1d6 per level of the spell (1d6 for cantrips).
- Once per long rest, you can unleash divine wrath when you deal damage to a creature. The target must succeed on a Wisdom saving throw against your spell DC or be frightened for 1 minute. At the end of each of its turns, the frightened creature repeats the saving throw, taking 1d6 psychic damage on a failure or ending the effect on itself on a success.

Keeper of Lost Spells

Prerequisite: The ability to cast at least one spell

When you miss with a spell attack or a creature succeeds on its saving throw against a spell you cast, you can retain the spell slot or innate spell you used. If you do so, the spell produces no effect whatsoever, such as half damage, additional targets, or residual effects. Once you use this benefit, you must complete a short or long rest to regain it.

Marshcrofter

Prerequisite: Swamp dwarf

Your Panoply of the Swamp feature expands to include the following fungus options. In addition, you can have up to 4 fungus growths at a time.

- **Dryad's Honeycomb:** Once plucked, you or another creature can eat this fungus as an action. The creature who consumes it gains resistance to either necrotic or poison damage (its choice) for 8 hours.
- **Widowspore:** As an action, you can pluck this fungus and apply it as a poison to a weapon or piece of ammunition. The next time the poisoned weapon or ammunition hits within 1 minute, the target must succeed on a Constitution saving throw or take 2d6 poison damage. The DC is 8 + your proficiency bonus + your Wisdom modifier.

Master of Orbs

Prerequisite: Proficiency in Performance, the ability to cast the mage hand *cantrip*

Orbs float through your hands and across your arms, fascinating those who watch you perform. This feat provides you the following benefits:

- You have advantage on ability checks made to contact juggle orbs.
- You learn the *enthrall* spell, and once per long rest, you can cast it without expending a spell slot. Otherwise, you must use spell slots as normal to cast it. A creature affected by your *enthrall* has disadvantage on the next saving throw it makes against a spell or other effect you produce within 1 minute.
- You learn the cantrip *orbcast.* This spell is otherwise inaccessible.

Orbcast
Transmutation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an orb worth at least 20 gp)
Duration: Instantaneous

You fling your arcane focus—an orb—making a ranged spell attack against one creature within range. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting modifier. Whether you hit or miss, the orb immediately returns to you.

You can fling an additional orb when you reach 5th level (two orbs), 11th level (three orbs), and 17th level (four orbs). Make a separate attack roll for each orb.

Mirror Mountebank

Prerequisite: The ability to cast at least 1 illusion spell of 2nd level or higher

You have an uncanny ability with illusion magic, which provides you the following benefits:

- You learn the *mirror image* spell, and once per long rest, you can cast it without expending a spell slot. Otherwise, you must use spell slots to cast it.
- Whenever a creature destroys one of your misty duplicates created by *mirror image*, you can deal 1d8 psychic damage to that creature.

Rebounding Rays

Prerequisite: The ability to cast a spell of 1st level or higher that uses a ranged spell attack

Whenever you miss with a ranged spell attack with a spell of 1st level or higher, you can immediately switch the target to a second creature within range, and you make a new attack roll against it. If you miss again, you cannot switch to a third creature.

Scorpion Technique

When you succeed on a grapple attempt against a creature, you can use a bonus action to attack the target with a dagger, javelin, shortsword, spear, or trident. You gain advantage on this attack roll. If this attack hits and your weapon is poisoned, the target has disadvantage on its saving throw against the poison (any successive saving throws against the poison are rolled normally).

Scoundrel Warrior

Prerequisite: Sneak Attack class feature

You began as a thug, sellsword, or other grifter, then expanded upon what you learned from your brutal profession by studying the techniques of elite warriors. Your training provides you the following benefits:

- You can deal Sneak Attack damage with any melee weapon that does not have the heavy property.
- Whenever you miss with a melee weapon attack on your turn, you can use a bonus action to make another attack with the same weapon, striking with its pommel or haft. If this attack hits, the weapon's damage is 1d4 bludgeoning.

Shrine Theurgist

Prerequisite: Proficiency in Religion

You have learned mystical and sacred arts at a shrine or other holy location. You gain the following benefits:

- You learn one cantrip from the cleric's spell list. Your spellcasting ability for it is Wisdom.
- You can create sanctified incense by spending 1 hour preparing rare ingredients and praying over them. The value of the sanctified incense equals the value of the base ingredients, which you must obtain through your own means (i.e. purchase, harvesting).

- By performing a 10-minute ritual and burning 25 gp worth of sanctified incense, you can either bless a vial of water, transforming it into holy water, or for 1 hour, whenever you cast *guidance*, *resistance*, or *sacred flame*, you can have it affect 1 additional target.
- When attacking with holy water, you add your proficiency bonus to the attack roll, and you can use Wisdom for the attack and damage rolls instead of Dexterity. If you hit an aberration, elemental, fey, fiend, or undead with holy water, you deal 2d6 radiant damage. This damage increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Spirit of the Crag

A rugged mountain spirit dwells within you, imbuing you with special capabilities. Perhaps you were born at a sacred snow-capped peak, you received a blessing at a mountain temple, or an ancient giant granted you a boon.

- You have a climbing speed equal to half your walking speed.
- You learn the following spells at certain character levels, and once per long rest, you can cast one of them without expending a spell slot. Otherwise, you must use spell slots as normal to cast them. Your spellcasting ability for these spells is either Intelligence, Wisdom, or Charisma.

  1st level: *brumal pall*[EEE], *command stone*[EEE]
  4th level: *spike growth*
  8th level: *protection from energy*

Spirit of the Stormwrack

Sea and tempest flow through you, imbuing you with special capabilities. Perhaps you were born at a coastal location of power, you received a blessing at a seaside temple, or an ancient bronze dragon granted you a boon.

- You have a swimming speed equal to half your walking speed.
- You learn the following spells at certain character levels, and once per long rest, you can cast one of them without expending a spell slot. Otherwise, you must use spell slots as normal to cast them. Your spellcasting ability for these spells is either Intelligence, Wisdom, or Charisma.

  1st level: *warding wave*[EEE], *water lash*[EEE]
  4th level: *gust of wind*
  8th level: *call lightning*

Swift Shooter

Prerequisite: Dexterity 15 or higher

When you take the Attack action to attack with a shortbow, you can use a bonus action to make 1 additional attack with the shortbow. To do so, you must not have moved before attacking, and you cannot move after attacking.

Trapsmith

Prerequisite: Proficiency with Tinker's Tools

By spending a day of work and expending base materials equal to the noted gp value, you can craft one of the following traps. As an action, you can set a trap in a space within 5 feet of you. If you spend 1 minute, you can camouflage the trap (search DC 15). Once triggered, a trap must be reset.

If a creature without this feat attempts to set one of your traps, it must succeed on a DC 15 Dexterity (Sleight of Hand) check or trigger the trap on itself. A creature can disable one of your traps with a DC 15 Dexterity (Thieves' Tools) check, after which you must spend half the base amount of time and materials in order to repair it.

Bear Trap (25 gp; weight 25 lb.). When you camouflage this trap, you can affix its heavy chain to an immobile object, such as a tree or a spike driven into the ground. A Large, Medium, or Small creature that steps on the bear trap must succeed on a DC 15 Dexterity saving throw or take 1d8 piercing damage and fall prone. Until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1d4 piercing damage to the trapped creature. A creature in the bear trap without it being affixed moves at half speed.

Flash Trap (100 gp; weight 20 lb.) A Small or larger creature that steps on the flash trap must make a DC 15 Constitution saving throw. On a failed save, it takes 1d8 radiant damage, loses concentration on spells, and until the end of its next turn, it has disadvantage on all ability checks and attack rolls that rely on sight. On a successful save, it takes half damage and suffers no other effect.

Scorch Trap (100 gp; weight 20 lb.). A Small or larger creature that steps on the scorch trap takes 3d6 fire damage, or half damage on a successful DC 15 Dexterity saving throw.

Triadism

Prerequisite: Multiclass character with three classes

You develop further versatility, strengthening your varied talents. You gain the following benefits:

- Increase any one of your ability scores by 1, up to a maximum of 20.
- When determining the benefits of your class features, you count as 1 level higher in each of your classes, excluding Spellcasting and Pact Magic. This feat does not give you access to additional features, it only improves those which you already have.

  For example, if you are warlock 4/sorcerer 3/paladin 1, you know 3 invocations, you have 4 sorcery points, and you have a pool of 10 hit points for Lay on Hands.

Void Disciple

Prerequisite: Spellcasting or Pact Magic; You must have visited a location of power at the fringes of the Astral Plane or learned from a powerful creature or tome from such a location.

You learn the cantrip *voidwrack*. This spell is otherwise inaccessible.

Once per long rest when you drop to 0 hit points, you can instead drop to 1 hit point and enter your void form. Upon entering void form, you gain temporary hit points equal to three times the highest level spell slot you are missing. While in this form, the damage dice of your *voidwrack* cantrip increase to d10s, you resist all damage, you have advantage on all saving throws, and you have a flying speed of 10 feet × the highest level of spell slot you are missing (you can hover). You remain in void form until you regain any hit points.

Voidwrack
Conjuration cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You convoke a nether vortex, a churning vacuum of lightless void. This 5-foot-radius vortex appears at a point within range that you can see. Each creature in the vortex's space must succeed on a Constitution saving throw or take force damage equal to 1d6 + the level of the highest-level spell slot you are missing.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



CJ Marsh

Wondrous Soul

You learn one 2nd-level wonder chosen from the paragon's Wondercraft[EEE] class feature. You must meet the wonder's prerequisites.

If you are a paragon of 3rd level or higher, you can choose a 3rd-level wonder instead. This wonder cannot be exchanged for a wonder of 5th level or higher when you gain a level.

Zenith of Life and Death

Prerequisite: At some point, you have been one failed death saving throw away from dying or you have died and been brought back to life.

You have reached a heightened state through the duality of life and death. You gain the following benefits:

- When you are dying, you do not fall unconscious until you accumulate a failed death saving throw. You still roll death saving throws as normal.
- You can see 30 feet into the Ethereal Plane when you are on the Material Plane, and vice versa.
- When you are incapacitated, you can take actions as long as they are purely mental, and you can maintain concentration on spells.
- You learn a necromancy spell of 2nd level or lower. Once per long rest, you can cast this spell without expending a spell slot. Otherwise, you must use spell slots as normal to cast it. Your spellcasting ability for this spell is either Intelligence, Wisdom, or Charisma.



Spells

Bard Spells

Cantrips (0 Level)
Delver's Spryness (transmutation)
Mirth and Melancholy (enchantment)
Mouth of the Muse (enchantment)

2nd Level
Arcanaklepsia (enchantment)
Damping (abjuration)
Howl from the Netherworld (necromancy)
Sands of Time (divination)

3rd Level
Imbue Armament (transmutation)
Veiling Strike (illusion)
Whipping Tresses (transmutation)

4th Level
Confound (illusion)

5th Level
Cloak of Nevermore (illusion)
Phantasmagoria (illusion)

6th Level
Esper's Amethyst Obelisk (conjuration)

8th Level
Power Word Bind (abjuration)
Yoni's Mystifying Labyrinth (conjuration)

9th Level
Spell Storm (evocation)

Cleric Spells

Cantrips (0 Level)
Blade of Death (necromancy)
Orison of Protection (abjuration)

1st Level
Mystic Shield (abjuration)

2nd Level
Damping (abjuration)
Fervor (enchantment)
Sands of Time (divination)
Shackle to the Earth (transmutation)

3rd Level
Fortify Object (abjuration)
Imbue Armament (transmutation)
Rune of Binding (abjuration)

4th Level
Celestial Form (transmutation)
Chaos Rift (evocation)
Deific Visage (evocation)
Edict of Law (abjuration)
Opalescent Nimbus (abjuration)
Tendrils of Corruption (necromancy)

5th Level
Hallowed Rebuke (enchantment)

6th Level
Dust to Dust (necromancy)

9th Level
Heavenly Host (conjuration)
Spell Storm (evocation)

Druid Spells

Cantrips (0 Level)
Brumal Pall (evocation)
Delver's Spryness (transmutation)
Water Lash (conjuration)
Windblast (evocation)

1st Level
Command Stone (transmutation)
Geyser (evocation)
Warding Wave (conjuration)

2nd Level
Cloud of Wasps (conjuration)
Fervor (enchantment)
Grasp of Stone (transmutation)
Shackle to the Earth (transmutation)
Stone Gag (conjuration)

3rd Level
Fortify Object (abjuration)
Fungal Bloom (conjuration)
Imbue Armament (transmutation)
Rune of Binding (abjuration)
Snake Tongue (transmutation)
Timbercall (conjuration)
Tree Sentinel (transmutation)
Whipping Tresses (transmutation)

4th Level
Invoke the Wilds (transmutation)
Reduce to Rust (transmutation)

5th Level
Lignify (transmutation)
Water Shell (transmutation)

7th Level
Force of the Woodlands (conjuration)

9th Level
Spell Storm (evocation)

Paladin Spells

1st Level
Divine Alacrity (divination)
Mask of the Avatar (illusion)

2nd Level
Beknight (transmutation)
Fervor (enchantment)

3rd Level
Stormwarden Smite (evocation)

4th Level
Celestial Form (transmutation)
Deific Visage (evocation)
Edict of Law (abjuration)

5th Level
Hallowed Rebuke (enchantment)

Ranger Spells

1st Level
Command Stone (transmutation)
Geyser (evocation)
Warding Wave (conjuration)

2nd Level
Cloud of Wasps (conjuration)
Fervor (enchantment)
Shackle to the Earth (transmutation)

3rd Level
Fell Hunter (transmutation)
Tree Sentinel (transmutation)

4th Level
Invoke the Wilds (transmutation)

5th Level
Water Shell (transmutation)

Kostek (left)

Sorcerer Spells

Cantrips (0 Level)
Brumal Pall (evocation)
Delver's Spryness (transmutation)
Psychic Snare (enchantment)
Storm Bolt (evocation)
Water Lash (conjuration)
Windblast (evocation)

1st Level
Acid Puddle (conjuration)
Command Stone (transmutation)
Convoke Skeleton (necromancy)
Ebon Smoke (necromancy)
Geyser (evocation)
Mystic Shield (abjuration)
Warding Wave (conjuration)

2nd Level
Arcanaklepsia (enchantment)
Cloak of Chaos (transmutation)
Damping (abjuration)
Grasp of Stone (transmutation)
Howl from the Netherworld (necromancy)
Sands of Time (divination)
Shackle to the Earth (transmutation)

3rd Level
Aura of Corrosion (transmutation)
Imbue Armament (transmutation)
Ray of Dissolution (evocation)
Veiling Strike (illusion)
Whipping Tresses (transmutation)

4th Level
Chaos Rift (evocation)
Confound (illusion)

5th Level
Cloak of Nevermore (illusion)
Water Shell (transmutation)

6th Level
Starfall (conjuration)

7th Level
Path of Solitude (abjuration)

8th Level
Adamantine Form (abjuration)
Power Word Bind (abjuration)
Shadow Lord (conjuration)

9th Level
Exile to Oblivion (abjuration)
Spell Storm (evocation)

Warlock Spells

Cantrips (0 Level)
Gleaming Arrow (evocation)
Infernal Trident (conjuration)
Shadowgaze (divination)

1st Level
Convoke Skeleton (necromancy)
Doomful Duress (enchantment)
Ebon Smoke (necromancy)

2nd Level
Grasp of Stone (transmutation)
Howl from the Netherworld (necromancy)
Noxious Mist (conjuration)
Optovoa (necromancy)
Sands of Time (divination)
Shackle to the Earth (transmutation)
Transmogrify (transmutation)

3rd Level
Aura of Corrosion (transmutation)
Ray of Dissolution (evocation)
Rune of Binding (abjuration)
Snake Tongue (transmutation)

4th Level
Tendrils of Corruption (necromancy)

5th Level
Thanatopsis (necromancy)

7th Level
Path of Solitude (abjuration)

8th Level
Power Word Bind (abjuration)
Shadow Lord (conjuration)

9th Level
Exile to Oblivion (abjuration)

Wizard Spells

Cantrips (0 Level)
Brumal Pall (evocation)
Delver's Spryness (transmutation)
Psychic Snare (enchantment)
Storm Bolt (evocation)
Voltaic Strike (evocation)
Water Lash (conjuration)
Windblast (evocation)

1st Level
Acid Puddle (conjuration)
Command Stone (transmutation)
Convoke Skeleton (necromancy)
Ebon Smoke (necromancy)
Geyser (evocation)
Mystic Shield (abjuration)
Warding Wave (conjuration)

2nd Level
Arcanaklepsia (enchantment)
Damping (abjuration)
Elektrophorus (evocation)
Grasp of Stone (transmutation)
Howl from the Netherworld (necromancy)
Optovoa (necromancy)
Sands of Time (divination)
Shackle to the Earth (transmutation)
Stone Gag (conjuration)

3rd Level
Ashes of the Fallen (divination)
Aura of Corrosion (transmutation)
Fortify Object (abjuration)
Imbue Armament (transmutation)
Ray of Dissolution (evocation)
Rune of Binding (abjuration)
Veiling Strike (illusion)

4th Level
Confound (illusion)
Opalescent Nimbus (abjuration)

5th Level
Cloak of Nevermore (illusion)
Phantasmagoria (illusion)
Thanatopsis (necromancy)
Water Shell (transmutation)

6th Level
Esper's Amethyst Obelisk (conjuration)
Starfall (conjuration)

7th Level
Path of Solitude (abjuration)

8th Level
Adamantine Form (abjuration)
Power Word Bind (abjuration)
Shadow Lord (conjuration)
Yoni's Mystifying Labyrinth (conjuration)

9th Level
Exile to Oblivion (abjuration)
Spell Storm (evocation)

Spell Descriptions

Acid Puddle

1st-level conjuration (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of acid)
Duration: Concentration, up to 10 minutes

You create a puddle of acidic slime on the ground that you can see within range. Until the spell ends, the puddle fills a 5-foot-radius surface area. The liquid is transparent and easily mistaken for a shallow water puddle. A creature can spend an action to make an Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC to determine that the puddle is actually acid.

When a creature enters the puddle's space for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. It takes 2d6 acid damage on a failure, or half damage on a success. A nonmagical, organic object in the puddle takes the damage at the start of each of your following turns.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Adamantine Form

8th-level abjuration (sorcerer, wizard)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of adamantine worth at least 200 gp, which the spell consumes)
Duration: Concentration, up to 10 minutes

This spell transforms the skin of a willing creature into a dark, lustrous metal. For the spell's duration, the target has resistance to all damage except psychic, damage from adamantine weapons, and damage from artifacts.

Alter Speech

2nd-level enchantment (ritual) (wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a tongue)
Duration: 1 hour

You attempt to alter the speech of a creature you can see within range, such that it speaks in a different language for the duration of the spell or until you end the spell early with a bonus action. If the target is unwilling, it can make an Intelligence saving throw to negate the effect. You designate one language that you have personally heard, and whenever the affected creature speaks, its words come out only in that language. The creature gains no ability to understand its own speech if the language is not familiar to it. *Alter speech* does not prevent the creature from formulating thoughts. It feels as though it is expressing itself, but the sounds produced are in the language you designated, translated in a way that carries the spirit of what the creature said (as opposed to a literal translation). *Alter speech* also does not interfere with the creature's use of verbal spell components.

Arcanaklepsia

2nd-level enchantment (bard, sorcerer, wizard)
Casting Time: 1 reaction, which you take after seeing another creature cast a spell
Range: 60 feet
Components: V, S
Duration: 1 minute

Just after the target creature has completed its spell and applied the effects, you strike out mentally, attempting to thieve its magical ability for a time. The target must make a Wisdom saving throw. On a failed save, you gain the ability to cast the spell for 1 minute, and the target loses the ability to cast the spell during this time. You treat the spell as known or prepared by you, and you must spend spell slots as normal to cast it. If the spell is not on your class's spell list, you must succeed on a spellcasting ability check (DC = 10 + spell level) when you cast it, otherwise the spell fails and your spell slot is wasted.

If the target succeeds on its saving throw, it takes 1d8 psychic damage and suffers no other effect.

Ashes of the Fallen

3rd-level divination (ritual) (wizard)
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a smoky quartz worth at least 50 gp)
Duration: 1 minute

You target the ashes of a creature or object that was consumed by fire. For the spell's duration, you receive a vision that reveals how the target was ignited and any important happenings in the immediate vicinity while the target was burning. The vision allows you to see and hear as though an observer of this past event. In addition, you can glean one insight about the incinerated target, such as an immolated creature's final thoughts, important lines from a destroyed document, a secret compartment in the ruins of a burned house, or a thief's activity near the hearth of an inn. If you or another creature again casts *ashes of the fallen* on the same target, the vision and insight are the same as before.

If you are connected to the burning of the target (directly or indirectly), *ashes of the fallen* deals 5d6 fire damage to you, which cannot be prevented in any way. This wound leaves an ashen-colored scar on a random part of your body.

Aura of Corrosion

3rd-level transmutation (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of acid)
Duration: Concentration, up to 1 minute

You instill a willing creature with an aura that deteriorates foes' armaments. For the spell's duration, whenever a creature hits the target with a weapon, the weapon is corroded. It suffers a –1 penalty to damage rolls, breaking if it reaches –5. Whenever the target hits a creature with a melee attack, a shield or armor that creature is using takes a –1 penalty to AC, breaking if it reaches the point of no longer providing a bonus to AC. Magic items, natural weapons, and natural armor are not affected by this corrosion.

Beknight

2nd-level transmutation (paladin)
Casting Time: 1 hour
Range: 5 feet
Components: V, S, M (100 gp worth of sanctified incense, which you burn, and a sword)
Duration: Instantaneous

You perform a sacred ceremony that confers a magical blessing upon the beknighted. The target must be a person who has no levels of paladin and who has proven themself to you by upholding the tenets of your sacred oath. At the culmination of the spell, you touch the blade of your sword to the kneeling target and impart the following benefits.

- If the target is an NPC, one of their hit dice converts to 1st-level paladin. For example, if the target is a human guard, one of their d8s becomes a d10, and they gain 1st-level paladin features. In addition, one of the NPC's ability scores increases by 2, to a maximum score of 15.
- If the target is a player character, one of their class levels converts to 1st-level paladin. They lose all features and the hit die of the removed class level and gain those of the added level of paladin.
- After being knighted with this sacred ceremony, the target gains inspiration, and their next initiative check cannot be lower than 20.

Blade of Death

Necromancy cantrip (cleric)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A spectral blade flies through the air, as though cast from an angel of death. Make a ranged spell attack. On a hit, the target takes 1d8 necrotic damage, and if you did not score a critical hit, the next time you hit the target with *blade of death* before the end of your next turn, it is a critical hit.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Brumal Pall

Evocation cantrip (druid, sorcerer, wizard)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You evoke a 5-foot-radius of bitter chill, centered on a point you can see within range. Each creature in the spell's area must succeed on a Constitution saving throw or take 1d8 cold damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Celestial Form

4th-level transmutation (cleric, paladin)
Casting Time: 1 action
Range: self
Components: V, S, M (a holy symbol)
Duration: 1 minute

A glow radiates from you as you take on a more heavenly appearance. When you cast this spell, each creature of your choice within 10 feet of you takes 6d6 radiant damage, or half damage on a successful Constitution saving throw. For the duration of the spell, you have a flying speed equal to your walking speed and resistance to radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Chaos Rift

4th-level evocation (cleric, sorcerer)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You unleash a vortex of hissing, writhing energies. Each creature in a 20-foot-radius centered on a point you can see within range must make a Constitution saving throw. On a failed save, a creature takes 4d6 plus 1d8 damage. The result of the 1d8 roll determines the damage type and an additional effect. A creature repeats the saving throw at the end of each of its turns, ending the additional effect on itself on a success. If a creature's initial saving throw succeeds, it takes half damage and does not suffer the additional effect.

1. **Acid.** Until the spell ends, the creature suffers a –2 penalty to AC.
2. **Cold.** Until the spell ends, the creature's speed is halved, and it has disadvantage on Dexterity saving throws.
3. **Fire.** Until the spell ends, the creature takes 1d6 fire damage at the start of each of its turns.
4. **Force.** Until the spell ends, the creature's maximum range for any attack, spell, or other effect is 20 feet.

5. **Lightning.** Until the spell ends, whenever the creature deals damage, it takes 1d8 lightning damage.
6. **Poison.** Until the spell ends, the creature is poisoned.
7. **Psychic.** Until the spell ends, the creature is incapacitated. The creature can also repeat the saving throw any time it takes damage.
8. **Thunder.** The creature has vulnerability to the next instance of damage it takes before the spell ends.

Lawful creatures have disadvantage on saving throws against *chaos rift*, while chaotic creatures have advantage. If you are lawful, you too are subjected to *chaos rift* when you cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Cloak of Chaos

2nd-level transmutation (sorcerer)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You cloak yourself in raw chaos magic. Until the spell ends, whenever a creature hits you with a melee attack while within 5 feet of you or touches you, it takes 1d6 damage. When you cast *cloak of chaos*, roll 1d8 to determine the damage type and an additional effect.

1. **Acid.** Whenever a creature hits you with a weapon, you can use your reaction to give the weapon a cumulative –1 penalty to damage rolls. The weapon breaks if this penalty reaches –5. A magic weapon or natural weapon is unaffected, otherwise the effect is permanent until the weapon is repaired.
2. **Cold.** A layer of elemental ice protects you, providing you resistance to cold and fire damage.
3. **Fire.** Smoke and heat waves swirl about you. Whenever a creature you can see attacks you, you can use your reaction to impose disadvantage on the attack roll. This effect does not function if the creature has a sense such as blindsight, tremorsense, or truesight.
4. **Force.** Whenever you are hit by a melee attack, you can use your reaction to gain a +2 bonus to AC against that attack. If this causes the attack to miss, the attacker is still subjected to the 1d6 damage.
5. **Lightning.** Storm energy galvanizes you, allowing you to Dash as a bonus action and jump triple your normal jumping distance.
6. **Poison.** You have resistance to poison damage, or if you already have resistance, you instead are immune to poison.
7. **Psychic.** You have blindsight and telepathy out to 60 feet.
8. **Thunder.** When you cast the spell and as action on each of your turns, you can teleport up to 20 feet to an unoccupied space you can see. When you teleport, each creature within 5 feet of the space you leave must succeed on a Constitution saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Cloak of Nevermore

5th-level illusion (bard, sorcerer, wizard)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a raven feather)
Duration: Concentration, up to 1 hour

You touch a willing creature, who becomes cloaked in powerful illusion magic capable of deceiving senses as well as magical means of detection. For the spell's duration, the target and anything it is wearing or carrying becomes invisible. The target leaves behind no footprints or fingerprints, and it cannot be detected by any other sense—hearing, smell, tremorsense, blindsight, and the like, though a creature with truesight can perceive the target. Furthermore, the target cannot be targeted nor detected by divination magic unless that magic comes from a spell of a higher spell level than *cloak of nevermore*. If the target takes a hostile action or casts a spell, *cloak of nevermore* ends at the end of the target's next turn.

Cloud of Wasps

2nd-level conjuration (druid, ranger)
Casting Time: 1 action
Range: Self
Components: V, S, M (a wasp or other flying, stinging insect)
Duration: Concentration, up to 1 minute

A swarm of wasps encircles you, extending out to 10 feet in all directions and moving with you. The wasps provide you half cover against ranged attacks, and whenever an enemy enters this area for the first time on a turn or starts its turn there, it takes 2d6 poison damage, or half damage on a successful Constitution saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Command Stone

1st-level transmutation (druid, ranger, sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of marble or slate)
Duration: Instantaneous

You target a nonmagical stone that you can see within range. Choose one of the following options.

- **Roll:** A stone object of Medium size or smaller rolls up to 30 feet to a space that you choose. If you direct it to slam into a creature or object, the target must succeed on a Dexterity saving throw or take bludgeoning damage based on the stone's size—Medium (2d8), Small (2d6), Tiny (2d4)—after which the stone stops moving. If the stone rolls down a slope or falls, it keeps moving until it lands at the bottom or strikes a substantial obstacle, and it deals an additional 1d6 damage to any creature or object it hits.
- **Extend:** A stone object of Medium size or smaller (or a 5-foot cube section of a larger area) extends up to 20 feet in a direction you choose. The growth stops if it would destabilize the object or damage a creature or other object. After 1 minute, the object contracts to its original form.

At Higher Levels. You can affect more stones at certain slot levels: 3rd level (2 stones), 5th level (3 stones), 7th level (4 stones), 9th level (5 stones)

Confound

4th-level illusion (bard, sorcerer, wizard)
Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you making an attack or targeting a single creature other than itself
Range: 60 feet
Components: V, S
Duration: Instantaneous

Using illusory deception, you attempt to mislead a creature that is making an attack roll or using a single-target effect (magical or otherwise). The creature must make a Wisdom saving throw. On a failed save, you can choose a new target for the attack or effect, as long as the new target is within the attack's or effect's range. You cannot cause the creature to attack or target itself; due to the illusion, the creature believes it is focusing onto its intended target. A creature with blindsight or truesight cannot be deceived by *confound*.

Convoke Skeleton

1st-level necromancy (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bone and an onyx gem worth at least 50 gp)
Duration: Concentration, up to 1 hour

You call forth a skeleton either from a pile of bones or the energy of a dark plane. It appears in an unoccupied space within range. It crumbles or disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the skeleton, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you issue no command, it defends itself from hostile creatures, but otherwise takes no actions.

At Higher Levels. When you cast this spell using a higher spell slot, you can convoke a stronger skeleton: 2nd level (warhorse skeleton), 3rd level (bone hellion[EEE]), 4th level (minotaur skeleton), 5th level (crimson skeleton[EEE]), 6th level (four-armed skeleton[EEE]), 7th level (wyvern skeleton[EEE]), 8th level (archer of the black arrow[EEE]), 9th level (giant skeleton[EEE]).

Damping

2nd-level abjuration (bard, cleric, sorcerer, wizard)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tiny bar of lead)
Duration: Concentration, up to 1 minute

You impose an abjuration that suppresses certain personal forces. Choose a point you can see within range, and each creature within 20 feet of it must make a Charisma saving throw. On a failed save, a creature cannot have advantage, its critical hits are normal hits, and its resistances do not reduce damage until the spell ends (its immunities still function). An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deific Visage

4th-level evocation (cleric, paladin)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You invoke the divine image of a radiant god. Each creature in a 20-foot-radius centered on a point you can see within range must make a Wisdom saving throw. On a failed save, a creature takes 4d6 radiant damage and is blinded for the duration of the spell. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's initial saving throw succeeds, it takes half damage and is not blinded.

Evil creatures have disadvantage on saving throws against *deific visage*, while good creatures have advantage. If you are evil, you too are subjected to *deific visage* when you cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Delver's Spryness

Transmutation cantrip (bard, druid, sorcerer, wizard)
Casting Time: 1 action
Range: Self
Components: V
Duration: 1 round

Until the end of your next turn, you have advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks. In addition, your jumping distance is not halved

without a running start, and you ignore the first 10 feet of falling damage.

Divine Alacrity

1st-level divination (paladin)
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You are filled with prescient reflexes and battle intuition. For the duration of the spell, you gain 1 additional reaction per round. This additional reaction can only be used for one of the following:

- When you see an enemy move, you can move up your speed, as long as you move closer to that enemy.
- When you see an enemy cast a spell or attack an ally, you can make a melee weapon attack against that enemy, as long as it is within your reach.

Doomful Duress

1st-level enchantment (warlock)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a serpent's head)
Duration: Concentration, up to 1 hour

You utter a curse at a creature you can see within range, which must make a Wisdom saving throw. On a failure, the following effects occur:

- The target takes 2d8 psychic damage immediately.
- Until the spell ends, the target takes 1d6 psychic damage whenever you hit it with an attack.
- You can impose disadvantage once on an ability check, saving throw, or attack roll the target makes while the spell is active (no action required).

Remove curse cast on the target dispels *doomful duress.*

In the case of a successful save or if a cursed target drops to 0 hit points, you can maintain your concentration on *doomful duress* and use an action on another turn to target a different creature. A creature that successfully saves cannot be targeted again with this casting of *doomful duress.*

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st, and you can maintain your concentration on the spell for a number of hours equal to the slot level.

Dust to Dust

6th-level necromancy (cleric)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of dust or ash)
Duration: Instantaneous

With a mighty incantation, you bring the ruin of ages. Choose any creatures or objects you can see within range, up to a maximum number of targets equal to your level. Celestials, incorporeal creatures, magic items, and objects larger than Medium size are not affected by *dust to dust.* Each target must make a Constitution saving throw. On a failed save, apply the following effects based on the creature's CR. Use level instead if the creature does not have a CR. Objects are treated as CR 0. Unattended objects automatically fail the save, while an object that is worn, carried, or otherwise under a creature's direct control uses the creature's saving throw.

- **CR 1 or lower:** The target drops to 0 hit points and is reduced to a pile of fine dust.
- **CR 2 or higher:** The creature's maximum hit points are reduced by 30 until it completes a long rest. If this lowers the creature's hit point maximum to 0, it is reduced to dust.

At Higher Levels. When you cast this spell using a higher level spell slot, the effects increase. At a 7th-level slot, a CR 2 or lower is reduced to dust, and a CR 3 or higher suffers a maximum hit point reduction of 30. At an 8th-level slot, a CR 3 or lower is reduced to dust, and a CR 4 or higher suffers a maximum hit point reduction of 40. At a 9th-level slot, a CR 4 or lower is reduced to dust, and a CR 5 or higher suffers a maximum hit point reduction of 40.

Ebon Smoke

1st-level necromancy (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of bone)
Duration: Instantaneous

You invoke a 5-foot-radius puff of black smoke from a point you can see within range. Each creature in the spell's area must make a Constitution saving throw, taking 2d8 necrotic damage on a failed save, or half damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Edict of Law

4th-level abjuration (cleric, paladin)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You issue a decree filled with the essence of order. Each creature in a 20-foot-radius centered on a point you can see within range must make a Wisdom saving throw. On a failed save, a creature takes 4d6 psychic damage, and until the spell ends, it cannot make more than one attack per turn nor can it cast spells other than cantrips. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's initial saving throw succeeds, it takes half damage and suffers no other effect.

Chaotic creatures have disadvantage on saving throws against *edict of law*, while lawful creatures have advantage. If you are chaotic, you too are subjected to *edict of law* when you cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Elektrophorus

2nd-level evocation (wizard)
Casting Time: 1 action
Range: Touch
Components: V, S, M (amber and cat fur or glass and silk)
Duration: 1 minute

Make a melee spell attack against a creature. This attack has advantage against a target made of metal or wearing metal armor. On a hit, the target takes 4d8 lightning damage and is electrified for 1 minute. An electrified target takes 1d8 lightning damage at the start of each of its turns, it cannot take reactions, and it cannot take both an action and a bonus action on the same turn (only one or the other). The electrified creature makes a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. If your initial attack is a miss, the target takes half damage and is not electrified.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d8 for each spell level above 2nd.

Esper's Amethyst Obelisk

6th-level conjuration (bard, wizard)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a shard of amethyst)
Duration: Concentration, up to 1 minute

You conjure a Medium obelisk of amethyst in an occupied space you can see within range. The obelisk stands approximately 7 feet tall, and it has AC 17, 70 hit points, and resistance to nonmagical damage.

Whenever an enemy enters within 30 feet of the obelisk for the first time on a turn or starts its turn there, roll 1d6 and applying the following effect:

1. **Spectral Assault.** The creature takes 5d6 psychic damage, or half damage on a successful Wisdom saving throw.
2. **Brilliant Flare.** The creature takes 5d6 radiant damage, or half damage on a successful Dexterity saving throw.
3. **Smoldering Immolation.** The creature must succeed on a Dexterity saving throw or take 3d6 fire damage and catch on fire for the duration of the spell. While on fire, the creature takes 3d6 fire damage at the start of each of its turns. As an action, it or another creature within reach can make a Dexterity check against your spell DC, extinguishing the fire on a success.
4. **Wintry Clutches.** The creature must succeed on a Strength saving throw or be encased in ice for the duration of the spell. The encased creature is restrained and takes 2d6 cold damage at the start of each of its turns. As an action, it can make a Strength check against your spell DC, ending the effect on itself on a success.
5. **Entrancing Tones.** The creature must succeed on a Wisdom saving throw or be incapacitated for the duration of the spell. At the end of each of its turns, the creature repeats the saving throw, ending the effect on itself on a success.
6. **Dream Corridors.** The creature must succeed on a Charisma saving throw or be transported to a misty corridor of the Ethereal Plane for the duration of the spell. As an action, the creature can make a Charisma check against your spell DC, returning to its former space (or nearest unoccupied space) on a success.



Lucas Perdomo

Exile to Oblivion

9th-level abjuration (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a black sapphire worth at least 1,000 gp)
Duration: Concentration, up to 1 minute

You attempt to banish a creature beyond the reaches of the Astral Plane. Choose one creature you can see within range, and it must make a Charisma saving throw. On a failed save, it is sent to a dark void with no atmosphere or ground. There is no light, no air, and mundane modes of movement are ineffective. Magical movement (such as the *fly* spell) functions normally. The location where the target arrives is 1d4 miles away from the nearest crossing into the Astral Plane.

If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space. Otherwise, the target doesn't return.

Fell Hunter

3rd-level transmutation (ranger)
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (the fang or claw of a predator beast)
Duration: Concentration, up to 1 minute

You become a preternatural hunter for the duration of the spell, which provides you the following benefits:

- You gain a climbing speed equal to your walking speed. You can walk up vertical surfaces and even upside-down, leaving your hands free.
- You gain advantage on Dexterity (Stealth) checks.
- Once per round when you make a ranged weapon attack against a creature, you can make an additional attack with the same weapon against a second creature. Both creatures must be within 15 feet of each other.

Fervor

2nd-level enchantment (cleric, druid, paladin, ranger)
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

As you wade into battle, invigorating fervor flows into you. Whenever you hit a hostile creature with a melee weapon attack for the first time on each of your turns, you gain 1d6 temporary hit points. These temporary hit points last for up to 1 minute.

At Higher Levels. You gain greater amounts of temporary hit points when you cast this spell using higher level spell slots: 4th or 5th level (2d6), 6th or 7th level (3d6), 8th or 9th level (4d6).

Force of the Woodlands

7th-level conjuration (druid)
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (roots woven together)
Duration: Concentration, up to 10 minutes

Briars, trees, and vines sprout from the ground in a cylinder that is up to 20 feet tall and with a radius up to 20 feet, centered on a point you can see within range. For the duration of the spell, these plants turn the area into difficult terrain, and they provide three-quarters cover.

An enemy that enters the area for the first time on a turn or starts its turn there must make a Dexterity saving throw. On a failed save, the enemy takes 4d6 bludgeoning damage plus 4d6 piercing damage and is restrained. A restrained creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

At Higher Levels. The height and radius of the area increases by up to 10 feet per higher level spell slot used to cast the spell.

Fortify Object

3rd-level abjuration (ritual) (cleric, druid, wizard)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (diamond dust or adamantine ingots worth 200 gp, which the spell consumes)
Duration: Permanent

You touch a Large or smaller object, or a 10-foot-cube section of a larger object or structure, and fortify it with a magical ward. The DC of an ability check to break the object increases by 2, its hit points increase by 20, and it gains damage threshold 20. The fortified object is considered magical.

Using dispel magic against *fortify object* is more difficult than usual. It always requires a successful spellcasting ability check, with a DC equal to 10 + twice the slot level used to cast fortify object.

Fungal Bloom

3rd-level conjuration (druid)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a mushroom or other fungus)
Duration: Instantaneous

You touch the corpse of a Medium or larger creature, and a patch of fungus begins growing on it. The target must not have been dead so long that it lacks decaying matter. The bodies of celestials, constructs, and elementals are not affected. A single corpse cannot be affected by *fungal bloom* more than once. When you cast the spell, choose one of the fungus types listed below, and after 1 hour, the fungal bloom

is fully grown. If the fungus is collected from the corpse, it or any concoction made from it lasts 24 hours before losing its properties.

Leechbloom: The fungus draws all moisture out of the corpse, leaving it a dessicated skeleton. A character proficient with alchemist's supplies, the herbalism kit, or the poisoner's kit can refine the leechbloom into a powerful desiccant. When this is thrown at a creature within 20 feet, the target must make a Constitution saving throw. Plants, oozes, water elementals, amphibious creatures, and aquatic creatures have disadvantage on this saving throw. The target takes 5d6 necrotic damage on a failed save or half as much on a successful one.

Stinkfinger: The fungus gives off an awful stench and draws the attention of predator and scavenger creatures nearby. A character proficient with alchemist's supplies, the herbalism kit, or the poisoner's kit can refine the stinkfinger into a concentrated dose. When this stink oil is applied to a person, object, or 5-foot surface, the stench can be smelled up to 2,000 feet away or up to 2 miles away by creatures with the keen smell trait.

Death-in-Pale: The fungus is highly poisonous if eaten, though it has a strong, foul taste. If ingested, the creature must make a Constitution saving throw. On a failed save, it takes 4d6 poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and is not poisoned. A character proficient with alchemist's supplies, the herbalism kit, or the poisoner's kit can refine the death-in-pale into a dose with a less strong taste. One dose by itself can be masked by an alcoholic drink or spicy food.

Geyser

1st-level evocation (druid, ranger, sorcerer, wizard)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A blast of elemental water shoots upwards in a 5-foot-radius, 30-foot-high cylinder from a point within range. This point must be on the ground or a liquid surface. Each creature in the spell's area must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the height of the cylinder increases by 10 feet for each slot level above 1st.

Gleaming Arrow

Evocation cantrip (warlock)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You launch an iridescent arrow from your hand, making a ranged spell attack against a creature within range. On a hit, the target takes 1d8 radiant damage and until the end of your next turn, you have advantage on saving throws against the target's spells and other magical effects.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

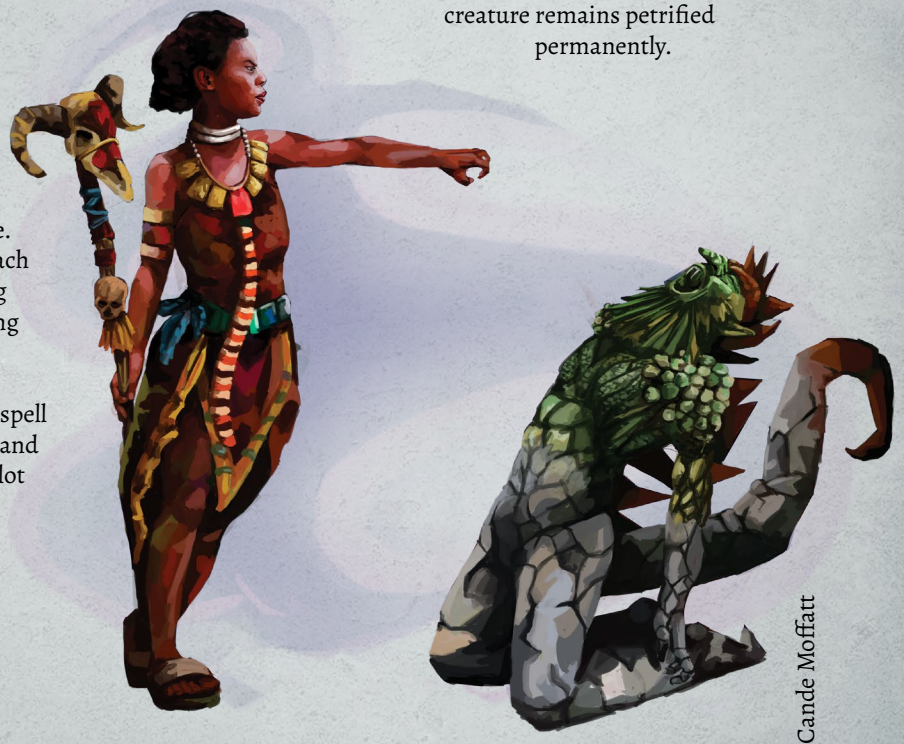
Special: You can apply to *gleaming arrow* any option or enhancement that applies to *eldritch blast*.

Grasp of Stone

2nd-level transmutation (druid, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a shard of granite, quartz, or other hard stone)
Duration: Concentration, up to 1 minute

You make a grasping gesture, choosing a point you can see within range. Each creature within 10 feet of this point must make a Constitution saving throw. On a failed save, a creature is restrained due to partial petrification until the spell ends. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lesser Creatures: For the purpose of this spell, a lesser creature is one whose CR or level is half that of the slot level of *grasp of stone* (or lower). If a lesser creature fails its second saving throw, it instead is petrified for the spell's duration and no longer repeats the saving throw at the end of its turns. If you maintain your concentration on this spell for the entire possible duration, the lesser creature remains petrified permanently.



Cande Moffatt

Hallowed Rebuke

5th-level enchantment (cleric, paladin)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: 1 minute

Your incantation resounds with words of divine retribution. Choose one creature you can see within range. It must make a Wisdom saving throw. If the target has harmed you or a creature friendly to you within the past 24 hours, it suffers disadvantage on its saving throw. On a failed save, the target takes 10d6 psychic damage and cannot willingly move closer to you for the duration of the spell. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's initial saving throw is successful, it takes half damage and suffers no other effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Heavenly Host

9th-level conjuration (cleric)
Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (500 gp worth of sanctified incense, which you burn)
Duration: Concentration, up to 1 hour

By way of a mighty prayer, you call upon a company of luminous celestial beings who are able to turn the tides in even the darkest of hours. You summon a host of angels[EEE] within range. The host disappears when it drops to 0 hit points or when the spell ends. The angels do not heed your summons if you have an evil alignment, and they depart if you willingly commit an evil act.

The host of angels is friendly to you and your allies. Roll initiative for the host, which has its own turns. The angels obey any verbal commands that you give (no action required), unless your command violates their lawful good alignment. If you give no command, the host defends itself from hostile creatures but otherwise takes no actions.

Howl from the Netherworld

2nd-level necromancy (bard, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (eye of a creature that howls)
Duration: Concentration, up to 1 minute

You let out an otherworldly howl, choosing a point you can see within range. Each creature within 10 feet of this point must make a Wisdom saving throw. On a failed save, a creature is frightened until the spell ends. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lesser Creatures: For the purpose of this spell, a lesser creature is one whose CR or level is half that of the slot level of *howl from the netherworld* (or lower). If a lesser creature fails its second saving throw, it instead is panicked for the spell's duration and no longer repeats the saving throw at the end of its turns. Whenever a panicked creature is within line of sight of an enemy, it is frightened, it can take no actions other than Dash or Dodge, and it must move away from enemies if possible. If you maintain your concentration on this spell for the entire possible duration, the lesser creature remains panicked permanently.

A creature that is immune to the frightened condition cannot be panicked. Any effect that removes frightened also removes panicked.



Imbue Armament

3rd-level transmutation (bard, cleric, druid, sorcerer, wizard)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a weapon and imbue it with a cantrip you know. The cantrip must be one that directly affects creatures. For the duration of the spell, whenever the weapon hits a creature for the first time in a round, it subjects the creature to the cantrip's effects. Treat the creature as though it were hit with the cantrip or it had failed its saving throw against the cantrip. The cantrip's effects are those of a 1st-level spellcaster. If the cantrip has multiple targets or an area of effect, use your spell attack bonus or spell save DC to determine if other creatures are affected. If the weapon is not magical, it becomes magical for the spell's duration.

Eric Rasmussen

Infernal Trident

Conjuration cantrip (warlock)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You conjure into your hand a trident of hellish metal that lasts until the end of your turn. When you cast this spell, you can use the trident to make a melee spell attack or a 60-foot ranged spell attack against a creature or object. The trident deals 1d8 piercing damage on a hit, and it scores a critical hit on a roll of a natural 19 or 20. If the trident damage reduces a hostile creature to 0 hit points, you can make a single additional attack with the trident this turn.

You can make more than one attack with the trident when you reach higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level.

Special: You can apply to *infernal trident* any option or enhancement that applies to *eldritch blast*.

Invoke the Wilds

4th-level transmutation (druid, ranger)
Casting Time: 1 action
Range: Self
Components: V, S, M (a stone or amulet with primal runes)
Duration: Concentration, up to 10 minutes

You call upon the forces of nature to impart their strength unto you. Choose one of the following options, which lasts until the spell ends.

Air: Winds whip all about you. You have a 30-foot flying speed, and as a bonus action on each of your turns, you can release a blast of strong wind in a line that is 120 feet long and 15 feet wide. Each creature in this area must succeed on a Strength saving throw or be pushed 20 feet away from you. Unattended, untethered objects up to 200 lbs. in weight are pushed as well. Open and protected flames are extinguished, and smoke and gases are dispersed.

Earth: Your skin hardens, and you can take on various natural colors and textures. You have a 30-foot burrowing speed and a +2 bonus to AC, which cannot bring your AC above 20. You can hide as a bonus action, and you can attempt to hide even without cover or concealment as long as your immediate surroundings are natural terrain or structures made from natural materials such as stone walls or wooden planks.

Fire: Flames roll along your body, though they do not harm you or any objects you are wearing or carrying. Whenever a creature touches you or hits you with a melee attack while within 5 feet of you, it takes 1d8 fire damage. As a bonus action on each of your turns, you can make a melee spell attack or a ranged spell attack with a range of 60 feet. On a hit, the target takes 2d8 fire damage.

Water: Little waves swirl about your feet and across your body. You have a 30-foot swimming speed, and you can breathe water. As a bonus action on each of your turns, you can send a wave at one Large or smaller creature within 30 feet of you that is on solid ground or swimming. It must succeed on a Strength saving throw or be knocked prone.

Lignify

5th-level transmutation (druid)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a twig)
Duration: Concentration, up to 1 minute

You attempt to transform a creature into a tree. Target one creature you can see within range that is standing on the ground. Elementals and incorporeal creatures are immune. The target makes a Constitution saving throw. On a successful save, the target begins at stage 1 of the lignification process, and on a failed save, it begins at stage 2. The target repeats the saving throw at the end of each of its turns, lowering a stage on a successful save, and increasing to the next higher stage on a failed save. If it reaches stage 4, it no longer repeats the saving throw at the end of its turns.

Stage 0: The spell ends on the target.

Stage 1: The target's body tenses. Its speed is reduced by 10 feet.

Stage 2: The target's body becomes rigid and woody. It is restrained.

Stage 3: The target's body locks up, and its skin hardens. It is incapacitated, restrained, and has resistance to all damage.

Stage 4: The target transforms into a tree (along with all nonmagical objects it is wearing or carrying) for the spell's duration. It is incapacitated, cannot move or speak, automatically fails Dexterity saving throws, and is unaware of its surroundings. Its AC becomes 15, and it has resistance to all damage. Its creature type is plant, though it appears as a normal tree.

If you maintain your concentration on this spell for the entire possible duration and the target is a tree, it remains so permanently. *Greater restoration* can restore the target to its original form. If the target was on earthen ground when it became a tree, its roots extend into the ground, and it lives out its lifespan as a tree. If the target was on hard ground, in water, or other such surface, its roots are unable to extend into the earth, and it dies in 4d6 days.

Mask of the Avatar
1st-level illusion (paladin)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

Until the spell ends, you appear as a powerful celestial being, such as an angel or the avatar of a god. You choose the details of the appearance, but in general terms, you look larger, fiercer, and your body and equipment have a celestial aspect. These embellishments to your image include both visual and audible effects, but they fail to hold up to physical inspection, as they are intangible. A creature can also use its action to visually inspect you, discerning the disguise on a successful Intelligence (Investigation) check against your spell DC. In either case, a creature that disbelieves the illusion is able to see through it.

You have advantage on Charisma checks against creatures that believe the illusion.

Mirth and Melancholy
Enchantment cantrip (bard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You speak an arcane phrase filled with mania or sorrow, targeting a creature you can see within range. It must make a Wisdom saving throw. On a failed save, the creature takes 1d4 psychic damage, and you choose mirth or melancholy.

Mirth: The first time the creature hits with an attack or succeeds on a saving throw before the end of your next turn, it provokes an opportunity attack from a creature of your choice within 5 feet of it.

Melancholy: The first time the creature misses with an attack roll or fails a saving throw before the end of your next turn, it falls prone.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Mouth of the Muse
Enchantment cantrip (bard)
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak inspiring words that motivate a creature in range that can hear you. The creature can spend its reaction (if available) to move up to half its speed and make an ability check. Examples include a Strength (Athletics) check to escape a grapple, a Dexterity (Stealth) check to hide, an Intelligence (Arcana) check to recall information about a monster, or a Wisdom (Perception) check to spot a hidden enemy. If the creature has a bardic inspiration die and expends it as part of this check, it rolls the bardic inspiration die twice and takes the higher of the two results.

Mystic Shield
1st-level abjuration (cleric, sorcerer, wizard)
Casting Time: 1 reaction, which you take when you take damage
Range: Self
Components: V, S
Duration: Instantaneous

You gain resistance to this instance of damage.

Noxious Mist
2nd-level conjuration (warlock)
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Poisonous green mists exude from you. Each creature within 10 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d6 poison damage and is poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the initial saving throw is successful, a creature takes half damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Opalescent Nimbus
4th-level abjuration (cleric, wizard)
Casting Time: 1 action
Range: Self
Components: V, S, M (an opal gem worth at least 100 gp)
Duration: Concentration, up to 10 minutes

You are limned in an aura of white light that fades into opalescence. For the spell's duration, you have the following benefits.

- You shed bright light out to 10 feet in all directions and dim light for an additional 10 feet. This light dispels invisibility, illusory images and disguises, and magical darkness whenever it touches them.
- You have resistance to radiant damage.
- If you can cast the spells *mystic shield*[EEE] or *shield*, their range becomes 120 feet, allowing you to protect other creatures.

Optovoa

2nd-level necromancy (ritual) (warlock, wizard)
Casting Time: 1 hour
Range: Self
Components: V, S, M (alchemical components worth at least 100 gp, which the spell consumes)
Duration: Instantaneous

Only the most extreme spellcasters partake in this grotesque rite. Through the process of this spell, you remove one of your own eyes and imbue it with fragments of your lifeforce and your nightmares. At the completion of the rite, your removed eyeball becomes an optovoa[EEE]—a horrid, sapient, floating eyeball. This creature obeys your commands and is your ally. As an action, you can perceive through the optovoa's senses until the start of your next turn, though you are blind and deaf during this time with regard to your own senses.

Upon becoming one-eyed, you gain the poor depth perception trait, which imposes disadvantage on your attack rolls against any target more than 30 feet away from you. If the optovoa is within your grasp, you can spend an action to place it into your empty eye socket, thus providing you with normal depth perception and darkvision out to 60 feet for as long as it is attached. While in you, the optovoa is immune to all damage and harmful effects, though it shares your actions instead of having its own. As an action, you can pull the optovoa back out.

If your removed eye ever regrows, such as through a *regenerate* spell, the optovoa perishes. You cannot have more than one optovoa active at a time. If you die, it can exit you as an action, and it remains animated for 5d12 years or until slain.

Orison of Protection

Abjuration cantrip (cleric)
Casting Time: 1 action
Range: Touch
Components: V, M (a holy symbol)
Duration: Concentration, up to 1 minute

You chant a short prayer that wards one creature. Choose a damage type. The first time the creature takes damage of the chosen type before the spell ends, it has resistance against the damage.

Path of Solitude

7th-level abjuration (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a tiny figurine or statuette of a person)
Duration: Concentration, up to 1 minute

You attempt to banish a creature to a lonesome corner of existence. Choose one creature you can see within range, which must make a Charisma saving throw. On a failed save, it is sent to the Plane of Shadow, arriving alone at the bottom of a deep gorge. If the spell ends before 1 minute has passed, the creature reappears in the space it left or the nearest unoccupied space. Otherwise, the creature remains in the shadowy realm.

The location where the creature arrives is 1d4 × 50 miles away from the nearest settlement (and the gorge's exit). The region is mountainous, gloomy, and overcast. Above the gorge looms an undead adult black dragon, which the creature encounters if it tries to fly or climb out of the gorge. Teleportation and interplanar travel do not function within the gorge.

The gorge has hard, stony ground and assorted rock formations that sometimes appear as despairing figures. The gorge is roughly 60 feet wide on average, though it sometimes splits into maze-like branches. Its walls are high and steep, rising 300 feet on average and requiring a DC 20 Strength (Athletics) check to climb. If the creature attempts to exit the gorge on foot, it must succeed a DC 17 Wisdom (Survival) check each day, otherwise it becomes lost and makes no progress that day. No living creatures dwell in the gorge, though potential encounters include 2d6 shadows or 1 wraith.

For every 24 hours spent within the gorge, the creature must succeed on a DC 17 Wisdom saving throw or suffer a level of exhaustion due to oppressive despair. The creature



Lucas Perdomo

cannot naturally recover from this exhaustion while within the gorge. Creatures native to the Plane of Shadow have advantage on this saving throw, as do creatures whose power source is shadow magic. Undead and creatures immune to the charmed condition are unaffected by the despair.

Phantasmagoria

5th-level illusion (bard, wizard)
Casting Time: 1 action
Range: 120 feet
Components: S, M (a bit of ectoplasm)
Duration: Concentration, up to 1 minute

You create a nightmarish illusion that fills a 10-foot cube within range. Whenever a creature starts its turn in the illusion's space or within 10 feet of it, the creature must make a Wisdom saving throw. On a failed save, it takes 4d8 psychic damage, it drops whatever it is holding, it is frightened, and it can take no action except Dash or Dodge. At the end of an affected creature's turn, it repeats the saving throw, ending the effect on itself on a success. If its initial saving throw is successful, the target takes half damage and suffers no other effect. A creature that is immune to being frightened is unaffected by *phantasmagoria*.

As an action, a creature can visually inspect the illusion. It makes an Intelligence (Investigation) check against your spell DC. On a success, it sees through the illusion and cannot be affected by the spell.

Power Word Bind

8th-level abjuration (bard, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You utter a word of power that binds one creature from doing grievous harm. Choose one creature you can see within range. If the target has 150 hit points or fewer, it suffers the following effects. Otherwise, the spell has no effect.

The affected creature rolls minimum damage on all damage rolls. It has disadvantage on attack rolls, and all other creatures have advantage on saving throws against it. The affected creature makes a Charisma saving throw at the end of each of its turns, ending the effect on itself on a success.

Psychic Snare

Enchantment cantrip (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
You mentally assault one creature you can see within range. It must make a Wisdom saving throw. On a failed save, the target takes 1d6 psychic damage, and the first time it takes a hostile action against you before the end of your next turn, it takes an additional 1d6 psychic damage.

This spell's initial and secondary damage both increase by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Ray of Dissolution

3rd-level evocation (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of acid)
Duration: 1 minute

Three sizzling rays of chartreuse energy beam from your hand. You can send the rays at one target or divide them among multiple targets. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 acid damage and suffers lingering acid for 1 minute. During this time, at the start of each of its turns, a creature takes 1d4 acid damage per ray that struck it. At the end of each of its turns, it can make a Dexterity saving throw, ridding itself of the lingering acid on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you create one additional ray for each slot level above 3rd.

Reduce to Rust

4th-level transmutation (druid)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You attempt to reduce one metal object to a pile of rust. The spell automatically succeeds against an unattended object of Large size or smaller (or up to a 10-foot cube of a larger such item). If the item is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the spell's effect. If the object is an uncommon or rarer magic item, it is unaffected.

Alternatively, you can target a creature made of metal, which must make a Constitution saving throw. It takes 8d8 necrotic damage on a failed save, or half damage on a successful one. If this drops its hit points to 0, it is reduced to rust.

At Higher Levels. When you cast this spell using a higher level spell slot, you can reduce rarer magic items to rust: 6th–7th level (uncommon), 8th–9th level (rare); or you deal an additional 1d8 damage to a metal creature per spell slot above 4th level.

Rune of Binding

3rd-level abjuration (druid, cleric, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a tiny stone or other object carven with a rune of binding)
Duration: Concentration, up to 1 minute

At your command, a momentary rune appears at a point you can see within range. Each creature within 10 feet of this point must make a Wisdom saving throw. On a failed save, a creature deals half damage on all damage rolls until the spell ends. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lesser Creatures: For the purpose of this spell, a lesser creature is one whose CR or level is half that of the slot level of *rune of binding* (or lower). If a lesser creature fails its second saving throw, it instead is rune-bound for the spell's duration and no longer repeats the saving throw at the end of its turns. A rune-bound creature is unable to deal damage or take hostile actions. If you maintain your concentration on this spell for the entire possible duration, the lesser creature remains rune-bound permanently.

Any effect that removes a curse can remove the rune-bound condition.

Sands of Time

2nd-level divination (bard, cleric, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small bag of sand or an hourglass)
Duration: Concentration, up to 1 minute

You manipulate creatures' connection to fate and time, choosing a point you can see within range. Each creature within 10 feet of this point must make a Wisdom saving throw. On a failed save, a creature's speed is halved and it has disadvantage on attack rolls until the spell ends. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Certain creatures are unaffected by *sands of time:* celestials, constructs, fiends, undead, and any creature that does not age.

Lesser Creatures: For the purpose of this spell, a lesser creature is one whose CR or level is half that of the slot level of *sands of time* (or lower). If a lesser creature fails its second saving throw, it instead is timeworn for the spell's duration and no longer repeats the saving throw at the end of its turns. A timeworn creature can take no actions other than performing basic necessities (eating, drinking, walking, etc.), and its speed is halved. If you maintain your concentration on this spell for the entire possible duration, the lesser creature remains timeworn permanently.

Any effect that removes a curse can remove the timeworn condition.

Shackle to the Earth

2nd-level transmutation (cleric, druid, ranger, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small length of chain or rope)
Duration: Concentration, up to 1 minute

You make a downward gesture at one creature you can see within range. The target must make a Strength saving throw. On a failed save, the target cannot climb, jump, or fly for the spell's duration. If the target is currently climbing or flying, however, it does not fall. It safely descends 60 feet at the end of each of your turns.

Shadow Lord

8th-level conjuration (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You enter a demiplane of shadow for the spell's duration. The demiplane has cool air, dim illumination, and mild terrain. Its shape is that of a cube 200 feet on each side, and you arrive standing at the center. Its ground is semi-transparent, allowing you to see down into the plane you left (as though above the space you left).

When you cast the spell, you can choose one creature you can see within 60 feet of you and take it with you into the demiplane (appearing the same distance from you). If the creature is unwilling, it can make a Charisma saving throw to resist the effect.

A creature can enter the demiplane using *plane shift* or *teleport,* as though entering the Plane of Shadow. If you forbid such a creature from entering, it must succeed on a spellcasting ability check against your spell DC in order for its spell to function.

The spell ends early if you are incapacitated or die, and you can end the spell early with a bonus action. When the spell ends, all creatures within the demiplane return to where they were before.

While within the demiplane, you can manipulate shadows there and within the plane you left. As an action on each of your turns, you can use one of the following options:

- **Control Shadows:** Choose an area of dim light or darkness that you can see, up to 40 feet in diameter. Shadow images and sounds of your choosing emanate from the area. Alternatively, the area becomes magical darkness, as per the *darkness* spell, until the spell ends or until you use this option again.
- **Shadow Strike:** Choose a shadow or area of dim light or darkness that you can see, and it makes a melee attack against one creature using your spell attack. This attack has a 5-foot reach and deals 5d6 necrotic damage on a hit.

Shadowgaze

Divination cantrip (warlock)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You pry into the psyche of a creature that you can see within range. The target must make a Wisdom saving throw. On a failure, the target takes 1d6 psychic damage, you have advantage on attack rolls made against the target until the end of your next turn, and you have advantage on Intelligence checks to recall information about the target for 1 hour.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Special: You can apply to *shadowgaze* any option or enhancement that applies to *eldritch blast*. For this purpose, when a target fails its saving throw against *shadowgaze,* this counts as you hitting it.

Snake Tongue

3rd-level transmutation (druid, warlock)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a snake head)
Duration: Concentration, up to 1 minute

With a hissing incantation, you target one creature in range that you can see, transforming its tongue into a vicious snake that protrudes from its mouth. The snake makes two bite attacks against the creature. Its melee attack modifier is the same as your spell attack modifier, and it deals 3d6 poison damage on a hit. The creature then makes a Constitution saving throw, ending the transformation on a success. On a failed save, the creature's tongue remains a snake for the spell's duration, which makes one bite attack against the creature at the start of each of its turns. The creature can repeat the Constitution saving throw at the end of each of its turns, ending the spell on itself on a success.

With a snake tongue, the creature cannot speak coherently. If it attempts to cast a spell with a verbal component, it rolls 1d20. On an 11 or higher, the creature must use an additional action on its next turn to complete the spellcasting. If it does not, the spell is wasted.

For all purposes, the snake is the target creature, not a separate creature. Creatures that do not have tongues are unaffected by *snake tongue.*



Bevin Akers

Spell Storm

9th-level evocation (bard, cleric, druid, sorcerer, wizard)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You cast seven cantrips. They can be any combination of cantrips you know from the bard, cleric, druid, sorcerer, or wizard spell lists.

Starfall

6th-level conjuration (sorcerer, wizard)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a star ruby or star sapphire worth at least 500 gp)
Duration: 1 minute

Upon casting the spell, and again as a bonus action on each of your subsequent turns, a brilliant sphere of light plummets to a point you can see within range. The sphere bursts in a 5-foot radius, dealing 4d6 radiant damage to each creature in the area, or half damage on a successful Dexterity saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Stone Gag

2nd-level conjuration (druid, wizard)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pebble)
Duration: Concentration, up to 1 minute
You conjure a stone inside the mouth of a Medium or smaller creature that you can see within range. It makes a Constitution saving throw, coughing out the stone on a success. On a failed save, it cannot speak clearly, and if it casts a spell with a verbal component, there is a 50% chance the spell fails, wasting the spell slot and action.

As long as the creature remains conscious, it repeats the saving throw at the end of each of its turns. On its second failed save, the stone lodges in the creature's throat, and it begins suffocating and cannot speak or use verbal spell components.

The suffocating creature has a number of rounds equal to its Constitution modifier (minimum 1), then at the start of its following turn it drops to 0 hit points and is dying.

As an action, the target or another creature within 5 feet of it can attempt a Wisdom (Medicine) check against your spell save DC to dislodge the stone.

This spell has no effect on incorporeal creatures, creatures with no mouth, or creatures with multiple mouths. Creatures that do not require air cannot suffocate.

At Higher Levels. When you cast this spell using a higher level spell slot, the maximum size of the target increases: 4th or 5th level (Large), 6th or 7th (Huge), and 8th or 9th level (Gargantuan).

Storm Bolt

Evocation cantrip (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release a bolt of crackling energy at one creature within range. Make a ranged spell attack against the target. You have advantage on this attack roll if the target is wearing metal armor or is made of metal. On a hit, the target takes 1d8 lightning damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Stormwarden Smite

3rd-level evocation (paladin)
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before this spell ends, the weapon crackles with storm power as you strike. The attack deals an extra 3d8 lightning damage to the target, and until the spell ends, whenever you see the target attack or harm one of your allies, you can use your reaction to teleport up to 30 feet closer to the target and make a melee weapon attack against it if it is within your reach.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage increases by 1d8 for each slot level above 3rd.

Tendrils of Corruption

4th-level necromancy (cleric, warlock)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You call up seething tendrils of putrescence. Each creature in a 20-foot-radius centered on a point you can see within range must make a Constitution saving throw. On a failed save, a creature takes 4d6 necrotic damage, and at the start of each of its turns, it takes 1d6 necrotic damage. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, or increasing the amount of ongoing necrotic damage by 1d6 on a failure. If a creature's initial saving throw succeeds, it takes half damage and suffers no other effect.

Good creatures have disadvantage on saving throws against *tendrils of corruption*, while evil creatures have advantage. If you are good, you too are subjected to *tendrils of corruption* when you cast it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d6 for each slot level above 4th.

Thanatopsis

5th-level necromancy (warlock, wizard)
Casting Time: 1 hour
Range: Self
Components: V, S, M (black candles, which you burn, and onyx gems worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

This fell rite can only be performed at night, and at its completion, you become imbued with a latent negative energy that will power you beyond death. When you die, your flesh withers, and you reanimate as a skeleton at the start of your next turn. Apply the following changes to yourself:

- **Creature Type:** Your creature type is undead. You do not require air, food, drink, or sleep, though you must remain in an inactive state for 4 hours to benefit from a long rest. You are unaffected by potions and any effect that relies on you eating or drinking.
- **Alignment:** Your alignment is neutral evil, lawful evil, or chaotic evil (whichever is closest to your former alignment).
- **Darkvision:** You have darkvision out to 60 feet.
- **Resistances:** You have resistance to piercing and necrotic damage.
- **Immunities:** You are immune to poison and exhaustion.
- **Racial Traits:** You retain your racial traits. Your voice is hollow and raspy.
- **Background Features:** You retain your background proficiencies, though you only retain background features the GM deems appropriate for your new form.

- **Class Features:** You retain your hit dice and proficiencies. You lose all other class features except for Ability Score Increases and any feats you took. If you no longer meet the prerequisites of a feat you have, you can convert it to an Ability Score Increase or swap it for a different feat for which you meet the prerequisites. If you gain a level, you cannot take a level in a class, but you do gain a 1d8 hit die and you progress toward the next proficiency bonus.

Upon becoming a skeleton, you regain your maximum hit points. If you are reduced to 0 hit points as a skeleton, you immediately die, and nothing short of a *wish* spell can restore you to life. If you desire to remove the effects of *thanatopsis* before becoming a skeleton, you must willingly receive *greater restoration* or *remove curse* cast at a 5th-level or higher slot.

Timbercall

3rd-level conjuration (druid)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny wooden tree totem)
Duration: 10 minutes

You conjure a 15-foot-long, 2-foot-diameter log on a horizontal surface within range. It lasts until the spell ends and has the following properties.

- If conjured on flat ground, the log rolls up to 30 feet in one direction of your choice. It cannot roll up a steep incline, and it rolls down a decline until it reaches the bottom. Whenever the rolling log enters a Huge or smaller creature's space for the first time, that creature must succeed on a Dexterity saving throw or take 4d8 bludgeoning damage and fall prone. Unattended objects automatically fail this saving throw, though a fixed object that is large enough can stop the log's rolling.
- Once the log is stationary, it can be rolled as an action by pushing it, using the following guidelines. A Small creature typically cannot push the log. A Medium creature with Strength 20 or higher can push the log up to 5 feet. A Large creature with Strength 10 or higher can push the log up to 10 feet. A Huge creature can push the log up to 15 feet. A Gargantuan creature can push the log up to 30 feet.
- If the log is conjured in water or rolls into water, it floats. Medium and smaller creatures can use it as a makeshift raft.
- The log has AC 15 and 30 hit points per 5-foot section. It is immune to bludgeoning and piercing damage dealt by the weapons of Medium or smaller creatures.

Transmogrify

2nd-level transmutation (warlock)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You cause a strange mutation in a creature's body. If the target is unwilling, it can make a Constitution saving throw to avoid the effect. Choose one of the following options, which lasts for the spell's duration.

- **Eye Stalk:** An additional eye on a stalk protrudes from the target's head. The target can see in all directions simultaneously, peer around corners while keeping its body behind total cover, negate being flanked, and remain watchful even while sleeping.
- **Fanged Tongue:** The target's tongue is able to stretch out and bite with its own fanged mouth. This is a natural finesse weapon that deals 1d4 piercing damage, and the target is proficient with it.

  Once per short rest, the target can make a bite attack with the tongue as a bonus action.
- **Tentacle:** A tentacle sprouts from the target's torso, stretching about a foot longer than one of its arms. The tentacle can grasp, though it does not have fine control. It is unable to use a shield or wield a weapon, and it has disadvantage Dexterity checks. It can perform one simple object interaction on each of the target's turns, such as drawing, stowing, or picking up an object. It also provides the target advantage on Strength (Athletics) checks made to climb.

  Once per short rest, the target can make a grapple attempt with the tentacle as a bonus action.

Each additional time you cast *transmogrify* on the same target within a 24-hour period, there is a cumulative 25% chance that a mishap occurs. A mishap causes the mutation to be deformed and ineffective, and the target suffers a level of exhaustion.

Tree Sentinel

3rd-level transmutation (druid, ranger)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a leaf or twig from a huge tree)
Duration: 1 minute

This spell gives tree-like qualities to a willing creature. The target grows taller, its limbs extend, its skin takes on the texture of bark, and its hair becomes like leaves or moss. If necessary, the target's equipment temporarily expands to accommodate the new form. For the spell's duration, the target gains the following benefits.

- It cannot be knocked prone or forced to move against its will.
- It gains a +2 bonus to AC. This spell cannot cause the target's AC to be higher than 18.
- Allies within 10 feet of the target have half cover.
- Its melee reach extends by 5 feet.
- Creatures provoke opportunity attacks from the target when they enter its reach.

Veiling Strike

3rd-level illusion (bard, sorcerer, wizard)
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The first time you hit a creature with a weapon attack before this spell ends, the weapon draws an illusory veil over the target's senses. The attack deals an extra 3d6 psychic damage, and you become invisible to the target until you make an attack, cast a spell, or stop concentrating on the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Voltaic Strike

Evocation cantrip (wizard)
Casting Time: 1 action
Range: As weapon
Components: V, M (a weapon)
Duration: 1 round

Upon casting this spell, you make a weapon attack against a creature. If you hit, the target takes damage from the weapon as normal, and it is wreathed in crackling energy until the start of your next turn. During this time, if the target casts a spell or uses any other magical effect, it immediately takes 1d8 lightning damage, and *voltaic strike* ends.

This spell's damage increases when you reach higher levels. At 5th level, the weapon attack deals an extra 1d8 lightning damage to the target, and the damage the target takes for spellcasting or using magic increases to 2d8. Both damage rolls increase again by 1d8 at 11th level and 17th level.

Warding Wave

1st-level conjuration (druid, ranger, sorcerer, wizard)
Casting Time: 1 reaction, when a creature moves to a space within 5 feet of you or attacks you
Range: 5 feet
Components: V, S
Duration: Instantaneous

A crashing wave surges out from you, repelling the foe that came too close. The target creature must succeed on a Strength saving throw or be pushed 20 feet away from you and knocked prone. On a successful save, the creature is pushed half the amount of distance and not knocked prone. This spell does not affect creatures that are flying or burrowing.



CJ Marsh

Water Lash

Conjuration cantrip (druid, sorcerer, wizard)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create a lengthy lash of water that strikes forcefully at your foe. Make a melee spell attack against one creature in range. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you push the creature up to 10 feet away from you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Water Shell

5th-level transmutation (druid, ranger, sorcerer, wizard)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sea shell or clam shell)
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's body is protected by a thick layer of water that provides it half cover. It has resistance to acid and fire damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. The target also gains the ability to breathe water, and it cannot be grappled.

If the target is hit by a melee attack from a Large or smaller creature, it can spend its reaction to attempt to trap the attacker in the water shell. The benefits of the spell end on the original target, and the attacking creature must make a Dexterity saving throw. On a failed save, the new target is encapsulated inside a shell of water. It is restrained and has no air to breathe. At the end of each of its following turns, the encapsulated creature can repeat the saving throw, ending the effect on itself on a success.

Whipping Tresses

3rd-level transmutation (bard, druid, sorcerer)
Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous

In order for this spell to function, your hair must be at least shoulder length. Upon casting the spell, your hair momentarily expands into a tremendous whipping barrage. Choose any number of creatures within 15 feet of you. Each target must make a Dexterity saving throw. On a failed save, a creature takes 6d6 slashing damage, and if it is Large or smaller, you can move it up to 10 feet in any horizontal direction. On a successful save, a creature takes half damage and is not moved.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Windblast

Evocation cantrip (druid, sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You evoke a powerful blast of wind, choosing one of the following options:

- Choose a Large or smaller creature you can see within range. It must succeed on a Strength saving throw or be pushed up to 10 feet away from you. If the creature slams into a solid object of its size or larger, it takes 1d6 bludgeoning damage.
- Choose an unattended, loose object you can see within range. If the object weighs 50 pounds or less, you push it up to 10 feet away from you. If the object slams into a solid object of its size or larger, it takes 1d6 bludgeoning damage. If you slam the object into a creature, the creature must make a Dexterity saving throw. On a failure, the creature takes 1d6 bludgeoning damage.
- You use the blast of wind to move yourself 10 feet in any direction. If you are grappled or restrained, first make an ability check with your spellcasting ability as an escape check. On a success, you escape and move yourself as intended. On a failure, you remain grappled or restrained.
- You cause any one effect that a sudden blast of wind could produce: a door slams shut, open flames up to Medium size are extinguished, and so on.

Yoni's Mystifying Labyrinth

8th-level conjuration (bard, wizard)
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a tiny labyrinth icon)
Duration: Concentration, up to 10 minutes

At your command, a labyrinth of magical walls rises up from the ground, creating an area that is up to 30 feet tall, 100 feet long, and 100 feet wide. The labyrinth appears where you choose, though it must be entirely within the spell's range. Wherever the labyrinth touches a solid surface, it stops and harmlessly fuses with the surface.

The labyrinth has one exit, which is 10 feet tall by 10 feet wide. You choose the exit's location when you cast the spell, which must be on an exterior edge of the labyrinth. The exit's location is known by you and any creatures you designate when you cast the spell. Creatures with the labyrinthine recall trait also know the location of the exit.

Inside the labyrinth, creatures cannot burrow or climb, and flight only functions if a creature has hover (it is limited to hovering just inches off the ground). Moreover, creatures cannot move within the labyrinth except by way of the action described below.

The labyrinth is filled with perplexing twists and turns, as well as a variety of magical effects that mystify those within. A creature that wishes to proceed through the labyrinth must spend an action to make an Intelligence (Investigation) or Wisdom (Survival) check, with results as follows:

9 or less: The creature moves 10 feet in a random direction and takes 5d6 force damage from a magical trap.

10–14: The creature moves 10 feet in a random direction.

15–19: The creature moves 10 feet, heading closer to the exit if it wishes to exit.

20 or more: The creature moves half its speed, heading closer to the exit if it wishes to exit. Any creature that knows the exit's location automatically achieves this result.

A creature inside the labyrinth has total cover from everything outside, unless the creature is within 10 feet of the labyrinth's exit. Inside the labyrinth, a creature can see no more than 10 feet in any direction, as everything beyond has total cover.

The labyrinth is immune to damage, though *disintegrate* or a successful *dispel magic* destroys a 30-foot cube section of it, creating a new exit if the labyrinth's exterior is opened.

Some believe I am many a thing,
Some believe I am nothing.
I am a drop of rain inside the sun,
As it beams bright after the day is done.
—*The Labyrinth Lord's Riddle*



Game Master Advice

Becoming a Good GM and Creating a Setting That Players Connect With

Many GMs create their own settings. There is a deep appeal to crafting your own fantasy world. These homebrew settings range from small to massive: A setting might be a single region that serves as an adventure island (it could even be an actual island), or it might be a vast world full of nations, continents, and histories.

General advice says it is better to start small and build the setting over time. This is often a good approach, but I have had ideas for whole worlds come to me, and I began world-building on that grand scope from the start because of the inspiration I felt. Whether you are building a setting that is big or small, you want the players to connect with it. When players do not care about your setting, it's disappointing. If you have spent a great deal of time and care on your setting, it can be *bitterly* disappointing. On the contrary, when the players get interested and invested in your setting, you experience a deep sense of fulfillment, a sense that your campaign means something. This is a great thing, because deriving a sense of meaning from your roleplaying game is one of the best experiences you can have. I sincerely hope that you experience this, so here are some strategies you can try. They reduce barriers to player connection, and they enhance your game's inherent connectivity.

Remove Problem Players

A problem player is someone who constantly disrupts the game. They complain and argue like a bratty child. Or they make rude comments and disrespect others. Or they are narcissistic and want to have a god-character. Or they clash with the tone of your setting like nails on a chalkboard. The list of negative traits can go on and on, but the point is, a problem player continually jars everyone out of enjoying the experience. They are the turd in the ale keg.

One of your responsibilities as a GM is to remove problem players. This is not always easy, but it is necessary. Usually you have to have an uncomfortable talk with the offending person. Be mature about it, do not give in to the temptation to fling muck, and do not say anything that you will regret saying later. It might play out like this:

GM: "Hey man, it just isn't working out having you in the group. I think it would be better if you left the campaign."

Player: "That's pretty lame of you to kick me out, but whatever."

GM: "I think it's for the better this way. I hope you'll understand."

Player: "Well if you want your campaign to be better, maybe you shouldn't have (insert some questionable call you made as the GM)."

GM: "I'm trying to improve, and I think that for me to get better, I need to focus on just playing with the players who fit well together."

Player (sarcastically): "Yeah well, good luck with that."

GM: "Thanks for giving my campaign a shot."

It might be hard for you to resist the urge to be combative, defensive, sarcastic, or outright rude. Take a breath. Call upon whatever courage you can. If you approach it with maturity and do not let yourself get baited into an argument, you will come out ahead in the long run.

Your reward for facing the hard decision of removing a problem player and having that difficult conversation is that you have delivered a dose of antidote to the venom that has been plaguing your campaign. Even if the problem player is your friend, and even if they did not mean to cause such disruptions, what you have done is ushered away a demon that was gnawing at the foundations of your game. This adjustment alone will improve the flow of your game and allow the synergy of the players to develop and reach greater levels. You need to play with the right people who fit each other, even though you all will have your individual differences and quirks.

Remove the Problem GM from Yourself

This point is even more important than the previous one, and it is often more difficult to face than the removal of a problem player. Inside of you is a problem GM. A control freak who wants to micromanage every little thing. Or a combative "opponent GM" who plays the game as though he were fighting against the players and his validity as a person were on the line. Or an overprotective GM who shields the characters in plot armor and miraculously saves them even if they willingly took a big risk in a deadly situation. Or the "brick wall GM" who does not listen to the players and never has the world react to their characters in any way. There seems to be no end to the flaws a problem GM can have.

Now keep in mind that minor flaws are normal. Little slip-ups and misjudgements and rough edges and oversights—these happen to everyone. Just learn from your shortcomings and keep going. What you want to do is identify major issues you are causing for your own game, the poison you are injecting into your campaign, the malfunctions you are allowing to wreak havoc upon your setting.

Your game is limited to the degree that you refuse to let go of your hang-ups. These limitations are one of the biggest reasons that players cannot connect with a setting. Your ego is a huge spiky wall, and on the other side of it is a slithering shadow GM sending out toxic clouds and wicked counsel. You are not going to get through the wall by becoming docile

Viridai (left)

or passive. It is a wall, after all. Nor are you going to get through the wall by smashing into it like a brute. You will impale yourself on the spikes.

You have to ask yourself, "Why do I want to get over this wall?" Until you have a great reason, you will never get over it. Only you can discover your reason, but for the sake of example, my personal reason goes something like this, "I was born to create. When my friends and I go into this world of mythic storytelling, I am fulfilling my calling and sharing in wondrous inspiration. Doing this gives my life meaning, and if I fail to do this, I will regret it deeply forever." Maybe your reason is, "I need a positive influence in my life to stave off depression and to help my friends do the same." Or, "I want to create amazing friendships and memories that will last a lifetime." Whatever your great reason is, when you identify it, it will fill you with such energy that you will fly right over the wall.

Once on the other side, you must let the shadow GM die. Say farewell, say good riddance, say a prayer. Allow this dark, wormy thing to wither away in its own poison. Interestingly, the shadow GM does not truly *die* in some absolute sense, but rather its essence recycles, like a corpse decaying into fertile soil from which new things will grow. Only once you let this miserable little part of yourself die will a better version be born. And *that* is something truly incredible.

Cultivate Trust

You have probably heard before that the most important element of a relationship is trust. This holds true for tabletop RPGs. You the GM have a relationship with each of the players. If you want to get philosophical, you also have a relationship with the future—how your campaign is going to be in a month, a year, maybe even more.

Trust is something that you must carefully cultivate over time. You can start by telling the players something like this, "Hey everyone, I want to set some ground rules. First of all, be respectful. It's ok to tease each other or to have tense disagreements in-character, but always remember that out of character, we have to respect each other and be mature. This respect also pertains to cheating. We're all here to play an enjoyable game and cheaters just ruin everyone's experience. As the GM, I'm going to do my best to run the game well. If you ever have an issue with something, just ask, and I'll give it some consideration. We all need to be free to communicate at any time. And also don't hesitate to get in character as much as you want. I really want everyone to be able to play the character that interests them and be able to explore that."

However you phrase it, having an establishing dialogue is a great foundational step. Basically you are telling the players that you want a baseline of respect, open communication, and freedom to roleplay. When someone feels respected and listened to, the seed of trust begins to sprout.

Over time, you must uphold your ground rules, and not just when it is easy, but when it is hard. You must consistently show the players through your words and actions that you do respect them, you want to support and help them play their characters, and that you care about what they have to say. A bad GM is a tyrant, someone who wants everything their way, who stamps out freedom, who vetoes any creative player idea that does not fit the concept the tyrant has in mind. A good GM is a leader, someone who helps the players (and helps the monsters too), who gives the players a reasonable amount of space to explore the fantasy world, who takes responsibility to make sure the game continues to function well.

After weeks and months of the players observing how you respect them, encourage them, and support them, you have cultivated trust. You are the players' ally (and the monsters' ally too). When the players trust you, they are more willing to connect with your campaign.

For contrast, think about a bad experience you have had with a company (either as a customer or an employee): A representative was apathetic or rude or sleazy to you. The company provided a sub-par product or service under the guise of something they claimed was high quality. The company had policies that were deceptive or unfair or illogical. Did you trust this company? Hell no. Did you want to spend your hard-earned money there? Did you want to stay there one second longer than you had to? Did you leave with a pep in your step, wanting to return soon? No, no, and no. Failing to cultivate trust—and I mean *genuine* trust—is like trying to build a house on sand while simultaneously farting in the general direction of the construction workers.

Encourage, Engage, and Enliven the Players

Often a GM imagines themself as a performer who is taking the stage before an audience. Your first thought is probably along the lines of "I need to give a spectacular performance!" It is true that your talent or skill does make a big difference, but something else is primary: awakening energy within the audience. I mean energy in a literal sense, as in animation and liveliness.

Here is another contrast to conceptualize, using two imaginary GMs, Doug and Cynthia. GM Doug knows the game's rules very well, has lots of experience running games, and is good with voices and accents, but he is also an antagonistic jerk who has a hostile attitude and constantly shuts down the players' ideas. GM Cynthia, on the other hand, is fuzzy on a lot of the rules, is not so experienced, and cannot voice act to save her life, but she has a friendly attitude, enthusiasm that lights up the table, and she always tries to say "yes" to creative solutions to the in-game challenges. Which GM appeals to you more? Which GM do you think could more easily shore up their weak spots? I would probably never come back to Doug's table after one session, whereas Cynthia would leave me feeling excited and interested. She will naturally gain experience and knowledge over time with practice, though Doug has a tangled mess that he has internalized and may never resolve (hopefully he

will though, and if you are reading this, Doug, here's a d10 bardic inspiration to get you started).

Another pair of hypothetical GMs could go like this: GM Alex has a huge collection of miniatures, game books, and accessories, and her confidence level is impressively high, but her jokes constantly shatter the tone of the game, she spends chunks of game time messing around on her phone, and if anything unexpected happens, she loses her cool immediately (imagine that, unexpected things happening in a game based around creativity and dice rolls). GM Trevor next door is a broke college student with minimal supplies, and he was always the quiet guy of the class, but he takes the game seriously, observes and reacts to the player-characters, and loves the surprises and curveballs that occur throughout the course of an adventure. Alex might be the cool girl, but she is also a spoiled brat who disrespects the game and the players. Trevor lacks the glam, but he gives you that soulful sense, as if you were exploring the woods with your best friend.

Again, it is great to have a deep knowledge of the game and tons of experience to draw upon and a smorgasbord of fancy accessories, but none of that matters if you are not livening up the players. You do not have to be bouncing off the walls hyper. You want to *activate* the players. You accomplish this by observing them attentively, then reacting in interesting ways. As long as a player's idea is not game-breaking (very few of them are), find a way to implement it, and make the player *feel good* for tapping into their creativity. You want to encourage them to be engaged. If you want them to connect with your campaign, you have to reward them when they do connect with it. This is actually quite fun once you get into it, because people start to love your game, and you end up feeding off of each other.

Respond to the players with energy, encouragement, or intriguing reactions. Bring the players to life, and you bring your campaign to life.

NPCs, NPCs, NPCs

Look around the real world, and what do you see? People. People do everything, build everything, maintain everything, fight over everything. People are full of ideas, perspectives, motivations, secrets, personalities, and flaws. Stories are composed of people. As such, you want your campaign setting to be full of NPCs.

There are different approaches to populating your setting with NPCs. You can focus on developing just one or two NPCs at a time, fleshing each one out as they become relevant in the sessions. Or you can make a spreadsheet of 100 NPCs divided into blocks representing different towns or locations, then with columns for name, alignment, gender, race, age, appearance, personality traits, goals, and flaws. You can plan tons of NPCs in advance, or you can just improvise them on the spot as needed. You can do all of these things and more, but what is truly important is that you have interesting NPCs with personalities and emotions and motivations.

NPCs are wheels that allow stories to move along, and they are animating forces that make locations to come to life. If your setting lacks NPCs, it can feel empty or dead. The same is true if the NPCs you do have are boring and generic. Now, you can run a dungeon crawl without NPCs. They are not crucial if the game is: explore the dungeon, fight the monstrous beasts, and claim the treasure. But if you want a setting that player-characters can connect with and interact with and inhabit, you need to have lots of interesting NPCs. Moreover, the NPCs need things that they care about and goals that motivate them. Things that someone would make sacrifices for or take risks for. Without such NPCs, your setting will lack story and life.

Character Stories

A great thing that separates tabletop RPGs from video games is that the stories are real. "But Esper," you might refute, "these stories are made up. They're not real, they're imagination." Well, you *really* create the stories, and you have *real* experiences sharing them with *real* people. Whereas in even the most sophisticated video game, every single choice you make is something pre-programmed into the game, and any other player in the world will get the same result if they make the same choices. Nothing is alive.

Let's say you are preparing a campaign, and one of the players tells you he has an idea that his character is part of a religious order that is trying to recover the pieces of an ancient holy relic. The player suggests that perhaps his god will give him a vision with clues about where the first piece of the relic is buried. As the GM, you can take these concepts and design a temple where the order dwells, along with some NPCs of the order, and you can roleplay out the deity sending the vision to the character. As the campaign progresses, the world and NPCs react to the character recovering the pieces of the relic, and the story can change depending upon the choices the character makes. It is alive.

When you give the players the opportunity to bring their character stories to life, you increase their connection with the campaign. Not only are you allowing the players to get into playing the characters and stories they are most interested in, but you are being reciprocal. You are not saying, "This is *my* train, get onboard or get outta here." You are saying, "This is *our* game." You invest in the players, and thus they are much more likely to invest in you.

Utilize the characters' stories, even if they are subplots or secondary to a main campaign storyline. In doing so, you strengthen the players' connection to your campaign setting, because they truly are part of it.

Conflict Drives Stories

If you have removed problem players, gotten over your issues as a GM, cultivated trust and encouragement within your group, created interesting NPCs, and tied the characters'

stories to the campaign, you have essentially built a fantastic vehicle to traverse the fantasy world. Story conflict serves as fuel for this vehicle.

Conflict comes in infinite forms, as there is no end to the dangers and challenges that people face. Conflict in RPGs often boils down to the threat of failure or death, but it can also be the threat of loss or suffering. It can be competitive, as when two groups agree to a game with set rules, or it can be unregulated, when the groups act without any restriction (which is what typically happens in characters-versus-monsters combat encounters).

Your job as a GM is to introduce great conflict into the setting and the adventures therein. Remember those NPCs with their motivations and goals? And those character stories with their life-quests and objectives? Those should be full of conflict, with opposing sides vying to win.

For example, Djanor the druid has a backstory in which he was abandoned in the forest as an infant, then found and raised by a forest tribe led by a shaman. Djanor is seeking to unravel the mystery of why his birth parents abandoned him and why he has such a gift for druidic magic.

You the GM could keep it simple, saying, "When you reach level 5 you have a dream of your parents being killed by a green dragon, but they hid you in a hollow log before the dragon noticed you, and as they were being devoured, they prayed to the spirits of the forest to protect you. Those spirits infused primal power into you and also led the tribe's shaman to find you in the log. Now, you must locate the dragon's lair and get your revenge." So, the conflicts here are finding the dungeon and defeating the mighty monster for personal vengeance. Not bad at all.

If you want to deepen things, however, you should introduce challenges at multiple steps: A rival party in the tribe has always mocked Djanor and wants to see him fail. Chadmochus is obsessed with the shaman's daughter, who is the love interest of Djanor. In order for Djanor to receive the vision of his parents' death, he must make a dangerous trek into the deep forest, seeking out an ancient shrine. The shaman could give Djanor a clue to finding the dragon's lair or a secret to defeating the dragon, but the shaman has fallen unconscious from a curse, and no one knows exactly who is to blame. Djanor and his party set out for the dragon's lair, but they encounter dangerous wilderness locations on the way—a grove of wrathful thorn tree spirits, a rival dark druid who believes the dragon is a stabilizing force for the region, a swamp-woods haunted by undead, and a band of kobolds that are allies of the dragon.

There is nothing wrong with the first, simpler scenario. It works better especially for shorter campaigns. But the second, deeper scenario is going to be more meaningful and satisfying for most serious campaigns. Why? Because at every step, there are interesting conflicts. This interlaces the campaign with tension and allows more development of characters and setting. The characters, if they can face and overcome the threats of failure or death, will experience an amazing feeling of accomplishment. They truly *earn* their victory. The players will retain a lasting sensation of having gone through an adventure. We are made for confronting challenges and struggling to prevail.

Journeys Unnumbered

Following these points of advice will serve you well in the quest to become a good GM, even a great GM, and one whose stories and worlds draw the players in. But it is a quest, and quests involve persistence. More accurately stated, it is an ongoing series of quests. You do not become a good GM overnight. It takes time, it takes care, and it takes perseverance. Your first steps will likely be shaky, and the whole endeavor will seem like a lot to juggle. This is because it is a lot to juggle. That said, it should be a joy from the very start. Even while you are fumbling to keep track of everything, you should be enjoying yourself in some way (hopefully many ways).

This point bears repeating: Remember to enjoy the experience! Think of a time in which you took part in an activity that required a large amount of planning and organizing, such as a party, a show, a wedding, a meeting, or a vacation. You planned, coordinated with others involved, made notes, traveled, got the event started, kept everything running, took photos, handled the problems that popped up, made sure nothing and no one was left behind at the end, and wrapped up any loose ends afterward. You might look back and wonder, "Did I actually spend much time enjoying the experience?" It is not hard for responsibilities and stress to overwhelm joy. As much as everything spirals down into the muck if you do not take responsibility, the opposite is also true. The life gets sucked out of an experience if you are deprived of space to play. You need to laugh and wander and daydream, just as you need to take care of problems.

One of the greatest things about developing an engrossing setting and campaign is that the players drive the roleplaying at points. They take on some of the weight that otherwise the GM would be shouldering alone. The players converse with each other in character, they debate important choices, and they make suggestions that help the campaign along. In other words, when players feel a strong connection, they contribute to the game. These contributions make your job as GM easier, or at least more supported.

It is a wonderful moment when you can sit back in your chair while the players have a lively in-character discussion about how they should handle the current challenges and decision points. Enjoy it.

You have my sincere encouragement as you venture forth into the realms of the fantasy. Be courageous, never stop learning and growing, and always come back with stories to tell.

GM Levels

Just as the characters gain levels over time, so does a GM. You learn from the experience gained throughout sessions, adventures, and campaigns. This progression has a slow pace, though if you stick with it, the rewards are tremendous.

Now, why is it that one GM is constantly bickering with the players, while another is laughing merrily with them or deep in captivated suspense? Why is one GM's game a tedious chore with a mere flicker of fantasy, yet another GM's game is a thrilling and immersive ride? The answer has something to do with a GM's level.

The Novice

You've never really GM'd before. Maybe you've seen someone else run a game, in person or online. You have an idea for an adventure, so you get together with friends and attempt to have a cohesive experience. It's messy, but whatever. You play around with an element or two, and it's cool. It's like you're in your own video game or show.

You weave a little thread, and that thread is connected to something big that you can barely see. You get just a glimpse. There is this huge world, but you can only make out bits of it. The books seem to have endless pages of text . . .

The Apprentice

You have discovered a world of high adventure and limitless possibilities! It does get over-complicated at times though. You get lots of rules wrong, and you constantly forget things. Your combat encounters go really slow, and overall there is too much to remember. The players goof around a lot at the table, and the energy level is inconsistent. There are disagreements over rules, but they don't last long. Everyone's just figuring things out as they go.

You've also watched more experienced GMs run the game, and wow! They are amazing. Their worlds are rich and detailed. Their NPCs have personalities. Their monsters somehow seem stronger. Perhaps most impressive is how they know so much about the rules and are tapped into this long-running heritage of lore, like they're part of some secret club of loremasters. You hope that someday, somehow, you can become one of these great GMs.

The Journeyman

At this point, you *think* you know what you're doing. You *think* you have a solid grasp of the game's inner workings, and you houserule and ban everything that threatens your precious game. Your adventures are getting more advanced, but they are punctuated with bickering. You wish the players would just understand that you are the *game master.*

In reality, you're actually just a teenager in GM years. You are forming your opinions and experimenting with ideas. Tragically, you are blind to your own shortcomings.

The Expert

You cringe looking back to when you thought you knew everything. But you made it across the bridge from newcomer to veteran. You feel a sense of balance between the rebellious experimentation of your GM adolescence and the security of experience. You have led a few long-running campaigns by this point. You've seen characters span the wondrous journey from the lowest levels to the highest, then started anew with a fresh storyline. You've learned so much, and now you can legitimately claim to be a creator.

One of the best things is that players recognize your skill as a GM. They can tell you know what you're talking about and that your adventures take them beyond the mediocre and the wonky. Along with your abilities, your reputation has grown, giving you the luxury of selecting from pools of eager players.

The Master

Your adventures are pretty much everything a gamer could ask for: interesting plots and settings, memorable NPCs, compelling villains, dynamic dungeons, and more. You set such a rich and fun stage that the players sometimes amuse themselves for hours, exploring and tinkering. And they love it. This is what everyone always wanted. That sense of freedom, that feeling of choices actually mattering. Speaking of freedom, you laugh about how you used to worry about everything being overpowered. You've let go of being a micro-manager, and you focus instead on creating interesting challenges and an immersive setting.

Your adventures inspire and immerse. After years of dedication to your craft, after several campaigns full of lessons learned, you finally reach a state of flow. Then, that old sense of wonder comes back to you . . . that childlike awe of unraveling the thread of something mysteriously vast. And you end up right where you began, now able to see the place fully, whereas before, you caught only vague glimpses.

The Grandmaster

A grandmaster is an extremely rare soul. This level represents those individuals who have honed their craft over many years and thousands of hours of practice. They understand things that few others do. They have insight, vision, natural talent, and incredible luck. Or is it destiny? Whatever the case, this grandest level is a master among masters, a creator whose work goes beyond local social circles and small followings. This is someone who transcends the game's limits and discovers unexplored territory full of wondrous new possibilities. An innovator, a true artist, and in the bleakest of times, a savior that helps bring the game back from the brink of collapse. The grandmaster will be known by a great many, and his legacy will live on, influencing and enriching others long after he is gone. In other words, a legend.



Items

Uncommon and Rare Armor

Any magical properties imbued into uncommon or rare armor further increase its rarity (and cost).

Special Armor

Adamantine. This suit of armor is made from one of the hardest substances in existence. While you are wearing it, any critical hit against you becomes a normal hit. Any medium or heavy armor made of metal can be fashioned from adamantine, increasing its price as noted.

Bronzeleaf. Alchemically prepared leaves of the bloodleaf tree make a surprisingly sturdy yet flexible suit of armor.

Buckler. Bucklers are small, simple shields that only need to be gripped by the hand. You can don or doff a buckler as an object interaction (like drawing or stowing item).

Dragon Scale. Armor made from dragon scales provides the wearer resistance to the same damage type as the dragon's breath weapon.

Choice dragon scales can be obtained from the body of a recently slain dragon with a Wisdom (Survival or Leatherworker's Tools) check. The ability check DC equals the dragon's AC. On a failed check, half of the scales are ruined in the process of obtaining them. The dragon's size determines how many hours of work the skinning takes and how many gp worth of scales are obtained: Medium (1 hour; 250 gp), Large (2 hours; 500 gp), Huge (4 hours; 1,000), Gargantuan (8 hours; 2,000 gp). When crafting dragon scale armor, the armorer must use dragon scales equal to half the market value of the suit of armor.

Elemental Weave. This suit of armor is interwoven with fibers or metals native to the Elemental Plane, granting the wearer the benefits of the associated element.

Air: Your speed increases by 5 feet, and you ignore the first 20 feet of falling damage.

Earth: You have tremorsense out to 30 feet.

Fire: You have resistance to fire damage, and you gain advantage on all saving throws against fire.

Water: You have a swimming speed equal to your walking speed.

Mithral. Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. Mithral armor does not impose disadvantage on Stealth checks or checks to swim, and it has no Strength requirement. Any medium or heavy armor made of metal can be fashioned from mithral, increasing its price as noted.

Spidersilk. This armor is crafted from the silky strands of giant spider webbing. It is protective, durable, supple, and lightweight. Additionally, this armor grants its wearer advantage on all ability checks made to climb.

Tower Shield. In order to be proficient with tower shields, you must take a feat: *Tower Shield Proficiency*. If your Strength score is lower than 15, using a tower shield reduces your speed by 10 feet and imposes disadvantage on attack rolls you make. In addition, a tower shield imposes disadvantage on your ability checks made to swim and your Stealth checks, even when you are merely carrying the tower shield and not actively using it.

Treantbark. Armor made from treant bark reduces bludgeoning and piercing damage dealt to the wearer by 2.

Weapon Properties

Exotic Weapons: In order to be proficient with an exotic weapon, you must take a feat: *[Exotic Weapon] Proficiency*. Each exotic weapon requires its own feat to gain proficiency with it, such as *Spiked Chain Proficiency*.

Keen: A keen weapon is either exceptionally sharp or its shape is such that it does not easily glance or deflect when the wielder strikes at an imperfect angle. On a critical hit, the weapon's base damage die deals maximum damage (all other extra dice are still rolled). For example, a critical hit with a battle scythe deals damage equal to 10 + your Str modifier + 1d10.

Special Weapons

Armblade. The armblade provides you a +1 bonus to AC that does not combine with the AC bonus of a shield or another weapon that provides a bonus to AC. The hand wielding the armblade is fully enclosed and cannot be used to hold anything. It requires 1 action to equip or remove an armblade.

Bolas. You can use the Attack action to make a special ranged attack with the bolas, a trip. If you are able to make multiple attacks with the Attack action, the trip attempt replaces one of them. The target must be no more than one size category larger than you. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). You have disadvantage on your check if the target is in the bolas' long range. If you win the contest, you knock the target prone.

Boomerang. If you are proficient with the boomerang, and you miss on an attack with it, it returns to your space at the end of your turn. You can catch it (no action required) as long as you have a free hand.

Greatbow. The greatbow is about 6 feet in length and made of fine quality materials. You must have a Strength score of 15 or higher in order to be proficient with the greatbow.

Guisarme. The head of this polearm has a hooked blade and a spike. When you hit with an attack using the guisarme, you can choose to deal either piercing or slashing damage.

You can use the Attack action to make a special melee attack with the guisarme, a trip. If you are able to make multiple attacks with the Attack action, the trip attempt

replaces one of them. The target must be no more than one size category larger than you and not within 5 feet of you. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If you win the contest, you knock the target prone.

Macuahuitl. The macuahuitl is a club-like weapon with edges that are lined with embedded obsidian blades. Though the obsidian blades are extremely sharp, they are also more brittle than steel. After a combat in which you attacked with a macuahuitl, roll 1d20. On a roll of 3 or less, its damage becomes 1d6 bludgeoning (versatile 1d8). In order for a character to repair the macuahuitl, they must be proficient with Jeweler's Tools or Smith's Tools and expend 30 gp worth of obsidian as well as 8 hours of work.

War Fan. This artfully-decorated fan has lacquered folds that conceal iron spokes within. It provides you a +1 bonus to AC that does not combine with the AC bonus of a shield or another weapon that provides a bonus to AC.

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Chitin, Gambeson, Leather Scale, Silk	45 gp	12 + Dex modifier	—	—	13 lb.
Uncommon Light Armor					
Elemental Weave (Air)	300 gp	12 + Dex modifier	—	—	8 lb.
Elemental Weave (Fire)	300 gp	12 + Dex modifier	—	—	10 lb.
Dragon Scale (Light)	500 gp	12 + Dex modifier	—	—	13 lb.
Rare Light Armor					
Spidersilk	1,000 gp	13 + Dex modifier	—	—	10 lb.
Medium Armor					
Bone	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Boiled Leather	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	35 lb.
Brigandine, Lamellar	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Uncommon Medium Armor					
Mithral	+300 gp	as base armor	—	—	1/2 base armor
Adamantine	+400 gp	as base armor	—	as base armor	as base armor
Elemental Weave (Water)	650 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Bronzeleaf	800 gp	14 + Dex modifier (max 3)	—	—	20 lb.
Dragon Scale (Medium)	900 gp	14 + Dex modifier (max 2)	—	—	25 lb.
Rare Medium Armor					
Treantbark	1,000 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Heavy Armor					
Carapace, Shell	30 gp	15	—	Disadvantage	45 lb.
Lorica	200 gp	17	Str 15	Disadvantage	60 lb.
Uncommon Heavy Armor					
Mithral	+400 gp	as base armor	—	—	1/2 base armor
Adamantine	+500 gp	as base armor	as base armor	as base armor	as base armor
Elemental Weave (Earth)	650 gp	17	Str 13	Disadvantage	60 lb.
Rare Heavy Armor					
Dragon Scale (Heavy)	2,000 gp	18	Str 13	Disadvantage	50 lb.
Shields					
Buckler	5 gp	+1	—	—	2 lb.
Tower Shield	30 gp	+3 (special)	Str 15	Disadvantage	22 lb.

Weapons	Cost	Damage	Weight	Effect
Simple Melee Weapons				
Kama	2 gp	1d4 slashing	2 lb.	Finesse, light
Leather Sap	2 gp	1d4 bludgeoning	2 lb.	Finesse, light
Longspear	4 gp	1d8 piercing	8 lb.	Reach, two-handed
Simple Ranged Weapons				
Boomerang	2 gp	1d4 bludgeoning	1 lb.	Special, thrown (range 30/120)
Martial Melee Weapons				
Battle Scythe	30 gp	1d10 slashing	8 lb.	Heavy, keen, two-handed
Falchion	15 gp	1d8 slashing	3 lb.	Finesse
Guisarme	20 gp	2d4 slashing	8 lb.	Heavy, reach, special, two-handed
Heavy Flail	20 gp	1d12 bludgeoning	8 lb.	Heavy, two-handed
Katana	50 gp	1d10 slashing	3 lb.	Keen, two-handed
Light Flail	10 gp	1d8 bludgeoning	2 lb.	Finesse
Macuahuitl	50 gp	1d8 slashing	5 lb.	Keen, special, versatile (1d10)
Pole Hammer	10 gp	1d10 bludgeoning	6 lb.	Heavy, reach, two-handed
Martial Ranged Weapons				
Bolas	5 gp	1d4 bludgeoning	2 lb.	Special, thrown (range 20/60)
Chakram	5 gp	1d6 slashing	2 lb.	Thrown (range 30/120)
Exotic Melee Weapons				
Armblade	25 gp	1d6 slashing	4 lb.	Light, special
Spiked Chain	25 gp	2d4 piercing	8 lb.	Finesse, reach, two-handed
War Fan	40 gp	1d4 piercing	2 lb.	Finesse, light, special
Exotic Ranged Weapons				
Greatbow	100 gp	1d12 piercing	5 lb.	Ammunition (range 200/800) heavy, special, two-handed

Magic Items

Arcbreaker

Weapon (warhammer), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls with this weapon, and it deals an additional 2d6 lightning damage on a hit.

As an action, you can speak the command word, and a bolt of blue lightning streaks down upon a single target you can see within 150 feet. The target takes 12d6 lightning damage, or half damage on a successful DC 18 Dexterity saving throw. This damage bypasses resistance and immunity to lightning damage. Once you use this property, it cannot be used again until the next dawn.

Guided by Faith: A cleric devoted to a storm god can use Wisdom for attack and damage rolls with this weapon instead of Strength and can also use it as a holy symbol.



Bevin Akers

Circlet of Prescience

Wondrous item, uncommon (requires attunement by a spellcaster)
This ornate circlet has 2 charges. While wearing it, you can expend 1 or more of its charges to cast one of the following spells from it (no components required): *clairvoyance* (2 charges), *detect magic* (1 charge), *detect thoughts* (2 charges), *find traps* (1 charge), *identify* (1 charge). The circlet regains its expended charges daily at dawn.

Dragon Tooth Dagger

Weapon (dagger), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this weapon, and it deals an additional 1d4 fire damage on a hit. The *dragon tooth dagger* can be used as an arcane focus.

Once per day as a bonus action, you may cast *fire bolt*, using either Intelligence, Wisdom, or Charisma as your spellcasting ability. For the purpose of determining the spell's damage dice, use your own level or 5th level, whichever is higher.

Fang of the Dragon God

Weapon (martial), artifact (requires attunement)
This incredible weapon is made from one of the Dragon God's own fangs. It is a one-handed martial melee weapon that deals 2d6 slashing damage and has the finesse and light properties.

You gain a +3 bonus to attack and damage rolls with this weapon, and it counts as an adamantine weapon.

While you are attuned to this weapon, you cannot be frightened or moved against your will, neither can you be disarmed or robbed of the *Fang of the Dragon God*.

When you take the Attack action on your turn to make an attack with the *Fang of the Dragon God,* you can make one additional attack with it.

Once per day, when you fail a saving throw, you can choose to succeed instead.

Glittergold

Wondrous item, common
This gold coin is rather lustrous. As an action, the creature holding the coin can lay it down or toss it up to 30 feet. The first time another creature touches the coin or starts its turn with the coin in its space, it must succeed on a DC 13 Wisdom saving throw or be incapacitated and reduced to a speed of 0 feet for 1 round. Creatures immune to the charmed condition are unaffected by *glittergold*. After triggering, the *glittergold* becomes a normal gold coin.

Heaven's Storm

Weapon (longsword), legendary (requires attunement)
You gain a +2 bonus to attack and damage rolls with this weapon, and it deals an additional 2d6 lightning damage.

As an action while holding this weapon, you teleport up to 120 feet to an unoccupied space you can see (along with any equipment you are wearing or carrying). Before or after teleporting, you can release a surge of brilliance that deals 6d6 radiant damage to each creature within 10 feet of you, or half damage on a successful DC 20 Constitution saving throw. Once you use this property, it cannot be used again until the next dawn.

Lantern of the Winter Tree

Wondrous item, rare (requires attunement)
This wood-and-horn lantern sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Its flame produces no heat. As a bonus action, you can speak a command word to extinguish or relight the lantern.
As an action, you can speak a command word, and one living creature of your choice within the lantern's light regains 4d4 + 4 hit points and gains resistance to cold damage for 1 hour. Once you use this property, it cannot be used again until the next dawn.

Lunging Weapon

Weapon (any melee weapon without reach), rare (requires attunement)
You gain a +1 bonus to attack and damage rolls with this weapon, and your reach with it is 10 feet.

Mace of Erudocha

Weapon (mace), uncommon
You gain a +1 bonus to attack and damage rolls with this weapon. While holding this weapon, you can cast the spell *fervor*[EEE]. Once you use this property, it cannot be used again until the next dawn.



Aleksandar Kostic

The Secret of the Mace: Concealed within the intricate etching of the *Mace of Erudocha's* head is a map. On a successful DC 15 Intelligence (Investigation) check, a character becomes aware of this secret, though it is impossible to discern the exact map merely by looking at the mace. A practical way to reveal this map is to spread a fine coating of ink on the macehead and roll it along parchment. Due to the slight variations of the etching's depth, only the map will print onto the parchment. This map shows the hidden location of the Vault of Erudocha, a sanctum built by a highpriest to safeguard secret knowledge and exotic treasure.

Mask of the Ghost Owl

Wondrous item, rare (requires attunement)

While wearing this mask, you gain darkvision out to 60 feet. If you already have darkvision, its range increases by 60 feet. You also gain the benefits of the *see invisibility* spell.

Mithral Mask

Wondrous item, legendary (requires attunement)

While wearing this mask, you gain +1 bonus to AC and saving throws. It cannot be removed against your will.

You have darkvision out to 60 feet, and you can see in magical darkness as though it were normal darkness.

You can cast the following spells once each: *darkness, daylight, detect evil and good*. Daily at dawn, the mask recovers all of its expended spells.

If you die while wearing this mask, it casts *revivify* on you at the start of your next turn. Once triggered, this property does not function for 1d10 days.

Moth-Winged Arrow

Weapon (arrow, crossbow bolt, or sling bullet), common

Before attacking with this magical ammunition, you whisper to it the desired target (no action required). The target can be specific or as general as "the nearest hostile creature." This ammunition removes any disadvantage you have on an attack roll with it, ignores invisibility and other illusions, ignores half and three-quarters cover, and can even fly around corners and through tiny openings to strike at its target. After the attack, the *moth-winged arrow* crumbles into fine dust.

Mystic Candle

Wondrous item

This colored, scented candle weighs 1 pound and can burn for a total of 8 hours. Many types of *mystic candles* exist, each with its own color and aroma. While a *mystic candle* is lit, it sheds dim light in a 10-foot radius and provides its stated effect to creatures within this area. After being lit for the first time, if the candle is extinguished or moved from its space, its magic fades, and it becomes a normal candle.

Erudition (Common): Creatures gain advantage on Intelligence (Arcana, History, Nature, and Religion) checks made to recall lore, study, or otherwise pursue personal development.

Heaven (Uncommon): Creatures gain resistance to necrotic and radiant damage.

Prescience (Uncommon): If you or an ally casts a divination spell, the spell lasts twice as long (if it has a duration). The spellcaster must remain within the candle's radius to maintain this benefit.

Twilight (Common): Bright light becomes dim and shadowy. Even darkvision is affected by this magical dimness.

Vigilance (Common): Creatures cannot be surprised, and they gain advantage on Wisdom (Perception) checks. A sleeping creature awakens if another creature takes any hostile action against it or against any ally within the candle's radius.

Warmth (Uncommon): Creatures gain resistance to cold and fire damage.

Pillow of Cerulean Sleep

Wondrous item, uncommon

This fine pillow has deep blue fabric and is filled with downy feathers from a sphinx, muwatrep[EEE], or other mystical feathered creature. You can use the *pillow of cerulean sleep* during a long rest. Only one character can use the pillow at a time, after which it takes 1d6 days for its magic to recharge.

When you use the pillow, you experience a dream or vision that presents mystical representations of your future. This produces the effect of an *augury* spell, though it pertains to a course of action you plan to take within 24 hours instead of 30 minutes.

Pinctagrex Pearl

Wondrous item, uncommon (requires attunement by a spellcaster)

This 5-inch-diameter pearl functions as an arcane focus (orb). You can cast *message* at will, and once per long rest, you can cast either *shield* or *suggestion* (DC 13).

Qassam

Staff, very rare (requires attunement by a spellcaster)

This staff has an exotic, alien shape and was crafted on a distant plane. It can be used as a magic quarterstaff. You gain a +1 bonus to melee attack and damage rolls with it, and you can use your spellcasting ability for melee attack and damage rolls with it, instead of Strength.

As an action while holding the staff, you can make a ranged spell attack with it against one creature within 150 feet of you. This attack's effect is determined by the type of *qassam*.

Coral: On a hit, the target takes 4d8 lightning damage and if it moves or casts a spell before the end of your next turn, it takes an additional 4d8 lightning damage.

Dahlia: On a hit, the target takes 4d10 force damage and is pushed 10 feet away from you.

Gilt: On a hit, the target takes 4d10 radiant damage and each creature within 5 feet of the target takes half the amount of damage dealt.

Red Dragon Robe

Wondrous item, rare (requires attunement)

While wearing this robe, you have resistance to fire damage. You also gain a +1 bonus to AC if you are wearing no armor. This bonus does not combine with that of *bracers of defense.*

Ring of Hope

Ring, uncommon (requires attunement)

While wearing this ring, you gain a +2 bonus to any ability check, saving throw, or attack roll you make with disadvantage. This property does not function if you have advantage in addition to disadvantage.

Ring of the Hero

Ring, uncommon (requires attunement)

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Divine Alacrity*[EEE]
- *Fervor*[EEE]
- *Heroism*

Ring of the Magician

Ring, uncommon (requires attunement by a spellcaster)

By spending 1 hour of work, a spellcaster can imbue a cantrip they know into the ring. A maximum of 2 cantrips can be imbued into the ring at a time. If a spellcaster imbues a new cantrip into the ring when it already has 2 cantrips, this replaces one of the cantrips previously imbued into it. While wearing the ring, you can cast the imbued cantrips.

Ring of the Netherfiend

Ring, uncommon (requires attunement)

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Ebon smoke*[EEE] (DC 13)
- *Howl from beyond*[EEE] (DC 13)
- *Noxious mist*[EEE] (DC 13)

Ring of the Sanctum Keeper

Ring, uncommon (requires attunement)

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Damping*[EEE] (DC 13)
- *Rune of binding*[EEE] (DC 13)
- *Sanctuary* (DC 13)

Ring of the Sovereign

Ring, uncommon (requires attunement)

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Charm person* (DC 13)
- *Command* (DC 13)
- *Shackle to the Earth*[EEE] (DC 13)

Ring of Steam Breath

Ring, uncommon (requires attunement)

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Feather fall*
- *Gaseous form*
- *Geyser*[EEE] (DC 13)

Ring of the Trickster

Ring, uncommon (requires attunement)

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Disguise self*
- *Invisibility*
- *Warding wave*[EEE] (DC 13)

Rod of Bone

Wondrous item, rare (requires attunement by a spellcaster)

When using this rod as an arcane focus, you gain a +1 bonus to spell attacks, and you ignore half cover when making spell attacks.

While holding the rod, you can cast *animate dead*. Once you use this property, it cannot be used again until the next nightfall.

Saddle of the Master Cavalier

Wondrous item, rare

While in this saddle on a mount, you cannot be dismounted against your will as long as you are conscious.

While you are controlling a mount, it is able to take the Attack action, and whenever it takes damage, it can use its reaction to halve the damage against it.

Scale of the Dragon God

Wondrous item, legendary (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated until you use a bonus action to end this effect or you die, at which point the shield falls to the ground or into your hand if you have one free.

In addition, your Wisdom score increases by 2. This property can increase the ability score above 20. You gain this benefit even if you are not holding the shield, as long as it is on your person.

Shadow Armor

Armor (light), very rare (requires attunement)

This light armor provides AC 13 + your Dexterity modifier. While wearing it, you have resistance to necrotic damage, and you gain advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Shield of the Bugbear Chieftain

Armor (shield), uncommon (requires attunement)

Whenever you successfully shove a creature while using this shield, you can deal 1d6 + your Strength modifier bludgeoning damage to the target.

Skeletal Arm

Wondrous Item, rare (requires attunement by a spellcaster)

In order to use this grisly item, you must take part in a 1-hour ritual that involves severing one of your arms and replacing it with the *skeletal arm*. You or one of the ritual participants must be able to cast at least one 3rd-level necromancy spell. Once it is attached, you cannot unattune from the *skeletal arm* unless it is destroyed or removed. You can cast *chill touch* as a ranged spell attack or a melee spell attack.

You learn the spells *bestow curse* and *convoke skeleton*[EEE], and you can cast them using your own spell slots. In addition, you can cast each of them once per long rest without expending a spell slot. In this case, you cast *convoke skeleton*[EEE] at up to 3rd level.

Solemnedril

Weapon (martial), legendary (requires attunement)

This extraordinary weapon is reminiscent of a crescent moon in shape, with gripping hilts in the inner edge and a sharp blade along the outer edge. It is a two-handed martial melee weapon that deals 1d10 slashing damage and has the heavy and thrown (range 30/90) properties.

You gain a +2 bonus to attack and damage rolls with this weapon. It counts as a silver weapon.

After making a ranged attack with *Solemnedril,* it immediately returns to you.

When you hit a devil with this weapon, it deals an additional 4d6 damage.

While holding this weapon, you can cast *moonbeam* as a 5th-level spell (DC 19). Once you use this property, it cannot be used again until the next dawn.

Soma

Wondrous item, common

This flask contains a sweet liquid, enough for one Medium or Small creature to drink. A living creature that drinks the *soma* feels warm and dreamy. If it wishes to resist the effect, the creature makes a DC 13 Constitution saving throw as though against poison. On a failed save, it experiences hallucinatory visions for 1d4 hours. During this time, it has disadvantage on Wisdom ability checks and saving throws, and its speed is halved.

Staff of the Alchemist

Staff, rare (requires attunement by a spellcaster)

This staff can be used as a magic quarterstaff. You gain a +1 bonus to attack and damage rolls with it, and you can use your spellcasting ability for melee attack and damage rolls with it, instead of Strength.

The staff has 5 charges. When you hit with a melee attack using the staff, you can expend 1 charge to apply one of the following effects:

Acid: The target takes an additional 10 (3d6) acid damage, or half damage on a successful DC 15 Dexterity saving throw.

Glue: The target must succeed on a DC 15 Strength saving throw or be restrained. As an action, the restrained creature can attempt a DC 15 Strength check to break free of the glue. Otherwise, the glue dissolves after 24 hours.

Sneezing Dust: The target must succeed on a DC 15 Constitution saving throw or be incapacitated with a fit of sneezing until the start of your next turn. A creature that does not breathe is immune to this effect.

The staff regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Staff of the Labyrinth Lord

Staff, legendary (requires attunement by a spellcaster)

This staff can be used as a magic quarterstaff. You gain a +2 bonus to attack and damage rolls with it, and you can use your spellcasting ability instead of Strength to determine your attack and damage rolls with it.

When you hit a creature with a melee attack using the staff, it takes an additional 1d10 force damage and must succeed on a DC 18 Strength saving throw or be moved up to 15 feet to an unoccupied space of your choice.

While holding the staff, you have advantage on ability checks made to navigate or find your way.

The staff has 10 charges. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it: *alarm* (1 charge), *detect magic* (1 charge), *find the path* (8 charges), *glyph of warding* (6 charges; explosive runes only), *wall of stone* (6 charges), *web* (2 charges).

The staff regains 1d8 + 2 expended charges daily at dawn.

Staff of Psyche

Staff, rare (requires attunement by a spellcaster)

This staff can be used as a magic quarterstaff. You gain a +1 bonus to attack and damage rolls with it.

If you are holding the staff and fail a saving throw against a divination spell that targets only you, you can turn your failed save into a successful one. Once you use this property, it cannot be used again until the next dawn.

The staff has 5 charges. While holding it, you can use an action to expend 1 of its charges to cast *comprehend languages, detect magic,* or *identify,* or 2 of its charges to cast *see invisibility*.

The staff regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Sword of Joy and Fury

Weapon (longsword), very rare (requires attunement)
You gain a +2 bonus to attack and damage rolls with this weapon, and it deals an additional 1d8 thunder damage on a hit.

Your reach with this weapon is 10 feet, as it allows you to make extraordinary lunges.

Whenever you score a critical hit against an enemy with this weapon, you gain 3d8 temporary hit points.

Tattoo of the Dream Lord

Tattoo, rare (requires attunement by a monk)
This magic tattoo is applied as a 4-hour ritual. You gain a +1 bonus to attack and damage rolls with unarmed strikes.

When you use Stunning Strike, you can spend an additional ki point to deal an additional 1d8 psychic damage, and if the target fails its Constitution saving throw, it falls unconscious until the end of your next turn (instead of stunned).

The benefits of more than one magic tattoo cannot be applied to the same attack.

Tattoo of the Ghost Owl

Tattoo, rare (requires attunement by a monk)
This magic tattoo is applied as a 4-hour ritual and functions for a character who is a multiclass monk/rogue. You gain a +1 bonus to attack and damage rolls with unarmed strikes. You can deal Sneak Attack damage with unarmed strikes, and you deal an additional 1d6 damage with unarmed sneak attacks.

The benefits of more than one magic tattoo cannot be applied to the same attack.

Tattoo of the White Tiger

Tattoo, rare (requires attunement by a monk)
This magic tattoo is applied as a 4-hour ritual. You gain a +1 bonus to attack and damage rolls with unarmed strikes.

Once per round when you deal unarmed strike damage, you can deal an additional 1d8 cold damage.

The benefits of more than one magic tattoo cannot be applied to the same attack.

Torch of Celestial Flame, Lesser

Wondrous Item, rare (requires attunement)
Gold and silver flames dance upon the head of this torch. It never burns out and even functions underwater.

As a bonus action, you can ignite or extinguish the torch. While lit, it sheds a 60-foot radius of bright light and dim light for an additional 60 feet. This light dispels magical darkness and allows you to see through any heavily-obscured area.

While holding the lit torch, you can see 120 feet into the Ethereal Plane. As well, you can cast *dimension door*. Once you cast this spell, it cannot be used again until the next dawn.



As an action, you can throw the lit torch at a target within 60 feet of you. The target must make a DC 16 Dexterity saving throw, taking 8d8 radiant damage on a failed save or half damage on a successful one. After throwing the torch in this way, it disappears, returning to the celestial who created it.

Torch of Celestial Flame, Greater

Wondrous Item, very rare (requires attunement)
Gold and silver flames dance upon the head of this torch. It never burns out and even functions underwater.

As a bonus action, you can ignite or extinguish the torch. While lit, it sheds a 60-foot radius of bright light and dim light for an additional 60 feet. This light dispels magical darkness and allows you to see through any heavily-obscured area.

While holding the lit torch, you can see 120 feet into the Ethereal Plane. As well, you can cast *dimension door* and *plane shift* (on yourself and up to eight willing creatures). Once you cast one of these spells, it cannot be used again until the next dawn.

As an action, you can throw the lit torch at a target within 60 feet of you. The target must make a DC 18 Dexterity saving throw, taking 11d8 radiant damage on a failed save or half damage on a successful one. After throwing the torch in this way, it disappears, returning to the celestial who created it.

Vicious Scourge

Weapon (flail), uncommon (requires attunement)
You gain a +1 bonus to attack and damage rolls with this weapon. Critical hits with it deal an extra 1d8 bludgeoning damage.

Aleksandar Kostic

Parts of the Masked One

The Masked One is a dark spirit entity who once was a powerful artificer-warrior of the Plane of Shadow. He was slain by the Night Queen after a number of grievous offenses against her. His golem managed to summon the parts of his armor and sword and hide them throughout a realm in the mortal world. Currently, the Masked One operates as a warlock patron and greatly desires a worthy champion who can reclaim all the parts.

Boots of Shadow Walking

Wondrous Item, very rare (requires attunement)

After you travel on foot for at least 3 miles uninterrupted, you can enter a supernatural state of movement. While shadow walking, you and up to 8 willing creatures you designate within 30 feet of you are able to quickly cover vast distances. Specify any location within 500 miles that is on the same plane as you, and after 1 hour of travel, you arrive at the destination and the shadow walking ends. The destination can be any exterior location you choose, even if you have never visited it before.

While shadow walking, you and your companions ignore all manner of mundane hazards, such as pits, cliffs, deep water, or lava. It is unlikely that most creatures will notice you while you are shadow walking, for you appear as only a fleeting shadow passing by. If you take any action other than movement or speaking, the shadow walking ends immediately for you and your companions. If a companion takes any such action, the shadow walking ends for that companion only. It also ends for any companion who becomes separated by more than 30 feet from you.

Noctis

Armor (half plate), legendary

While you are wearing this armor, you gain a +2 bonus to AC and resistance to necrotic damage. This armor is adamantine, and any critical hit scored against you is treated as a normal hit.

Onyx Gauntlets

Wondrous Item, rare (requires attunement)

While wearing these gauntlets, you can open any object or portal—mundane or magical—that requires no more than a DC 20 ability check to open.

As an action, you can cast *stone shape*. You can also use the spell to shape nonmagical metal. Once you use this property, it cannot be used again until the next nightfall.

Onyx Helm

Wondrous Item, very rare (requires attunement)

While you are wearing the *onyx helm*, your Intelligence and Charisma scores each increase by 2. This property can increase those ability scores above 20.

You gain darkvision out to 60 feet. If you already have darkvision, its range instead increases by 60 feet.

As an action, you can cast *detect thoughts*. Once you use this property, it cannot be used again until the next nightfall.

The *onyx helm* allows itself, the *boots of shadow walking*, and the *onyx gauntlets* to share the same attunement slot.

Sombras

Weapon (greatsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this weapon. *Sombras* can be used as an arcane focus.

This weapon deals an additional 2d6 necrotic damage on a critical hit. It also deals an additional 1d6 damage against celestials.

As a bonus action, you can speak the command word, and *Sombras* turns into shadow for 1 minute. During this time, the weapon's base damage becomes 2d8 psychic, and when both you and the target you attack with *Sombras* are in dim light or darkness, you have advantage on attack rolls, and your melee attacks with it have a reach of 15 feet. Once you use this property, it cannot be used again until the next nightfall.



Aleksandar Kostic



Cursed and Flawed Items

Cursed Items

These magic items have drawbacks and dangerous effects that afflict the user. Most cursed items bind themselves to whomever equips them, making them particularly insidious. Some curses occur spontaneously within magic items that are constructed with components derived from the bodies of fiends or other evil creatures, whereas other cursed items are made intentionally so by a malevolent crafter.

Spells such as *detect magic* and *identify* do not detect curses or flaws in magic items. However, other divination spells could give clues or lore about such items.

Once you are attuned to a cursed item, you cannot willingly unattune from it. The curse does not end if you simply discard the item or even destroy it. In order to free you from the curse's hold, the *remove curse* spell is needed or perhaps some special process unique to the cursed item.

Removing the curse from a cursed item is not a simple task, and often involves some manner of challenge or quest. Perhaps the item must be placed in the blessed pool of a distant temple or the creator must be convinced to undo the item or a wizard must obtain a rare component and perform an arcane ritual. Whatever the process, removing the curse from an item typically eliminates all magic from it.

Alternate Rule: Darker Curses

Remove curse is an all-powerful spell against curses, which ends up removing the tension and danger that a curse introduces. If you appreciate more challenging curses, implement the following rule, which can be applied to curses of all kinds.

When you cast *remove curse*, you must make a spellcasting ability check against the corresponding DC. On a failure, you do not remove the curse, and you cannot attempt to remove that curse again until you gain a level.

Curse Type	DC
Curse from a spell of a higher level than *remove curse*	DC + spell level
Curse from a feature or special ability	10 + 1/2 CR of creature who delivered curse

Curse from a magic item	DC
Common	10
Uncommon	12
Rare	14
Very Rare	16
Legendary	18
Artifact	20

Abyssal Amulet

Wondrous item, rarity varies (requires attunement)

An amulet made from macabre components hangs from a chain or cord. While wearing the amulet, you can use an action to summon a demon in an unoccupied space you can see within 30 feet of you. You choose the demon's type, which is limited by the maximum CR as shown below. It remains for 1 hour or until it drops to 0 hit points. Once you use this property, it cannot be used again until the next nightfall.

When the demon appears, you and it make contested Charisma checks. The demon has disadvantage on its check if you say its true name. If your result equals or exceeds the demon's, it obeys your commands while it remains. If its result is higher than yours, it does not obey your commands and is hostile to you.

Amulet Rarity	Max Demon CR
Uncommon	2
Rare	4
Very Rare	6
Legendary	8

Curse: Once attuned to the amulet, whenever you take a long rest, roll 1d20. On a result of 6 or less, you experience a demonic nightmare or vision and must make a DC 15 Wisdom saving throw. On a failure, you are unable to complete long rests for 24 hours and you transform as described below. If you become freed from the curse, the transformation reverts after you finish a long rest.

1st Failed Save: A hint of wickedness creeps into your appearance and your personality.

2nd Failed Save: You exhibit demonic features, such as small horns and spikes, unnatural skin and eye colors, and a faint odor. Your alignment cannot be good or lawful.

3rd Failed Save: Your demonic features become more exaggerated. Your alignment shifts to chaotic evil.

4th Failed Save: You permanently transform into a demon with a CR less than your level, as chosen by the GM. All your previous statistics, features, and traits are replaced by those of your new form. The *abyssal amulet* dissolves away into your body, and the rest of your equipment falls to the ground. You can no longer gain class levels, and if you die, your soul descends into the realm of demons. At this point, only a *wish* spell can restore you to your prior self.

Amulet of Delicadeza

Wondrous item, uncommon (requires attunement)

Upon a delicate chain hangs a tiny crystal with the shape of a snowflake. While wearing the amulet, you have telepathy out to 120 feet.

Curse: Once attuned to the amulet, you have vulnerability to all damage.

Kostek (left)

Aqueous Helm

Wondrous item, uncommon (requires attunement)

This full helm has a mask visor and is embellished with wave patterns. While wearing the helm, you gain the ability to breathe water.

Curse: Upon attuning to the helm, you lose the ability to breathe air. When you close the visor, the helmet fills with water within 1 round and remains full of water as long as you keep the visor shut. If you open the visor or take the helm off, the water instantly dries away, though you remain unable to breathe air and risk suffocation.

Avalanche Maul

Weapon (maul), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon, and attacks with it deal an additional 1d6 cold damage on a hit.

Curse: Upon attacking with this weapon, it attunes itself to you (unattuning another magic item of yours at random if you are already attuned to the maximum number). You are unable to wield any other weapon. In addition, whenever you roll a natural 1 on an attack with this weapon, a pile of snow, dirt, and rocks falls onto you. You are prone, restrained, blind, and sealed off from air to breathe, though you have three-quarters cover against all attacks and effects (everything outside the pile also has three-quarters cover against you). As an action on your turn, you can attempt a DC 15 Strength check. On a success, you break free from the pile. The pile disappears if you break free, if you die, or after 10 minutes have passed.

Belt of Giant Squeezing

Wondrous item, rare (requires attunement)

This sturdy belt appears similar to a *belt of giant strength*. While wearing the belt, it increases your Strength score by 4, up to a maximum of 23.

Curse: Upon attuning to the belt, it constricts painfully about your abdomen. The constriction comes on suddenly, without a chance for you to deeply fill your lungs with air, and lasts for 10 rounds. You can survive for a number of rounds equal to your Constitution modifier (minimum 1 round), then at the start of your next turn, you drop to 0 hit points and are dying. During these 10 rounds, you can use an action on your turn to make a DC 15 Strength check. On a success, you manage to momentarily loosen the belt just enough for a bit of air, extending the number of rounds you can survive by 1.

Once attuned to the belt, you cannot willingly remove it. The belt has AC 15, 20 hit points, and resistance to all nonmagical damage. In addition, whenever you finish a long rest, the belt constricts again.

Bloodhawk Crossbow

Weapon (light crossbow), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

Curse: Upon attacking with this weapon, it attunes itself to you (unattuning another magic item of yours at random if you are already attuned to the maximum number).

Whenever you miss a creature that you shoot at with the crossbow, the attack automatically hits a random creature within the crossbow's range.

At the start of your first turn in a combat encounter, you must make a DC 15 Wisdom saving throw. On a failure, you must spend your next available action attacking a creature with the crossbow.

Bronzen Hand

Wondrous item, uncommon (requires attunement)

This human-sized hand is made of bronze and ends with a disc-shaped base halfway up its forearm. As an action, you can speak its command word and affix the hand to any flat surface or retrieve it. Otherwise it requires a DC 25 Strength check to remove the affixed hand from a surface. While affixed, the hand is active, and it obeys any command you give it (no action required on your part). The hand can grapple (reach 0 feet) but otherwise it cannot make attacks. The only action it can take is 1 reaction per round to obey your command. The hand has Str 16 (+3), Dex 8 (–1), and Con 15 (+2). It has AC 20; 20 hit points; immunity to poison and psychic, as well as bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine.

Curse: When you activate the *bronzen hand,* roll 1d20. On a result of 6 or lower, one of your own hands disappears up to your mid-forearm. You can affix the *bronzen hand* to your stump, which gives it your reach. If you command it to hold an object, you can use that object normally, however you have disadvantage on any ability check made using an object that requires fine precision, such as tools.

Catoblepas Flail

Weapon (flail), rare (requires attunement)

This flail is made from the thick tail of some large beast. Attacks with this weapon deal an additional 1d6 poison damage on a hit. Whenever you score a critical hit with this weapon, the target must succeed on a DC 15 Constitution saving throw or be petrified until the end of your next turn.

Curse: Upon attacking with this weapon, it attunes itself to you (unattuning another magic item of yours at random if you are already attuned to the maximum number). You are unable to wield any other weapon in the hand you used to attack with it. In addition, whenever you roll a natural 1 on an attack with this weapon, you must succeed on a DC 15 Constitution saving throw or be petrified until the end of your next turn.

Crown of Vainglory

Wondrous item, very rare (requires attunement)

This crown is studded with rosy gemstones. While wearing it, confidence and energy surge through you. You have advantage on all saving throws and attack rolls.

Curse: Upon attuning to the crown, you lose the ability to regain hit points. Magic, resting, and any other means

of healing fail to restore your hit points. If this curse is ever removed, you must succeed on a DC 20 Wisdom saving throw or die immediately.

Flying Fish Boots

Wondrous item, uncommon (requires attunement)

These boots have fin-like wings sprouting from their sides. While wearing them, you have a flying speed of 40 feet.

Curse: Upon attuning to these boots, you lose the ability to stand up. You are prone whenever you are on the ground, though you can crawl at half speed. If you are prone, you cannot begin flying until you succeed on a DC 15 Dexterity check, which requires your action to attempt. Whenever you are hit by an attack while you are flying, you must succeed on a DC 15 Dexterity saving throw or fall.

Medusa Shield

Armor (shield), very rare (requires attunement)

This shield resembles a scowling medusa head. When you are attacked by a creature within 30 feet of you, you can cast *flesh to stone* (DC 17) upon that creature as a reaction. In order to do so, you and the creature must be able to see each other. Once you use this property, it cannot be used again until the next dawn.

Curse: Upon attuning to the shield, you are unable to use any other shield. After you cast *flesh to stone* with the shield, when the creature succeeds on its saving throw against the spell or the spell ends, the shield immediately casts *flesh to stone* (DC 17) on you. The shield automatically succeeds on concentration checks.

Miser's Gold

Wondrous item, uncommon (requires attunement)

This coin purse contains 100 gold pieces. While you are attuned to it and carrying it, one more gold piece appears in the purse each day at dawn.

Curse: Upon attuning to the purse, you feel the weight of the gold grow immense, and you obsessively safeguard the puse and count the coins often. Your speed is reduced by half, and you have disadvantage on Charisma checks. Due to your possessiveness, you cannot spend any of the purse's coins unless it is a matter of life and death.

Quaint Cottage

Wondrous item, uncommon (requires attunement)

This miniature cottage is carved from wood and fits in the palm of your hand. You can speak its command word as an action, and the miniature expands into a cottage that fits into a 20-foot cube. If the space is not unoccupied ground, the cottage fails to expand. The cottage is made from stone and wood, and it has a basic door, two windows with shutters, and a fireplace with a chimney. Its interior has basic furnishings, such as blankets, a large rug, cookware, and a small table with chairs, though these furnishings disappear if taken outside the cottage. After 8 hours, the cottage shrinks back to a miniature, ejecting any creature inside, and cannot be activated again until the next dawn.

Curse: When you activate the *quaint cottage,* the GM rolls 1d20 in secret. On a result of 6 or lower, terrifying phenomena occur throughout the cottage's duration—scratching sounds and eerie voices come from below the floorboards, rats chitter from within the walls, shrieks and howls are heard from outside, ghoulish faces peek through the windows, something growls at the door, and so on. Resting is impossible inside the cottage while these disturbances occur, and for each hour that a creature spends inside, it must succeed on a DC 15 Wisdom saving throw or suffer long-term madness and become frightened of the cottage for the duration of the madness.

Ring of Six Eyes

Ring, rare (requires attunement by a spellcaster)

This ring contains the 6 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring recovers all of its expended spells.

- *Blight* (DC 15)
- *Dispel magic* (+4 spellcasting ability check)
- *Hold person* (DC 15)
- *Scorching ray* (+7 to hit)
- *Sleep*
- *Thunderwave* (DC 15)

Curse: Upon attuning to this ring, you lose all of your spell slots and innate spells, and you do not regain spell slots or innate spells from resting.

At the GM's discretion, the ring's creator can see through its eyes, as long as both are on the same plane.

Scorpion Armor

Armor (medium), rare (requires attunement)

This suit of medium armor is made from the carapace of a giant scorpion and includes a tail with a stinger. It provides AC 15 + your Dexterity modifier (max 2). The first time in a round that you hit a creature with an attack, the scorpion armor makes a melee attack against that creature if it is within 5 feet of you: +6 to hit, 1d4 + 3 piercing damage plus 2d6 poison damage.

Curse: Once you don this armor, you cannot take it off. The first time in a round that you miss a creature with an attack, the scorpion armor stings you, automatically hitting you with its attack.

Simulacrum Mirror

Wondrous item, very rare (requires attunement)

This handheld mirror is exceedingly reflective and has an exquisite frame. By holding the mirror for 1 minute, you can create a duplicate of one Large or smaller creature that was reflected in the mirror for the entire minute. Any items the creature has are not duplicated. The duplicate has all the same statistics of the original creature, though a slight duskiness shades its appearance. It remains for 1 hour or until slain, at which point it fades away like smoke.

The duplicate obeys any verbal commands you give it. If you give it no commands, it will defend itself from threats, and otherwise it keeps to itself, as though a simpler, quieter

version of the original creature.

Once you create a duplicate, the mirror cannot be used again until the next dawn.

Curse: Whenever you create a duplicate with the mirror, roll 1d20. On a result of 6 or less, your soul switches bodies with the duplicate. Your original body becomes possessed by a shadow spirit, and you must obey its commands. The curse prevents you from revealing to others that this switch occurred. Once the duplicate body fades away, your soul becomes trapped within the mirror. The shadow spirit remains in possession of your body. It has all your statistics, except its alignment is neutral evil, and it acts according to its own will (it is not attuned to the mirror). *Remove curse* cast at a 9th-level slot or *wish* can free your soul from the mirror, thus returning you to your body and banishing the shadow spirit to the Plane of Shadow.

If the mirror is destroyed while your soul is trapped inside it, you become a ghost that haunts the location where the mirror was destroyed. If someone presents another *simulacrum mirror* to you in this ghostly state, your soul enters that mirror.

Sonderwaif Foot

Wondrous item, uncommon (requires attunement)

This preserved foot resembles that of an oversized hare and is kept on a short chain or cord. When you miss a DC or AC by 1, you can instead succeed or hit. Once you use this property, it cannot be used again until the next dawn.

Curse: After each long rest you finish, roll 1d100. On a result of 90 or higher, one item you own has mysteriously vanished, per the table below. Items worth more than 100 gp do not vanish in this way. If the result is a kind of item you do not own, modify the result to the nearest viable item.

d100	Lost Item
01-89	—
90-93	An item with sentimental value or trinket
94	Up to 100 gp worth of coins, gems, or trade goods
95	An article of clothing
96	A piece of jewelry or art object
97	A suit of armor, shield, or weapon
98	An arcane focus, holy symbol, or component pouch
99	A piece of adventuring gear, set of tools, or instrument
100	A common magic item

Thorn Whip

Weapon (whip), rare (requires attunement)

This vine-like whip has sharp thorns sprouting from it. Attacks with this weapon deal an additional 1d6 poison damage on a hit.

Curse: Upon attacking with this weapon, the thorns prick painfully into your hand, and it attunes itself to you (unattuning another magic item of yours at random if you are already attuned to the maximum number). While you are attuned to this weapon, your maximum hit points are reduced by an amount equal to your level. Furthermore, you are unable to wield any other weapon in the hand you used to attack with it.

Treacherous Blade

Weapon (dagger), uncommon (requires attunement)

Gemstones encrust this beautiful dagger. You gain a +1 bonus to attack and damage rolls made with this weapon.

Curse: Upon attacking with this weapon, it attunes itself to you (unattuning another magic item of yours at random if you are already attuned to the maximum number). You are unable to wield any other weapon in the hand you used to attack with it, and should the dagger ever be removed from contact with you, it immediately teleports back onto your person. Whenever you miss with an attack roll, you take 1d4 + 1 piercing damage, as the dagger jabs you. This effect occurs whether or not you are wielding the dagger.

Winter's Heart Rose

Wondrous item, uncommon (requires attunement by a spellcaster)

This rose is deepest midnight blue, and icy dew is forever frozen to its petals. It functions as an arcane focus, and while you are holding it, whenever you deal cold damage with a spell, you deal an additional 1d4 cold damage.

Curse: Upon attuning to the rose, you gain vulnerability to damage from spells.

Zephyr of Cosmic Winds

Wondrous item, very rare (requires attunement)

This sash is woven from the finest, lightest silk, adorned with tiny astral gems. As an action while wearing the sash, you can speak its command word and cast either *wind walk* or *plane shift.* Once you do so, that spell cannot be used again until the next dawn.

Curse: When you cast one of the spells from the sash, roll 1d20. On a result of a 6 or lower, a different effect occurs instead of the intended spell. You and any other intended recipients of the spell are swept away in a great rush of cosmic wind (a teleportation effect). This gale brings you into the audience of an unfriendly creature of CR 18–23, who is the true master of the sash. The sash unattunes from you and flies into the possession of the creature. Suggested creatures are an ancient blue dragon, lich, lithomachus[EEE], or pit fiend.

Flawed Items

These magic items are not cursed, but each has a flaw in its design that causes mishaps. Some mages make mistakes when constructing items or use unstable components. Others try to cut corners in order to save on costs and time, and others still intentionally put flaws into items as a sort of cruel prank.

Flawed Potion of Healing

Potion, common

This potion has a creamy golden color and a light aroma. When you drink this potion, you regain 3d4 + 3 hit points.

Flaw: Upon drinking this potion, a mishap occurs as described below. With a successful DC 20 Wisdom (Perception) check, you smell a faint stink to this potion, indicating its flawed brewing.

Mishap (roll 1d6):

1. Your body glows for 1 minute, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. During this time, you have disadvantage on all attack rolls and all ability checks that rely on sight.
2. You levitate 20 feet up into the air for 1 minute. During this time, you gain a flying speed of 5 feet, and you can only move horizontally. After this time, you fall.
3. Your speed is reduced by half for 1 minute.
4. You sneeze uncontrollably for 1 minute. During this time, you not only make a great deal of noise, but you have disadvantage on ability checks and attack rolls, and you cannot concentrate nor use verbal spell components.
5. Your limbs are weakened for 1 minute. You deal half damage with weapon attacks and have disadvantage on ability checks, saving throws, and attack rolls based on Strength or Dexterity.
6. You let out a tremendous belch that makes a loud sound and sends you 20 feet horizontally in a random direction.

Flawed Potion of Invisibility

Potion, uncommon

This potion is a perfectly transparent liquid. When you drink this potion, you and anything you wear or carry is invisible for 10 minutes. The invisibility ends early if you attack or cast a spell.

Flaw: Upon drinking this potion, a mishap occurs as described below. With a successful DC 20 Wisdom (Perception) check, you smell a faint stink to this potion, indicating its flawed brewing.

Mishap (roll 1d6):

1. You give off a strong aroma of perfume while you are invisible.
2. You levitate 20 feet up into the air for 1 minute. During this time, you gain a flying speed of 5 feet, and you can only move horizontally. After this time, you fall.
3. You compulsively make animal noises while you are invisible. Anyone who hears you can make a Wisdom (Insight) check contested by your Charisma (Performance) check to determine that a person is making these sounds.
4. You take 2d10 psychic damage.
5. You fall asleep for 1d10 minutes. If you take damage during this time, you wake up.
6. You must succeed on a DC 15 Wisdom saving throw or suffer short-term madness.

Flower of Alluring

Wondrous item, rare

This exotic flower is as big as your head, and its stem is thick like a weapon's haft. The petals have beautiful shades of rose and gold, and an exquisite aroma exudes from the stamens. As an action, you can swing the flower at a creature within 5 feet of you. The target must succeed on a DC 16 Wisdom saving throw or be charmed by you for 1 minute. The target can repeat the saving throw whenever it takes damage and at the end of each of its turns, ending the effect on itself on a success.

The flower has enough pollen for 3 uses. It regains 1 use every dawn.

Flaw: When you attempt to charm a creature with the *flower of alluring* and the target succeeds on its saving throw, the pollen attracts to you, requiring you to make a DC 16 Wisdom saving throw. On a failure, you are charmed by the flower for 1 minute. While charmed in this way, you are incapacitated, as you are enraptured by the flower. You can repeat the saving throw whenever you take damage and at the end of each of your turns, ending the effect on yourself on a success.

Ghoul Claw

Weapon, uncommon

This weapon is made from a ghoul's clawed hand, locked in a fierce raking pose. It is treated as a martial weapon that deals 1d4 slashing damage and has the finesse and light properties. On a critical hit, the target must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of your next turn.

Flaw: On an attack roll of a natural 1, the *ghoul claw* scores a critical hit against you.

Golem Suit

Armor (heavy), rare (requires attunement)

This ultra-heavyweight armor resembles an iron golem. It provides AC 20, and while wearing it, you have resistance to bludgeoning, piercing, and slashing from nonmagical attacks. In addition, you gain a slam attack, which is a one-handed martial melee weapon that deals 1d8 bludgeoning damage.

Flaw: While wearing this armor, your speed becomes 20 feet, you cannot climb, fly, or swim (unless granted by magical means), and you have disadvantage on all Dexterity-based ability checks, saving throws, and attack rolls.

Helm of Pale Fungus

Wondrous item, common (requires attunement)

This helmet is made from woven tendrils of pale fungus. While wearing this helm, you have darkvision out to 60 feet. If you already have darkvision, its range extends by 60 feet.

Flaw: You have disadvantage on saving throws against poison. In addition, the first time you take damage from an enemy in a day, you must succeed on a DC 13 Wisdom saving throw or suffer short-term madness.

Horn of Flames

Wondrous item, uncommon

This hollowed horn resembles that of a bull and is etched with a fire rune. The horn has 1d10 × 2 charges (the GM can choose to make this roll in secret). Blowing the horn expends 1 charge.

As an action, you can blow the horn and emit a gout of flames in a 15-foot cone. Each creature in this area must make a DC 13 Dexterity saving throw, taking 2d8 fire damage on a failure or half damage on a success.

Flaw: When the last charge is spent, the *horn of flames* explodes, and you take 2d8 fire damage, or half damage on a successful DC 13 Dexterity saving throw.

Usage: Any creature that can cast spells can use the *horn of flames*. Other creatures must succeed on a DC 13 Intelligence (Arcana) check to understand how to use it.

Augment Weapon: By spending 1 hour of work and succeeding on a DC 13 Intelligence (Smith's Tools or Tinker's Tools) check, you can affix the rune from the *horn of flames* to a weapon. The amount of remaining charges transfers to the weapon. A hit from the weapon deals an additional 1d6 fire damage and expends 1 charge. When the last charge is spent, the rune explodes as described above.

Ice Shard

Wondrous item, uncommon

This shard of magic ice has a prism shape nearly 1 foot in length. This item has 1d10 × 5 charges (the GM can choose to roll this in secret). Once its last charge is spent, the *ice shard* shatters and melts away.

As an action, you can shoot a sliver of magical ice at a creature within 120 feet of you. Spend 1 charge and make a ranged spell attack against the target. On a hit, it takes 1d6 cold damage. If you rolled an even number for this attack, spend another charge and make another ranged spell attack. Repeat this process until you roll an odd number on an attack.

On a critical hit, the target must succeed on a DC 13 Constitution saving throw or be restrained until the end of your next turn.

Flaw: On an attack roll of a natural 1 and also when the last charge is spent, you take 1d6 cold damage and must succeed on a DC 13 Constitution saving throw or be restrained until the end of your next turn.

Usage: Any creature that can cast spells can use the *ice shard*. Other creatures must succeed on a DC 13 Intelligence (Arcana) check to understand how to use it, and use either Intelligence, Wisdom, or Charisma for the spell attack (without proficiency).

Augment Weapon: By spending 1 hour of work and succeeding on a DC 13 Intelligence (Smith's Tools or Tinker's Tools) check, you can infuse the *ice shard* into a weapon. The amount of remaining charges transfers to the weapon. A hit from the weapon deals an additional 1d4 cold damage and expends 1 charge. The critical hit and properties also apply to the weapon, as do the mishaps when you roll a natural 1 and spend the last charge.

Insectoid Shield

Armor (shield), uncommon

This shield is made from the spiky carapace and head of some giant insect. As with a typical shield, the *insectoid shield* provides a +2 bonus to AC. It is also a martial one-handed melee weapon that deals 1d4 piercing damage and has the light property. It can be used for two-weapon fighting. If you score a critical hit with the shield, the target takes an additional 1d6 poison damage, and you grapple it, as the mouth of the shield latches onto the target.

Flaw: If you are hit by a critical hit from a weapon attack, the shield breaks and its magic is lost.

Jester's Shoes

Wondrous item, uncommon (requires attunement)

An array of colors, patterns, frills, and jingles adorn these shoes. They have 3 charges, and as an action while wearing these shoes, you can expend 1 charge to use one of the following options:

- You gain advantage on your next Dexterity (Acrobatics) or Charisma (Performance) check made within 1 hour.
- You cast *enthrall* or *hideous laughter* (DC 13).
- You cast *vicious mockery* (DC 13), targeting up to two creatures.

The shoes regain 1d3 expended charges daily at dawn.

Flaw: Whenever you move, you make the distinct sound of jingling bells (this occurs even if the bells are removed or muffled). You cannot take the Hide action nor use the Stealth skill. If you try to take off the *jester's shoes*, you must make a DC 15 Dexterity (Sleight of Hand) check. On a failure, you feel a tickling sensation on your feet, which sends you

into a riot of laughter. The shoes tighten stubbornly for 24 hours and cannot come off during this time. After the 24 hours have passed, you can attempt to remove them again.

Ooze Whip

Weapon (whip), uncommon

This whip is made from a long strand of caustic slime and features a special handle and holster made of glass. Attacks with this whip deal 2d4 acid damage on a hit (instead of 1d4 slashing).

Flaw: On an attack roll of a natural 1, the whip spatters you for 2d4 acid damage.

Storm Dragon Totem

Wondrous item, uncommon

This handheld totem is made from the bones and scales of a blue dragon. It has 1d10 × 2 charges (the GM can choose to make this roll in secret). Using the totem expends 1 charge.

As an action, you can shoot a line of lightning from the totem that is 5 feet wide by 30 feet long. Each creature in this area must make a DC 13 Dexterity saving throw, taking 3d6 lightning damage on a failure or half damage on a success.

Flaw: When the last charge is spent, the *storm dragon totem* explodes, and you are subjected to its lightning effect.

Usage: Any creature that can cast spells can use the *storm dragon totem*. Other creatures must succeed on a DC 13 Intelligence (Arcana) check to understand how to use it.

Augment Weapon: By spending 1 hour of work and succeeding on a DC 13 Intelligence (Smith's Tools or Tinker's Tools) check, you can bind the scales from the *storm dragon totem* to a weapon. The amount of remaining charges transfers to the weapon. A hit from the weapon deals an additional 1d6 lightning damage and expends 1 charge. When the last charge is spent, the totem explodes as described above.

Thunderstone Totem

Wondrous item, uncommon

This handheld stone totem is etched with a thunder rune. It has 1d10 × 2 charges (the GM can choose to make this roll in secret). Using the totem expends 1 charge.

As an action, you can strike the totem against a hard surface, creating a loud boom and sending a shockwave out to 10 feet in all directions from you. Each creature in this area must make a DC 13 Constitution saving throw, taking 2d6 thunder damage on a failure or half damage on a success. A creature that fails its save by 5 or more is stunned until the end of your next turn.

Flaw: When the last charge is spent, the *thunderstone totem* explodes, and you are subjected to its shockwave effect.

Usage: Any creature that can cast spells can use the *thunderstone totem*. Other creatures must succeed on a DC 13 Intelligence (Arcana) check to understand how to use it.

Augment Weapon: By spending 1 hour of work and succeeding on a DC 13 Intelligence (Smith's Tools or Tinker's Tools) check, you can affix the rune from the *thunderstone totem* to a weapon. The amount of remaining charges transfers to the weapon. A hit from the weapon deals an additional 1d6 thunder damage and expends 1 charge. When the last charge is spent, the rune explodes as described above.

Troll's Blood Elixir

Potion, rare

Within this phial of dark green glass is a thick, iron-tasting fluid. Upon drinking the elixir, you gain a slow regeneration that lasts indefinitely. As long as you are alive, you regain 1 hit point every minute. This regeneration can even regrow lost body parts at a rate of one member per hour. If you have a severed body part of yours and hold it to the stump, it reattaches at the start of your next turn.

Flaw: You gain vulnerability to acid and fire damage. If you have resistance to acid or fire damage, you lose the resistance instead of having vulnerability. If you have immunity to acid or fire damage, you gain resistance instead of immunity. In addition, you gain the following personality flaw:

Gruff. You have very little patience with others, who generally strike you as irritating and incompetent. You have disadvantage on all Charisma (Persuasion) checks.

Remove: A *remove curse* spell removes all the effects of *troll's blood elixir* (both positive and negative).

Wonderberry Elixir

Potion, rare

When you unstopper this phial of purple liquid, you get a whiff of a potent berry aroma. Upon drinking the elixir, it satisfies your need for food and water indefinitely. You can still eat and drink for enjoyment, but they are not required for your survival.

Flaw: You also gain vulnerability to cold and poison damage. If you have resistance to cold and poison damage, you lose the resistance instead of having vulnerability. If you have immunity to cold and poison damage, you gain resistance instead of immunity. In addition, you gain the following personality flaw:

Clouded Mind. You have a foggy head and are often lost in thoughts or memories. You have disadvantage on all Wisdom (Perception) checks.

Remove: A *remove curse* spell removes all the effects of *wonderberry elixir* (both positive and negative).

A gang of little imps comes flitting out of its hole.
Noisy, but unseen, and difficult to control.
In every kind of rhythm, they flutter and squeeze and poke.
They possess most any victim and even sometimes choke.

—The Jester's Riddle



Traps and Hazards

Traps and environmental hazards can make for interesting challenges at an adventure location. Some traps are used to protect an important room or to thwart treasure hunters from a tomb. Other traps are utilized by monsters as part of a combat encounter, such as kobolds deploying a corridor of stabbing spears while they sling stones at the characters from the other side. Below are some guidelines to keep in mind when implementing traps.

Trap CR: As traps have widely-varying degrees of strength, they are presented here using the CR system equivalent to that of monsters. This includes an XP value for each trap, as it poses a threat to characters that can be just as perilous as a monster. The GM should take this into account particularly when designing encounters that involve both monsters and traps together. Characters earn XP if they disable or destroy a trap or if they are subjected to the trap's effects and survive.

Failed Disable Checks: If a character fails a disable check by 5 or more, they immediately trigger the trap or are subjected to the trap's effect.

Disabling Magical Traps: Intelligence (Arcana) checks made to disable magical traps can only be made by a spellcaster or someone proficient in Arcana. This character must work while within 5 feet of the trap.

Magical Trap Senses: A magical trap typically perceives creatures through a magical sense, such as blindsight or truesight.

Magical Trap Bypass and Password: With a magical trap, the trap's creator can designate specific creatures or kinds of creatures that do not trigger the trap, and the trap does not target them. In addition, the creator can set a password, and the trap does not trigger against nor target anyone who speaks it.

Caught Under a Sealing Slab: Several trap chambers seal themselves with slabs that slam down to block off exits. If a creature is standing directly in an entryway when this happens, it must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 11 (2d10) bludgeoning damage, is knocked prone, and is restrained under the slab (escape DC 15). Until it escapes, the creature takes 3 (1d6) bludgeoning damage at the end of each of its turns. On a successful save, the creature avoids the falling slab and moves 5 feet forward or backward (its choice).

Eyes of Lunacy

magical trap—transmutation

CR 1/4 (50 XP)

The painted moth flies off the wall and straight into your eyes.

Detect and Identify

- No check is needed to see the moth with eyespots on its wings that is painted on an object or surface.
- **Intelligence (Arcana) DC 14:** Identify the trap.

Effect (single effect)

When a creature looks at the painted moth while within 10 feet of it, the moth flies into the creature's eyes and disperses. The creature must make a DC 12 Wisdom saving throw. On a failed save, the creature takes 4 (1d8) psychic damage and loses the ability to see anything that is in an area of bright light (such areas appear as only a bright blur). On a successful save, the creature takes half damage and suffers no other effect.

Countermeasures

- **Wisdom (Medicine) DC 14:** Restore the affected creature's normal vision. This requires 1 hour of work and spending a use of a healer's kit.
- **Intelligence (Arcana) DC 14:** One successful check disables the trap.
- ***Dispel Magic:*** Disable, as though dispelling a 2nd-level spell.

Tick Infestation

hazard

CR 1/4 (50 XP)

An infestation of bloodsucking ticks is plaguing you and your companions.

Detect and Identify

- **Wisdom (Survival) DC 14:** Notice the ticks before they latch onto the characters.
- **Wisdom (Perception) DC 14:** Notice tiny ticks attached to one's own body. Their coloration matches the character's own skin, and they lurk in well-covered areas.

Effect (continuous hazard)

When the characters are traveling or resting in a wilderness area, an infestation of ticks latches onto them. The ticks creep undetected onto the hosts, alter their coloration to blend in, and stay in hard to notice parts of the body. Each character suffers a level of exhaustion as long as the ticks remain.

Countermeasures

- **Wisdom (Medicine) DC 12:** Cure one character of the tick infestation. This requires 1 hour of work and spending a use of a healer's kit.

Barbed Net Trap

mechanical trap

CR 1/2 (100 XP)

A trap door in the ceiling swings open, releasing a net of barbed iron links down upon you.

Detect and Identify

- **Wisdom (Perception) DC 15:** Notice part of the ceiling looks different than the rest
- **Intelligence (Investigation) DC 15:** Locate and identify the trap, including the pressure plate concealed in the floor and the concealed trap door overhead.

Effect (single effect)

When a Small or larger creature steps on the pressure plate, the trap door swings open above, and a Large net of barbed links falls. The net affects a 10-foot-by-10-foot area. Each creature in the area must make a DC 15 Dexterity

Kostek (left)

saving throw. On a failure, a creature takes 3 (1d6) piercing damage and is restrained.

Statistics (barbed net—Large object)

- AC 13, 20 hp
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 13:** Disable the pressure plate.
- **Strength (Athletics) or Dexterity (Acrobatics) DC 13:** Escape the restraining net. If this check fails, the character takes 3 (1d6) piercing damage.

Ball and Chain Trap

mechanical trap

CR 1/2 (100 XP)

A heavy spiked ball on a chain swings at you.

Detect and Identify

- **Wisdom (Perception) DC 15:** Notice part of the ceiling looks different than the rest
- **Intelligence (Investigation) DC 15:** Locate and identify the trap, including the concealed pressure plate in the floor.

Effect (single effect)

Whenever a Small or larger creature steps on the pressure plate, the ball and chain attacks it.

Melee Weapon Attack: +6 to hit, reach 5 ft. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) piercing damage, and the creature must succeed on a DC 15 Strength saving throw or fall prone.

Statistics (ball and chain—Small object)

- AC 19, 10 hp
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 13:** Disable the pressure plate.

Scythe Trap

mechanical trap

CR 1/2 (100 XP)

A long, curved blade strikes out at you from the wall.

Detect and Identify

- **Wisdom (Perception) DC 15:** Notice a long slot concealed in the wall.
- **Intelligence (Investigation) DC 15:** Locate and identify the trap, including the concealed pressure plate in the floor.

Effect (continuous trap)

Whenever a Small or larger creature steps on the pressure plate, the scythe attacks it.

Melee Weapon Attack: +6 to hit, reach 5 ft. *Hit:* 7 (2d6) slashing damage.

Statistics (scythe—Small object)

- AC 19, 10 hp
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 13:** Disable the pressure plate.

Bloodvein Mold

hazard

CR 1 (200 XP)

The crimson mold spreads across the wall, like a slimy network of veins.

Detect and Identify

- No check is needed to notice the mold.
- **Intelligence (Nature) or Wisdom (Survival) DC 15:** Identify the mold.

Effect (continuous hazard)

When a living creature enters within 5 feet of the mold or starts its turn there, it must make a DC 13 Constitution saving throw. On a failed save, it suffers a level of exhaustion and its Constitution score is reduced by 2 (1d4) from the poisonous mold spores. A creature recovers 2 points of reduced Constitution per long rest it completes.

Destroying the mold the patch causes it to eject its poisonous spores in a 10-foot-radius cloud that lingers for 1 minute or until a moderate or stronger wind disperses it.

Statistics (mold patch—Large object)

- AC 11, 15 hp
- Damage Immunities: piercing

Countermeasures

- **Spirits:** The mold can be neutralized by pouring strong spirits onto it.

Clutchkelp

hazard

CR 1 (200 XP)

The kelp whips out in a flurry of a hundred grasping leaves.

Detect and Identify

- No check is needed to notice the big patch of kelp growing underwater or near water.
- **Wisdom (Survival) DC 15:** Identify the clutchkelp.

Effect (continuous hazard)

Whenever a creature enters within 10 feet of the kelp patch or starts its turn there, the long leaf-tendrils strike. The creature must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) bludgeoning damage and be restrained. At the start of each of its turns, the restrained creature takes 5 (2d4) bludgeoning damage.

Statistics (per 10-foot area of clutchkelp)

- AC 11, 30 hp
- Damage Resistances: acid, fire
- Damage Immunities: bludgeoning, piercing; psychic

Countermeasures

- As an action, the restrained creature or another within reach can attempt a DC 13 Strength check, freeing the restrained creature on a success.
- Dealing 15 or more points of slashing damage to the clutchkelp is enough to cut a restrained creature free.

False Treasure Chest

mechanical trap

CR 1 (200 XP)

You open the chest, eager to discover a cache of treasure, but instead it releases an alchemical blast.

Detect and Identify

- No check is needed to notice the metal-framed wooden chest.
- **Intelligence (Investigation) DC 15:** Identify the trap.

Effect (single effect)

When the chest is opened, an internal mechanism triggers alchemical substances that release a blast of acid, cold, fire, lightning, poison, or thunder (the creator's choice). Each creature within 10 feet of the chest takes 10 (3d6) damage of the chosen type, or half damage on a successful DC 15 Dexterity saving throw.

Statistics (chest—Medium object)

- AC 17, 15 hp
- Damage Immunities: piercing
- If the chest is destroyed, the alchemical blast triggers.

Countermeasures

- **Dexterity (Thieves' Tools) DC 15:** Disable the triggering mechanism, which connects to the lid's hinges.

Fire-Spitter Statue

magical trap—evocation

CR 1 (200 XP)

A dart of flame shoots from the mouth of the wild-faced statue.

Detect and Identify

- No check is needed to notice the statue.
- **Intelligence (Arcana) DC 15:** Identify the trap.

Effect (continuous trap)

On initiative count 10 (losing initiative ties), the statue attacks the nearest creature within 120 feet. If multiple creatures are nearest, choose one at random. If no target is in range, the statue readies its attack and attacks the first target that appears.

Ranged Spell Attack: +6 to hit, range 120 ft., one creature. *Hit:* 7 (2d6) fire damage.

Statistics (statue—Medium object)

- AC 17, 35 hp

Countermeasures

- **Intelligence (Arcana) DC 15:** Two successful checks disable the trap.
- ***Dispel Magic:*** Disable, as though dispelling a 3rd-level spell.

Powder Pot

mechanical trap

CR 1 (200 XP)

When you open the lid of the heavy clay pot, a cloud of toxic powder bursts from it.

Detect and Identify

- No check is needed to notice the stoneware pot.
- **Intelligence (Investigation) DC 15:** Identify the trap.

Effect (single effect)

When a creature opens the pot's lid, pressurized powder bursts out in a 10-foot radius. Each creature in this area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half damage and suffers no other effect. After 1 minute of exposure to air, the powder becomes harmless dust.

Statistics (pot—Tiny object)

- AC 14, 5 hp
- Damage Resistances: fire

Countermeasures

- **Bag and Break:** If the pot is opened or broken while it is inside a bag or other enclosure, the powder does not escape.

Bone Pillar

magical trap—necromancy

CR 2 (450 XP)

Skulls feature predominantly in this grisly pillar of stacked bones.

Detect and Identify

- No check is needed to notice the Medium bone pillar.
- **Intelligence (Arcana or Religion) DC 15:** Identify the trap.

Effect (continuous trap)

When a creature enters within 60 feet of the pillar, it activates. On initiative count 20 (losing initiative ties), roll 1d6 to determine the effect.

1–2. Skeletal Warriors: The pillar summons 2 **skeletons** within 60 feet of it. They take their turns immediately after the pillar. Each one remains for 1 minute, until it is slain, or until the trap is disabled. This result changes to Skull Toss if the pillar already has any summoned skeletons.

3–4. Skull Toss: The pillar attacks one random creature within 60 feet of it. If no target is within range, it readies this attack. *Ranged Weapon Attack:* +6 to hit, range 60 ft. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) necrotic damage.

5–6. Terrible Cackling: The pillar targets one random creature within 60 feet of it. If no target is within range, it readies this feature. The target must succeed on a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage and be frightened until the end of the pillar's next turn.

Statistics (bone pillar—Medium object)

- AC 15, 50 hp
- Damage Resistance: piercing

Countermeasures

- **Intelligence (Arcana) DC 15:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 3rd-level spell, counts as one successful disable check.
- **Turn Undead:** If the bone pillar is subjected to Turn Undead, it makes a Wisdom saving throw with a +2 bonus. On a failed save, it becomes inactive for 1 minute or until it takes damage.

Corridor of Spears

mechanical trap

CR 2 (450 XP)

Dozens of spears stab and retract throughout the corridor.

Detect and Identify

- **Wisdom (Perception) DC 13:** Notice tiny holes concealed throughout the corridor.
- **Intelligence (Investigation) DC 13:** Locate and identify the trap, including the concealed pressure plate in the floor midway through the corridor.

Effect (continuous trap)

When a Small or larger creature steps on the pressure plate in the middle of the corridor, the spears activate. For 1 minute, whenever a creature enters the corridor for the first time on a turn or starts its turn there, the spears attack it.

Melee Weapon Attack: +6 to hit, reach 5 ft. *Hit:* 7 (2d6) piercing damage.

Statistics (spear—Small object)

- AC 19, 10 hp
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 13:** Disable the pressure plate.
- **Attack:** Destroying a spear reduces the trap's damage in that 5-foot area by 3 (1d6).

Falling Block

mechanical trap

CR 2 (450 XP)

Detect and Identify

- **Wisdom (Perception) DC 15:** Notice part of the ceiling looks different than the rest
- **Intelligence (Investigation) DC 15:** Locate and identify the trap, including the concealed pressure plate in the floor.

Effect (single effect)

When a Small or larger creature steps on the pressure plate, a heavy stone block falls from above. The triggering creature must make a DC 13 Dexterity saving throw. On a success, the creature evades the stone block and moves into a space of its choice within 5 feet. On a failure, the creature takes 16 (3d10) bludgeoning damage, is knocked prone, and if it is Large or smaller, the creature is trapped beneath the stone block (escape DC 13). If a creature ends its turn trapped beneath the stone block, it takes 3 (1d6) bludgeoning damage.

After the stone block falls, its space becomes difficult terrain.

Countermeasures

- **Dexterity (Thieves' Tools) DC 15:** Disable the pressure plate.

Gout of Flame

mechanical trap

CR 2 (450 XP)

A gout of flame flares from the wall.

Detect and Identify

- **Wisdom (Perception) DC 15:** Notice a tiny nozzle concealed in the structure or an object, as well as a faint smell of oil.
- **Intelligence (Investigation) DC 15:** Locate and identify the trap, including the concealed pressure plate in floor.

Effect (single effect)

When a Small or larger creature steps on the pressure plate, the trap activates, projecting fire in a 20-foot cone. Each creature in this area takes 14 (4d6) fire damage, or half damage on a successful DC 15 Dexterity saving throw.

Countermeasures

- **Dexterity (Thieves' Tools) DC 15:** Disable the pressure plate.
- **Dexterity (Sleight of Hand) DC 13:** Jam an object into the nozzle, blocking the fire from projecting from the trap.

Howling Statues

magical trap—evocation

CR 2 (450 XP)

The corridor is flanked by alcoves of stone statues, four statues per side. They appear as fearsome creatures, and as you draw near, an awful howling issues from their open mouths.

Detect and Identify

- No check is needed to notice the stone statues.
- **Intelligence (Arcana) DC 15:** Identify the trap.

Effect (continuous trap)

Whenever a creature enters the warded area (either the space between the statues or in a nearby area), the statues begin howling. While within 30 feet of a statue, a creature is effectively deafened. The howling can be heard up to 1,000 feet away (or 1 mile in open terrain), and it ends after no creatures have been within 30 feet of any statue for 1 minute.

Whenever a creature enters within 30 feet of a howling statue for the first time on a turn or starts its turn there, must succeed on a DC 13 Constitution saving throw or take 5 (2d4) thunder damage and lose concentration on spells.

Statistics (per statue—Medium object)

- AC 17, 35 hp

Countermeasures

- **Intelligence (Arcana) DC 15:** Disable one statue.
- ***Dispel Magic:*** Disable one statue, as though dispelling a 3rd-level spell.
- **Strength DC 15:** Topple a statue over and break it, ending its howling.

Aberrant Stone

magical trap—conjuration, enchantment

CR 3 (700 XP)

The standing stone bears a bizarre variety of facets, grooves, and curving shapes. Is this a natural formation, or did someone sculpt it so?

Detect and Identify

- No check is needed to notice the Large standing stone.
- **Intelligence (Investigation) or Wisdom (Perception) DC 14:** When viewed from a certain angle, strange faces can be seen within the stone.

- **Intelligence (Arcana) DC 16:** Identify the trap.

Effect (continuous trap)

The trap triggers when a creature touches the stone, inspects it within 5 feet, or takes a hostile action against it. The triggering creature must succeed on a DC 14 Wisdom saving throw or suffer long-term madness. Simultaneously, the stone summons an aberration of CR 3 or lower (such as a **gibbering mouther**). This creature is hostile, and it disappears after 1 minute or when slain.

The trap does not reset until the summoned creature disappears.

Statistics (stone—Large object)

- AC 17, 70 hp

Countermeasures

- **Intelligence (Arcana) DC 16:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.

Bronze Archer

magical trap—evocation

CR 3 (700 XP)

Detect and Identify

- No check is needed to notice the statue.
- **Intelligence (Arcana) DC 16:** Identify the trap.

Effect (continuous trap)

Whenever a creature enters within 120 feet of the statue for the first time on a turn or starts its turn there, the statue shoots an arrow of force at the creature.

Ranged Spell Attack: +6 to hit, range 120 ft. *Hit:* 7 (2d6) force damage, and the target must succeed on a DC 14 Strength saving throw or be pushed 10 feet away from the statue.

Statistics (statue—Medium object)

- AC 18, 50 hp
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 16:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.

Chains of Doom

magical trap—necromancy

CR 3 (700 XP)

Spectral chains lash out at your body and mind.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 16:** Notice a faint glyph on an object or surface.
- **Intelligence (Arcana) DC 16:** Identify the trap.

Effect (continuous trap)

Whenever a creature triggers the trap, spectral chains lash out from the glyph. The trap's creator designates the trigger, which is either entering the glyph's space or opening the object that the glyph is on. The creator can also specify a password as well as certain creatures or kinds of creatures that do not trigger the trap.

The triggering creature must succeed on a DC 14 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its subsequent turns, the creature repeats the saving throw. On a failure, it takes 11 (2d10) necrotic damage. On a success, it takes half damage and the trap's effects end.

Countermeasures

- **Intelligence (Arcana) DC 16:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.

Slime Tunnel

hazard

CR 3 (700 XP)

As you walk through the foul tunnel, tendrils of slime grasp at you.

Detect and Identify

- No check is needed to notice the slime patches that coat the surfaces of the tunnel or corridor.
- **Intelligence (Investigation) or Wisdom (Perception) DC 16:** Notice subtle movements to the slime.
- **Intelligence (Arcana or Nature) DC 16:** Identify the hazard.

Effect (continuous hazard)

The surfaces of this tunnel or corridor bear mucus-like membranes that are difficult terrain. This slime typically exists in the lair of a powerful aberration or ooze. When a creature reaches the midway point in the tunnel, the hazard activates: Whenever a creature enters the tunnel for the first time on a turn or starts its turn there, it must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) acid damage and is restrained (escape DC 14).

When the slime is exposed to certain damage types, the following effect occurs.

Acid: The slime's DCs become DC 16 for 1 round.

Cold: Each 10-foot area of slime exposed to the cold damage gains 5 temporary hit points.

Fire: The slime expands a number of feet equal to the fire damage for 1 round.

Lightning: The slime immediately triggers against one random creature within the tunnel.

Statistics (per 10-foot area of slime)

- AC 9, 30 hit points
- Damage Immunities: acid, cold, fire, lightning; piercing

Countermeasures

- **Desiccate:** Any desiccating effect causes the slime to wither away within the area of the effect. This includes magic, such as *create or destroy water,* and nonmagical items, such as salt (1 lb. affects a 5-foot square area of slime).
- **Destroy Incoming Tendril:** Ready an attack or spell. If a character deals at least 15 damage to an incoming tendril (AC 11) at the start of their next turn, they avoid the Dexterity saving throw that turn.

Narcissus Mirror

magical trap—enchantment

CR 3 (700 XP)

This beautiful full-length mirror has been polished to a gleam.

Detect and Identify

- No check is needed to notice the mirror.
- **Intelligence (Arcana) DC 16:** Identify the trap.

Effect (continuous trap)

Whenever a creature looks into the mirror while within 10 feet of it, the creature sees its ideal reflection—a stunning and flawless version of itself. Upon doing so, it must succeed on a DC 14 Wisdom saving throw or suffer a reduction of 2 (1d4) to its Charisma score and be charmed for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. It does nothing but gaze into the mirror, enthralled by what it beholds. At the end of each of its turns, it repeats the saving throw. On a failed save, its Charisma score reduces by an additional 2 (1d4). On a successful save, it ends the charmed effect on itself. If its Charisma score reaches 0, it falls unconscious until its Charisma score raises to 1 or higher. A creature recovers 2 points of reduced Charisma per long rest it completes beyond 10 feet of the mirror.

Statistics (mirror—Medium object)

- AC 13, 25 hp; damage threshold 20 (*fortify object*[EEE])
- If the mirror is removed from its chamber, it loses its magic.

Countermeasures

- **Intelligence (Arcana) DC 16:** Two successful checks disable the mirror.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.
- **Strength DC 13:** Topple the mirror, shattering it. On a failed check, the creature is subjected to the mirror's effect.

Poison Gas Chamber

mechanical trap

CR 3 (700 XP)

A slab slams down, sealing you inside the chamber that is filling with toxic fumes.

Detect and Identify

- **Wisdom (Perception) DC 16:** Notice several tiny nozzles concealed in the structure or objects.
- **Intelligence (Investigation) DC 16:** Locate and identify the trap, including the concealed pressure plate in floor.

Effect (continuous trap)

A pressure plate is concealed in the floor of a room or corridor. When a Small or larger creature steps on the pressure plate, a stone slab slams down, sealing the room's entryway.

The room then fills with gas. Each creature that starts its turn in the gas must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage. After 1 minute, the gas dissipates, the slab raises, and the trap resets.

Statistics (slab—Medium object)

- AC 17, 35 hp; damage threshold 10
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 16:** Disable the pressure plate.
- **Dexterity (Sleight of Hand) DC 14:** Jam an object into a nozzle. If three nozzles are jammed, the poison damage reduces to 3 (1d6). If six nozzles are jammed, the gas is completely blocked.
- **Strength DC 22:** Break down the slab.

Boreal Gullet

magical trap—evocation

CR 4 (1,100 XP)

As you crawl through the cramped ice tunnel, a blast of wind blows you back.

Detect and Identify

- No check is needed to notice the ice tunnel and a stone head in the room beyond.
- **Intelligence (Arcana) DC 16:** Identify the trap.

Effect (continuous trap)

The trap has two areas: the ice tunnel and the chamber. The ice tunnel has a 2-foot diameter and is 40 feet long. Beyond is a 30-foot-by-30-foot chamber with a wide-mouthed stone statue facing the tunnel.

Medium creatures can crawl through the tunnel while squeezing, moving at one-quarter speed. Small creatures can crawl through the tunnel at half speed. Whenever a creature ends its turn within the tunnel, it must succeed on a DC 14 Constitution saving throw or take 7 (2d6) cold damage.

When a creature reaches the midway point of the tunnel, the statue unleashes a *gust of wind*. Whenever a creature in the ice tunnel starts its turn, it must succeed on a DC 14 Strength saving throw or be pushed back 15 feet. Any creature it slams into makes the same saving throw, stopping the original creature on a success.

Once there are no creatures in the tunnel, the *gust of wind* ceases (though it can trigger again).

Statistics (statue—Medium object)

- AC 17, 50 hp
- If the statue is removed from the chamber, it loses its *gust of wind* ability.

Countermeasures

- **Melt the Ice:** Dealing 15 points of fire damage melts the tunnel's ice (in the space the fire affected). The ice reforms after 1 minute.
- **Strength (Athletics) or Dexterity (Acrobatics) DC 14:** With a 10-foot running start, dive into and slide through the ice tunnel at full speed this turn. Failure causes the character to fall prone.
- **Intelligence (Arcana) DC 16:** Two successful checks disable the statue.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.
- **Strength DC 17:** Rotate the statue or knock it over, changing the angle of its *gust of wind*.

Fiendish Idol

magical trap—enchantment, evocation
CR 4 (1,100 XP)
A sinister smile and wide eyes give this little brass statuette a severe appearance.

Detect and Identify

- No check is needed to notice the Tiny brass idol.
- **Intelligence (Religion) DC 16:** Identify the trap.

Effect (continuous trap)

This idol is possessed by a demonic spirit. It activates when a creature enters within 10 feet of it or takes a hostile action against it, though it can choose to delay its activation up to 3 rounds. When the idol activates, each creature within 10 feet of it must make a DC 14 Wisdom saving throw. On a failed save, a creature is cursed for 1 hour, suffering disadvantage on saving throws for this duration. Immediately following this, flames burst from the idol out to 10 feet in all directions. Each creature in this area takes 13 (3d8) fire damage, or half damage on a successful DC 14 Dexterity saving throw.

The idol disappears upon spouting the flames, temporarily shifting into the Ethereal Plane. It reappears in 1d10 hours, in a location of its choosing within 1 mile from where it disappeared.

Statistics (idol—Tiny object)

- AC 18, 30 hp; damage threshold 20 (*fortify object*[EEE])
- Damage Resistances: bludgeoning and slashing from nonmagical attacks
- Damage Immunities: fire, piercing

Countermeasures

- **Intelligence (Arcana) DC 16:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.

Spell Obelisk

magical trap—spell schools as per imbued spells
CR 4 (1,100 XP)
The standing stone is emblazoned with arcane runes.

Detect and Identify

- No check is needed to notice the Medium obelisk.
- **Intelligence (Arcana) DC 14:** Identify the trap.

Effect (continuous trap)

When a creature enters within 120 feet of the obelisk, it activates. On initiative count 20 (losing initiative ties), the obelisk casts one of the following spells, chosen at random (DC 14, +6 to hit with spell attacks), and it does not need to concentrate to maintain spells. The obelisk's spells each have a range of 120 feet. If no targets are in range, the obelisk readies a random spell and casts it at the first target that appears.

1. *Magic Missile* (targets one random creature)
2. *Acid Arrow* (targets one random creature)
3. *Sleep* (targets the maximum amount of creatures)
4. *Blindness* (targets one random creature)
5. *Scorching Ray* (targets one random creature)
6. *Hold Person* (targets one random humanoid)

Statistics (obelisk—Medium object)

- AC 17, 70 hp

Countermeasures

- **Intelligence (Arcana) DC 16:** Two successful checks disable the trap. If the character rolls a natural 20 on this check, they can instead choose to take control of the obelisk for 1 minute, designating which creatures it targets.
- ***Dispel Magic:*** As though dispelling a 4th-level spell, counts as one successful disable check.

Variant: Divine Spell Obelisk

The standing stone is emblazoned with celestial runes.
Intelligence (Arcana or Religion) DC 14: Identify the trap.

1. *Sacred Flame* (targets one random creature; 2d8)
2. *Command* (targets one random creature, "drop")
3. *Guiding Bolt* (targets one random creature)
4. *Blindness* (targets one random creature)
5. *Hold Person* (targets one random creature)
6. *Spiritual Weapon* (attacks one random creature, 1d8 + 3)

Variant: Primal Spell Obelisk

The standing stone is emblazoned with druidic runes.
Intelligence (Arcana or Religion) DC 14: Identify the trap.

1. *Flaming Sphere* (targets one random creature)
2. *Thunderwave* (as 2nd level, targets the maximum amount of creatures)
3. *Moonbeam* (targets the maximum amount of creatures)
4. *Spike Growth* (centered on itself)
5. *Hold Person* (targets one random creature)
6. *Heat Metal* (targets one random metal armor or weapon that is worn/carried by a creature)

Double Illusion Pit

mechanical and magical trap—illusion
CR 5 (1,800 XP)
You leap over the pit only to fall through an illusory floor just beyond.

Detect and Identify

- No check is needed to notice the first illusion, which appears as a pit.
- **Intelligence (Investigation) DC 17:** See through the illusions and identify the trap.

Effect (continuous trap)

This corridor has two consecutive illusions. The first one appears as a spiked pit that fills the width of the corridor and is 10 feet long and 30 feet deep. Underneath this illusion, however, is solid floor. Directly beyond this illusion is an actual spiked pit of the same proportions, which is concealed by an illusion that appears as solid floor.

A creature that falls into the pit takes 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage. A creature moving at a slow pace can make a DC 15 Dexterity saving throw to avoid falling into the pit (falling prone instead).

Countermeasures

- **Strength (Athletics) DC 17:** Climb the pit walls.
- **Intelligence (Arcana) DC 17:** Disable one of the illusions, which fades away.
- ***Dispel Magic:*** Dispel one of the illusions, as though a 3rd-level spell.

False Door Trap

mechanical trap

CR 5 (1,800 XP)

When you open the door, a spiked chain lashes around you and pulls you toward a pit of bubbling acid.

Detect and Identify

- No check is needed to notice the door, which appears as a regular door.
- **Intelligence (Investigation) DC 17:** Identify the trap once discovered (no trap mechanisms are accessible externally).

Effect (continuous trap)

This reinforced door leads to a small chamber roughly 5 feet by 5 feet. The chamber has a chain mechanism inside and no floor, only a 20-foot downward shaft that is filled halfway with flesh-eating acid. Whenever a creature opens the door, a heavy spiked chain attacks it.

Melee Weapon Attack: +7 to hit, reach 10 ft., *Hit:* 5 (2d4) piercing damage, and if the target is Medium or smaller, it is restrained (escape DC 15), pulled inside the trap chamber, and the door locks shut. The chain immediately lowers, plunging the restrained creature into the acid pool. Whenever a creature enters the acid for the first time on a turn or ends its turn there, it takes 14 (4d6) acid damage.

While the creature is restrained by the chain, the trap does not trigger again. If the creature dies in the acid, all organic matter dissolves away after 1 minute, at which point the trap resets and the door unlocks. If the creature frees itself from the chain, the trap resets and the door unlocks.

Statistics (door—Medium object)

- AC 17, 25 hp
- Damage Immunities: piercing

Statistics (chain—Medium object)

- AC 19, 35 hp
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Mason's Tools, Smith's Tools, or Tinker's Tools) DC 15:** Remove the door from its hinges with 3 rounds of work, which disables the chain attack.
- **Strength (Athletics) DC 10:** Climb out of the acid pool and shaft by way of the chain. Whether this check fails or succeeds, the creature takes 5 (2d4) piercing damage from the chain's spikes.
- **Strength (Athletics) DC 15:** Climb out of the acid pool and shaft by the walls.
- **Strength DC 22:** Break down the door, which disables the chain attack.
- **Strength DC 24:** Break the chain.
- **Dexterity (Thieves' Tools) DC 17:** Disable the chain mechanism inside the trap chamber. Accessing the chain mechanism is precarious, as the chamber has no floor, only the pit.

Sands of Time Trap

magical trap—divination

CR 5 (1,800 XP)

A gust of desert sands whips about, and a cloying weakness gnaws at you.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 17:** Notice a faint glyph on an object or surface.
- **Intelligence (Arcana) DC 17:** Identify the trap.

Effect (continuous trap)

When a creature triggers the trap, spectral sands gust out from the glyph. The trap's creator designates the trigger, which is either entering the glyph's space or opening the object that the glyph is on.

The trap casts *sands of time*[EEE] as a 6th-level spell (DC 15), including the triggering creature in the spell's area. The trap automatically succeeds on concentration checks.

Countermeasures

- **Intelligence (Arcana) DC 17:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 6th-level spell, counts as one successful disable check.

Toadstool Ring

hazard

CR 5 (1,800 XP)

A 20-foot diameter ring of toadstools imbued with potent fey magic.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 15:** Notice the toadstools growing in a ring formation.
- **Intelligence (Arcana) DC 15:** Identify the hazard.

Effect (continuous hazard)

Whenever a non-fey creature enters inside the toadstool ring, the hazard activates. The triggering creature and each non-fey creature within 30 feet of the toadstool ring must succeed on a DC 15 Wisdom saving throw or become charmed. A charmed creature is incapacitated. On its turn, a charmed creature can do nothing but move its speed toward the center of the toadstool ring.

A charmed creature that ends its turn inside the toadstool ring must make a DC 15 Wisdom saving throw. On a successful save, the charmed condition ends. On a failed saving throw, the creature falls unconscious for 5d10 years. While unconscious in this way, the creature does not need to eat or drink, though it still ages normally. Any effect that removes the charmed condition or a curse wakes the creature.

Once a toadstool ring activates, it requires 1 hour before it can trigger again. However, any creature that takes a hostile action against the toadstools is subjected to the hazard

Statistics (toadstools—Gargantuan cluster of Tiny objects)

- AC 11, 30 hp

Countermeasures

- **Rescue:** If an unconscious creature is removed from the toadstool ring, it awakens, though it still remains

in the charmed state for 1 minute. Directly touching an unconscious creature within the toadstool ring is dangerous. The rescuer must succeed on a DC 15 Wisdom saving throw, or be charmed by the trap.

- **Intelligence (Arcana) DC 17:** Two successful checks disable the hazard.
- ***Dispel Magic:*** As though dispelling a 5th-level spell, counts as one successful disable check.
- ***Other Spells:*** Spells such as *protection from evil and good* and *greater restoration* function on creatures exposed to a toadstool ring.

Candle of Spectral Imprisonment

magical trap—necromancy

CR 6 (2,300 XP)

You light the white pillar candle, and it glows with a ghostly flame.

Detect and Identify

- No check is needed to notice the candle.
- **Intelligence (Arcana or Religion) DC 17:** Identify the trap.

Effect (continuous trap)

Whenever a creature lights the candle or takes a hostile action against it, a white flame leaps up. The triggering creature must make a DC 15 Wisdom saving throw. On a failure, it is paralyzed for 1 minute. At the end of each of its subsequent turns, the paralyzed creature must repeat the saving throw. If it accrues a total of 3 successful saves against the candle, the paralyzed effect ends on it, and it becomes immune to the candle's magic for 24 hours. If it accrues a total of 3 failed saves against the candle, its soul becomes trapped within the candle, and its body dies. Nothing short of a *wish* spell can recover the soul. If the candle is destroyed, all souls inside of it become ghosts that haunt the immediate vicinity.

Statistics (candle—Small object)

- AC 9 (melee) / AC 14 (ranged), 25 hp; damage threshold 20 (*fortify object*[EEE])

Countermeasures

- **Intelligence (Arcana) DC 17:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 6th-level spell, counts as one successful disable check.
- **Strength DC 17:** Break the candle in half, disabling it.

Crushing Chamber

mechanical trap

CR 6 (2,300 XP)

The exits of the chamber seal, and the ceiling begins to lower.

Detect and Identify

- **Wisdom (Perception) DC 17:** Notice the floor near the exit looks slightly different than the rest of the area.
- **Intelligence (Investigation) DC 17:** Locate and identify the trap, including the concealed pressure plate in floor.

Effect (continuous trap)

The entrance and exit of this room are archways. When a Small or larger creature steps on the pressure plate near the exit, stone slabs slam down in each archway, sealing the room shut. In addition, the stone ceiling starts lowering (beginning at a height of 12 feet).

On initiative count 10 (losing initiative ties), the ceiling lowers 4 feet. At this rate, after it lowers three times, it compacts the room completely, killing all creatures within (except any that are amorphous), and destroying all objects except artifacts and flexible materials resistant to crushing (e.g. paper, cloth). An adamantine object does not crush, but rather impales itself into the ceiling.

After remaining compacted for 1 minute, the ceiling raises, and the trap resets.

Statistics (each slab—Medium object)

- AC 17, 35 hp; damage threshold 10
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 17:** Disable the pressure plate.
- **Strength DC 18:** Push against the ceiling to reduce its descent to 2 feet on its next turn. If the character props up a substantially strong item that reaches to the ceiling, they gain advantage on their Strength check, though the item is destroyed when the ceiling lowers. An adamantine object does not crush, but rather impales itself into the ceiling.
- **Strength DC 22:** Break down a slab.
- **Control Panel:** A character outside the crushing chamber can search to locate the control panel with a DC 13 Intelligence (Investigation) or Wisdom (Perception) check. As an action, a character can make a DC 15 Intelligence (Investigation) check to operate the panel and control the ceiling's direction of movement (lower, stop, or raise).

Ice Stalactites

hazard

CR 6 (2,300 XP)

Stalactites of solid ice come crashing down from above.

Detect and Identify

- No check is needed to notice the ice stalactites on the ceiling.
- **Intelligence (Arcana or Nature) DC 17:** Identify the hazard.

Effect (continuous hazard)

The ceiling of this area is covered in ice stalactites (e.g. a massive cavern 300 feet by 200 feet or a series of consecutive dungeon rooms). Elemental energy suffuses the area, causing the stalactites to be drawn toward warm bodies and causing new stalactites to grow rapidly. When a Small or Larger creature reaches the 30-foot mark into the area, the hazard triggers. Creatures that generate no body heat do not trigger the trap, which includes most constructs, oozes, plants, undead, and non-fire elementals.

On initiative count 10 (losing initiative ties), some of the stalactites fall from the ceiling. For each creature in the area, there is a 50% chance that a stalactite will fall from overhead, dealing 10 (3d6) piercing damage plus 9 (2d8) cold damage to the creature unless it succeeds on a DC 15 Dexterity saving throw.

Statistics (ice stalactite—Small-to-Medium object)

- AC 13, 15 hp; vulnerability to thunder, resistance to acid, immunity to cold

Countermeasures

- **Destroy a Falling Stalactite:** A character can ready an attack or spell, and if a stalactite falls toward them, they can potentially destroy it before having to make the saving throw.
- **Melt:** A character that deals fire damage to the ceiling can potentially melt the stalactites (see statistics), making the space underneath the melted stalactites safe during the hazard's next turn.

Puzzle Chamber, Disc and Panels

magical trap—enchantment, evocation

CR 6 (2,300 XP)

The walls here have panels of bas reliefs that depict various scenes. At the center of the room is a bronze disc with engraved symbols.

Detect and Identify

- No check is needed to notice the Large bronze disc and wall panels.
- **Intelligence (Arcana) DC 17:** Identify the trap (though not the solutions to the specific puzzles).

Effect (continuous trap)

This room has an open entryway and a sealed stone door on the opposite side. The walls feature bas reliefs, and an ornate bronze disc stands at the center. The symbols engraved on the disc are: apple, baby, castle, chalice, coin, feather, king, moon, queen, wheat, skull, spider, sun, sword, talisman, wand.

Four of the wall panels have scenes that each correspond with a symbol on the disc. The other wall panels only serve artistic effect (e.g. a battle, a burnt offering, mountaineers, an execution, a sphinx). The four key panels are as follows.

1. A man holds a scythe in one hand and rests his other hand on a stone wheel, and a woman holds a sickle in one hand and a mortar and pestle in the other. The corresponding symbol is wheat (harvest, agriculture).

2. Several people are drawing near to gather in a circle. The corresponding symbol is the chalice (communion).

3. Women sitting at looms are weaving patterned cloth. The corresponding symbol is the spider (weavers).

4. A man is leaping with glee. To one side of him, a goose has laid a shining egg. To the other side of him, smoke rises from burnt rubble. The corresponding symbol is the wand (energy, magic, volatility).

When a creature enters within 10 feet of the disc, the first panel glows softly. If a creature touches the corresponding symbol, the next key panel begins glowing, and so on. Once all four correct symbols are touched in the right order, the stone door pops open (it reseals when shut). If a creature touches an incorrect symbol, it takes 22 (4d10) psychic damage, or half damage on a successful DC 15 Intelligence saving throw. A creature is also subjected to this psychic damage if it takes any hostile action toward the disc, wall panels, or door.

Statistics (bronze disc—Large object)

- AC 18, 70 hp

Statistics (stone door—Medium object)

- AC 17, 55 hp; damage threshold 20 (*fortify object*[EEE])
- This door can be freely opened and closed from outside the room.

Countermeasures

- **Intelligence (History or Investigation) DC 17:** The character figures out the solution to the current wall panel. If the character fails this check by 5 or more, they believe they know the correct symbol, but are actually mistaken.
- **Intelligence (Arcana) DC 17:** Four successful checks disables the disc, unsealing the stone door.
- ***Dispel Magic*:** As though dispelling a 4th-level spell, counts as one successful disable check.
- **Strength DC 24:** Break down the door. On a failed attempt, the creature is subjected to the psychic damage described above.

Black Dragon Corridor

magical trap—evocation

CR 7 (2,900 XP)

A draconic growl issues from the dark of the archway, followed by a stream of hissing acid.

Detect and Identify

- A creature with darkvision cannot see through the magical darkness within the archway, and light does not illuminate it unless the light comes from a spell of 2nd level or higher.
- **Intelligence (Arcana) DC 18:** Identify the trap.

Effect (continuous trap)

This corridor is 5 feet wide and 120 feet long. At the 110-foot mark, there is an iron door in the wall. The corridor ends with an archway that is utterly dark within (as though the *darkness* spell). When a creature reaches the 80-foot mark of the corridor, the trap triggers, entering initiative.

On initiative count 20 (losing initiative ties), a line of magical acid shoots from the dark archway, dealing 14 (4d6) acid damage to all creatures in the corridor, or half damage on a successful DC 16 Dexterity saving throw.

Within the dark archway is an alcove containing a black dragon head sculpted from wrought iron (from which the acid shoots).

Statistics (iron door—Medium object)

- AC 19, 50 hp; damage threshold 15
- Damage Immunities: piercing
- Lock DC 18, Break Down DC 24

Statistics (dragon head—Medium object)

- AC 19, 50 hp; damage threshold 15
- Damage Immunities: acid, piercing

Countermeasures

- **Intelligence (Arcana) DC 18:** Two successful checks disables the dragon head.
- ***Dispel Magic*:** As though dispelling a 4th-level spell, counts as one successful disable check. Alternatively, the *darkness* can be dispelled as though a 3rd-level spell.

Lava Pit

mechanical trap

CR 7 (2,900 XP)

The ground gives out beneath you, and you plummet into a pit of searing lava.

Detect and Identify

- **Wisdom (Perception) DC 18:** Notice the ground ahead looks slightly different than the rest of the area.
- **Intelligence (Investigation) DC 18:** Locate and identify the trap.

Effect (continuous trap)

When a Small or larger creature enters the trap's space, the false floor gives way, dropping the creature into the pit. A creature moving at a slow pace can make a DC 16 Dexterity saving throw to avoid falling into the pit (falling prone instead).

The pit is up to 30 feet across and 30 feet deep, with a pool of lava at the bottom. A creature takes 27 (5d10) fire damage when it enters lava for the first time on a turn or when it ends its turn there.

Countermeasures

- **Dexterity (Thieves' Tools) DC 16:** Disable the false floor, causing it to fall away and expose the pit.
- **Strength (Athletics) DC 18:** Climb the pit walls.

Aberrant Stone, Greater

magical trap—conjuration, enchantment

CR 8 (3,900 XP)

The standing stone bears a bizarre variety of facets, grooves, and curving shapes. Is this a natural formation, or did someone sculpt it so?

Detect and Identify

- No check is needed to notice the Large standing stone.
- **Intelligence (Investigation) or Wisdom (Perception) DC 16:** When viewed from a certain angle, strange faces can be seen within the stone.
- **Intelligence (Arcana) DC 18:** Identify the trap.

Effect (continuous trap)

The trap triggers when a creature touches the stone, inspects it within 5 feet, or takes a hostile action against it. The triggering creature and each creature within 30 feet of the stone must succeed on a DC 16 Wisdom saving throw or suffer long-term madness. Simultaneously, the stone summons an aberration of CR 8 or lower (such as a **cloaker**). This creature is hostile, and it disappears after 1 minute or when slain.

The trap does not reset until the summoned creature disappears.

Statistics (stone—Large object)

- AC 17, 130 hp
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 18:** Two successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 6th-level spell, counts as one successful disable check.

Imp Colony

hazard

CR 8 (3,900 XP)

As you hack your way through the thick undergrowth, you stir up a cloud of miniscule plant hairs that deliver an excruciating toxin.

Detect and Identify

- **Wisdom (Survival) DC 19:** Notice and identify the imp colony. If the character is at the front of the party, this prevents them from stumbling into the plant's area.
- **Intelligence (Nature) DC 17:** Identify the imp colony (once it has already been discovered).

Effect (continuous hazard)

This dreadful plant grows in jungles and other deep wilderness areas. At a glance, it appears as an inconspicuous leafy plant. When a creature enters the imp colony's space (an area up 30 feet by 30 feet), the plant releases its toxic hairs within its space and out to 5 feet from it. Each creature in this area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 14 (4d6) poison damage and is poisoned. While poisoned in this way, a creature is incapacitated with pain, and it repeats the saving throw every 24 hours, ending the effect on itself on a success. A creature that succeeds on its initial saving throw takes half damage and is poisoned for 1 minute (though not incapacitated).

Statistics (per 10-foot area—cluster of Tiny objects)

- AC 11, 10 hp
- Damage Vulnerabilities: fire
- Attacking the imp colony stirs up its hairs.

Countermeasures

- **Wisdom (Medicine) DC 19:** Reduce a poisoned creature's pain, removing the incapacitated condition. This requires 1 hour of work and spending a use of a healer's kit.

Shatterstorm

magical trap—evocation

CR 9 (5,000 XP)

The glyph releases an intense wave of thunderous energy, capable of shattering potions, gems, and other objects.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 19:** Notice a faint glyph on an object or surface.
- **Intelligence (Arcana) DC 19:** Identify the trap.

Effect (single effect)

The trap's creator designates the trigger, which is either entering the glyph's space or opening the object that the glyph is on. When the trap triggers, each creature within a 30-foot radius centered on the glyph must make a DC 17 Constitution saving throw, taking 31 (9d6) thunder damage on a failed save, or half damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

All Medium and smaller items made of stone, crystal, or glass within the area of effect are destroyed (even if carried or worn by a creature). All such items that are magical make

a DC 17 Constitution saving throw to resist the destruction (including potions). An item's saving throw bonus depends on its rarity: Common +4, Uncommon +6, Rare +8, Very Rare +10, Legendary +12. Artifacts are unaffected.

Countermeasures

- **Intelligence (Arcana) DC 19:** Disable the trap.
- ***Dispel Magic:*** Disable, as though dispelling a 6th-level spell.

Onyx Pillar

magical trap—enchantment, necromancy

CR 10 (5,900 XP)

Demonic faces with onyx eyes glare from the heights of this macabre pillar.

Detect and Identify

- No check is needed to notice the Large pillar.
- **Intelligence (Arcana or Religion) DC 19:** Identify the trap.

Effect (continuous trap)

When a creature enters within 60 feet of the pillar, it activates. On initiative count 20 (losing initiative ties), a wave of deathly energy pulsates from the pillar, affecting all creatures within 60 feet of it except demons and undead. Roll 1d6 to determine the effect.

1. *Necrotic Wave:* Each creature takes 24 (7d6) necrotic damage, or half damage on a successful DC 15 Constitution saving throw.
2. *Wrathful Possession:* Each creature must succeed on a DC 15 Charisma saving throw, or on its next turn, it makes one attack against a random creature (including possibly itself), moving up to its speed if needed.
3. *Entropic Intrusion:* Each creature must succeed on a DC 15 Constitution saving throw or gain vulnerability to necrotic damage for 1 minute. A creature that has resistance to necrotic damage instead loses that resistance, and a creature that has immunity to necrotic damage instead is treated as having only resistance. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Beckoning Possession:* Each creature must succeed on a DC 15 Wisdom saving throw, or on its next turn, it moves as close to the pillar as possible, using its action to Dash.
5. *Dazing Pulse:* Each creature must succeed on a DC 15 Wisdom saving throw, or it loses its action on its next turn.
6. *Spectral Hands:* Each creature must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 17 (5d6) necrotic damage and until the end of the pillar's next turn, it moves at half speed and has disadvantage on Dexterity saving throws.

Statistics (pillar—Large object)

- AC 17, 145 hp; damage threshold 10
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 19:** Three successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling a 6th-level spell, counts as one successful disable check.

Spell Obelisk, Greater

magical trap—spell schools as per imbued spells

CR 10 (5,900 XP)

The standing stone is emblazoned with arcane runes.

Detect and Identify

- No check is needed to notice the Large obelisk.
- **Intelligence (Arcana) DC 17:** Identify the trap.

Effect (continuous trap)

When a creature enters within 120 feet of the obelisk, it activates. On initiative count 20 (losing initiative ties), the obelisk casts one of the following spells, chosen at random (DC 16, +8 to hit with spell attacks), and it does not need to concentrate to maintain spells. The obelisk's spells each have a range of 120 feet. If no targets are in range, the obelisk readies a random spell and casts it at the first target that appears.

1. *Fireball* (targets the maximum amount of creatures)
2. *Hypnotic Pattern* (targets the maximum amount of creatures)
3. *Lightning Bolt* (targets the maximum amount of creatures)
4. *Slow* (targets the maximum amount of creatures)
5. *Black Tentacles* (targets the maximum amount of creatures)
6. *Confusion* (targets the maximum amount of creatures)

Statistics (obelisk—Large object)

- AC 17, 145 hp; damage threshold 10
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 19:** Three successful checks disable the trap. If the character rolls a natural 20 on this check, they can instead choose to take control of the obelisk for 1 minute, designating which creatures it targets.
- ***Dispel Magic:*** As though dispelling a 6th-level spell, counts as one successful disable check.

Variant: Greater Divine Spell Obelisk

The standing stone is emblazoned with celestial runes.

Intelligence (Arcana or Religion) DC 17: Identify the trap.

1. *Command* (as 3rd level, targets three random creatures, "drop")
2. *Hold Person* (as 3rd level, targets two random creatures)
3. *Banishment* (targets one random creature)
4. *Guardian of Faith* (conjures the guardian next to one random creature)
5. *Spiritual Weapon* (as 4th level, attacks one random creature; 2d8 + 4)
6. *Flame Strike* (targets the maximum amount of creatures)

Variant: Greater Primal Spell Obelisk

The standing stone is emblazoned with druidic runes.

Intelligence (Arcana or Religion) DC 17: Identify the trap.

1. *Conjure Animals* (conjures a CR 2 beast next to one random creature)

2. *Thunderwave* (as 3rd level, targets the maximum amount of creatures)
3. *Moonbeam* (as 3rd level, targets the maximum amount of creatures)
4. *Blight* (targets one random creature)
5. *Polymorph* (targets one random creature)
6. *Wall of Fire* (ringed wall around the maximum amount of creatures)

Crushing Chamber, Greater

mechanical and magical trap—transmutation
CR 11 (7,200 XP)
The chamber exits seal, and the ceiling begins to lower.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 20:** Notice a faint glyph on the wall.
- **Intelligence (Arcana) DC 20:** Identify the trap.

Effect (continuous trap)

The entrance and exit of this room are archways. When a creature comes within 15 feet of the glyph, steel panels slam down in each archway, sealing the room shut. The stone ceiling starts lowering (beginning at a height of 12 feet). In addition, the magical glyph activates, casting *enlarge/reduce* on each Small or larger creature in the room (DC 16, *reduce* option). The glyph does not need to concentrate.

On initiative count 10 (losing initiative ties), the ceiling lowers 4 feet. At this rate, after it lowers three times, it compacts the room completely, killing all creatures within (except any that are amorphous), and destroying all objects except artifacts and flexible materials resistant to crushing (e.g. paper, cloth). An adamantine object does not crush, but rather impales itself into the ceiling.

After remaining compacted for 1 minute, the ceiling raises, and the trap resets.

Statistics (each panel—Medium object)

- AC 19, 60 hp; damage threshold 15
- Damage Immunities: piercing

Countermeasures

- **Strength DC 20:** Push against the ceiling to reduce its descent to 2 feet on its next turn. If the character props up a substantially strong item that reaches to the ceiling, they gain advantage on their Strength check, though the item is destroyed when the ceiling lowers. An adamantine object does not crush, but rather impales itself into the ceiling.
- **Strength DC 24:** Break down a panel.
- ***Dispel Magic:*** Disable the glyph, as though dispelling a 6th-level spell, which prevents the trap from activating (though does not stop the trap if already triggered).
- **Control Panel:** A character outside the crushing chamber can search to locate the control panel with a DC 16 Intelligence (Investigation) or Wisdom (Perception) check. As an action, a character can make a DC 20 Intelligence (Investigation) check to operate the panel and control the ceiling's direction of movement (lower, stop, or raise).

Deathtrap Chamber, Face and Pendulums

mechanical and magical trap—evocation
CR 11 (7,200 XP)
A series of deadly traps activate all around you!

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 20:** Notice two faint glyphs on the walls as well as tall slots concealed within the walls in the midsection of the chamber.
- **Intelligence (Arcana) DC 20:** Identify the trap.

Effect (continuous trap)

This chamber is 15 feet wide and 50 feet long. One of the 15-foot walls has an entryway, and on the opposite wall 50 feet away is a Large stone face. Concealed within the walls from the 15-to-35-foot mark are four pendulums with bladed edges. There are also two magical glyphs concealed on the walls, one in the middle of the pendulum section, and one 5 feet away from the stone face.

When a creature comes within 10 feet of the face, the trap activates—the eyes and mouth of the face glow with fire, the pendulums swing, and the glyphs crackle with lightning. In addition, a stone slab slams down at the entryway, sealing the chamber.

Whenever a creature enters the pendulums' area for the first time on a turn or starts its turn there, it is attacked.

Melee weapon attack: +9 to hit, reach 15 ft. *Hit:* 14 (4d6) slashing damage and the creature must succeed on a DC 16 Strength saving throw or fall prone.

On initiative count 20 (losing initiative ties), the glyphs riddle the chamber with lightning. Each creature in the room takes 21 (6d6) lightning damage, or half damage on a successful DC 16 Dexterity saving throw.

On initiative count 10 (losing initiative ties), the face releases a blast of fire that momentarily fills the chamber. Each creature in the room takes 21 (6d6) fire damage, or half damage on a successful DC 16 Dexterity saving throw.

Once the face has released its fire 3 times, the pendulums begin to glow red-hot and deal an additional 9 (2d8) fire damage on a hit.

After 1 minute, the trap ceases its assault, the slab raises, and the trap resets.

Statistics (stone face—Large object)

- AC 17, 50 hp; damage threshold 10
- Damage Immunities: fire, lightning

Statistics (each pendulum—Large object)

- AC 19, 70 hp; damage threshold 10
- Damage Immunities: fire, lightning
- Destroying a pendulum neutralizes a 15-foot-wide, 5-foot-long section of the pendulum area.

Statistics (slab—Medium object)

- AC 17, 55 hp; damage threshold 20 (*fortify object*[EEE])
- Damage Immunities: fire, lightning

Countermeasures

- **Intelligence (Arcana) DC 20:** Disable a glyph, reducing the trap's lightning damage by 10 (3d6).

- ***Dispel Magic:*** Disable a glyph or the stone face, as though dispelling a 6th-level spell.
- **Dexterity (Thieves' Tools) DC 20:** Disable one of the pendulums, which neutralizes a 15-foot-wide, 5-foot-long section of the pendulum area.
- **Strength DC 24:** Break down the slab.

Superior Pit Trap

mechanical trap

CR 11 (7,200 XP)

A trap door opens beneath your feet, sending you to your doom.

Detect and Identify

- **Wisdom (Perception) DC 20:** Notice the ground ahead looks slightly different than the rest of the area.
- **Intelligence (Investigation) DC 20:** Locate and identify the trap.

Effect (continuous trap)

When a Small or larger creature enters the trap's space, the trap door in the floor opens, dropping the creature into the pit. A creature moving at a slow pace can make a DC 18 Dexterity saving throw to avoid falling into the pit (falling prone instead).

The pit is 20 feet across and 60 feet deep, with poisoned spikes at the bottom. A creature that falls into the pit takes 21 (6d6) bludgeoning damage plus 21 (6d6) piercing damage plus 42 (12d6) poison damage, or half poison damage on a successful DC 19 Constitution saving throw.

Countermeasures

- **Dexterity (Thieves' Tools) DC 20:** Disable the trap door, causing it to open and expose the pit.
- **Strength (Athletics) DC 20:** Climb the pit walls.

Devouring Tombs

magical trap—evocation, necromancy

CR 12 (8,400 XP)

Huge sarcophagi erupt from the ground, along with an obelisk displaying grim carvings.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 20:** Notice a faint glyph on the ground.
- **Intelligence (Arcana) DC 20:** Identify the trap.

Effect (continuous trap)

Four Huge stone tombs and one Huge obelisk are concealed below ground, spaced 30–60 feet apart from each other in a ring or square formation. Whenever a creature enters the middle of this area (within 15 feet of the glyph), the tombs and obelisk activate, erupting from the surface.

When the tombs appear, each targets a Large or smaller creature within 30 feet of it. No more than one tomb can target a single creature. Each targeted creature must succeed on a DC 16 Strength saving throw or be sucked into the tomb, which immediately seals shut. The interior of each tomb is dark from a magical *darkness* effect, and a creature inside is restrained. At the start of each of an entombed creature's turns, it takes 36 (8d8) necrotic damage, or half damage on a successful DC 16 Constitution saving throw. If the creature escapes, the tomb sinks back underground.

If a creature outside attempts to take any hostile action against a tomb or the obelisk (including trying to open a tomb), the obelisk targets that creature with a terror blast as a reaction. The obelisk can take one reaction on every turn during initiative. The targeted creature must succeed on a DC 16 Wisdom saving throw or take 36 (8d8) psychic damage and become frightened. On its turns, the only action the frightened creature can take Dash, and it must move as far away from the obelisk and tombs as possible. At the end of each of its turns it can repeat the saving throw, ending the effect on itself on a success.

After 10 minutes, the obelisk and any tombs still above the surface sink back underground, and the trap resets. Any disabled parts of the trap, however, do not reset.

Statistics (tomb or obelisk—Huge object)

- AC 17, 160 hp
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 20:** Two successful checks disable the obelisk or a tomb (also removing its interior *darkness*).
- ***Dispel Magic:*** As though dispelling an 8th-level spell, counts as one successful disable check.
- **Strength DC 26:** Force open a sealed tomb. If the tomb is disabled, the DC lowers to 16.

Aberrant Stone, Superior

magical trap—conjuration, enchantment

CR 13 (10,000 XP)

The standing stone bears a bizarre variety of facets, grooves, and curving shapes. Is this a natural formation, or did someone sculpt it so?

Detect and Identify

- No check is needed to notice the Huge standing stone.
- **Intelligence (Investigation) or Wisdom (Perception) DC 19:** When viewed from a certain angle, strange faces can be seen within the stone.
- **Intelligence (Arcana) DC 21:** Identify the trap.

Effect (continuous trap)

The trap triggers when a creature touches the stone, inspects it within 5 feet, or takes a hostile action against it. The triggering creature and each creature within 60 feet of the stone must succeed on a DC 19 Wisdom saving throw or suffer long-term madness. Simultaneously, the stone summons an aberration of CR 13 or lower. This creature is hostile, and it disappears after 1 minute or when slain.

The trap does not reset until the summoned creature disappears.

Statistics (stone—Huge object)

- AC 17, 180 hp; damage threshold 20 (*fortify object*[EEE])
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 21:** Three successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling an 8th-level spell, counts as one successful disable check.

Shadow Vortex

magical trap—abjuration

CR 13 (10,000 XP)

Spiraling tendrils of shadow churn in a nightmare maelstrom, pulling you into the center.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 21:** Notice a faint glyph on an object or surface.
- **Intelligence (Arcana) DC 21:** Identify the trap.

Effect (continuous trap)

Whenever a creature triggers the trap, a dark vortex bursts from the glyph in a 10-foot radius. The trap's creator designates the trigger, which is either entering the glyph's space or opening the object that the glyph is on.

The triggering creature and all creatures in the vortex's area are each subjected to *path of solitude*[EEE] (DC 17). The trap automatically succeeds on concentration checks.

Countermeasures

- **Intelligence (Arcana) DC 21:** Three successful checks disable the trap.
- ***Dispel Magic:*** As though dispelling an 8th-level spell, counts as one successful disable checks.

Deadlock Cell

mechanical and magical trap—enchantment, transmutation

CR 14 (11,500 XP)

A cell of steel walls and deadly glyphs drops from above to capture intruders.

Detect and Identify

Wisdom (Perception) DC 21: Notice long slots concealed in the ceiling and the floor underneath looks slightly different than the rest of the area.

Intelligence (Investigation) DC 21: Locate and identify the trap, including the concealed pressure plate in the floor.

Effect (continuous trap)

When a Small or larger creature steps on the pressure plate, walls drop down to capture it and others nearby. The cell is made of solid steel panels, forming a square 20 feet long, 20 feet wide, and 10 feet high (floor to ceiling). The panels are 4 inches thick. The space containing the pressure plate represents the center of the cell floor. Moving the cell is practically impossible, as it weighs 100,000 pounds and fits snugly into grooves.

A creature directly under a cell wall panel when it drops must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 55 (10d10) bludgeoning damage, is knocked prone, and is restrained under the panel (escape DC 21). Until it escapes, the creature takes 17 (5d6) bludgeoning damage at the end of each of its turns. On a successful save, the creature avoids the falling panel and moves 5 feet forward or backward (its choice).

Immediately upon dropping, two magical glyphs inside the cell activate. The first is paralysis. Each creature inside the cell must make a DC 17 Wisdom saving throw. On a failed save, the creature is paralyzed for 10 minutes. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

The second glyph, simultaneous with the first, is suffocation. It removes all air from within the cell. A creature can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

After 10 minutes, the cell raises and the trap resets.

Statistics (per 10-foot section of each panel)

- AC 19, 175 hp; damage threshold 15
- Damage Immunities: piercing

Countermeasures

- **Dexterity (Thieves' Tools) DC 21:** Disable the pressure plate.

Antimagic Dart Chamber

mechanical and magical trap—abjuration

CR 15 (13,000 XP)

Magic is of no use in this chamber of death.

Detect and Identify

- **Wisdom (Perception) DC 22:** Notice that panels in the ceiling and walls are made to slide open, and the floor by the chamber exit looks slightly different than the rest of the area.
- **Intelligence (Investigation) DC 22:** Locate and identify the trap, including the concealed pressure plate in the floor.

Effect (continuous trap)

The entrance and exit of this 30-foot-by-30-foot room are archways. When a Small or larger creature steps on the pressure plate near the exit, steel panels slam down in each archway, sealing the room shut. In addition, a panel in the ceiling slides aside, revealing a magical glyph, and five panels in the walls slide aside, revealing a multitude of holes (dart tubes).

The glyph generates an *antimagic field* that affects the whole room.

On initiative count 20 (losing initiative ties), a barrage of spike-darts fly from the wall holes, making an attack against each creature in the room. *Ranged Weapon Attack:* +10 to hit, range 60 ft. *Hit:* 35 (10d6) piercing damage.

After 1 minute, the dart attacks cease, and the trap resets.

Statistics (each exit seal—Medium object)

- AC 19, 60 hp; damage threshold 15
- Damage Immunities: piercing

Statistics (each dart tube section—Large object)

- AC 17, 40 hp; damage threshold 10
- Damage Immunities: piercing
- Destroying a section of dart tubes reduces the trap's damage by 7 (2d6).

Countermeasures

- **Dexterity (Thieves' Tools) DC 22:** Disable the pressure plate.
- **Strength DC 24:** Break down an exit seal.

Deathtrap Chamber, Force and Poison

magical trap—conjuration, evocation, illusion

CR 15 (13,000 XP)

A skeleton lies on the floor with a rusty sword sticking out of its back and a bag clutched in its hand, from which spill a number of colorful gemstones. As you approach the find, a series of magical effects flash throughout the room.

Detect and Identify

- No check is needed to notice the skeleton and gems (an illusion).
- **Intelligence (Arcana) DC 22:** Identify the trap.
- **Intelligence (Investigation) DC 22:** See through the illusion and notice a faint glyph on the ceiling (60 feet up).
- **Wisdom (Perception) DC 22:** Notice a faint glyph on the ceiling (60 feet up).

Effect (continuous trap)

This circular, high-ceiling room has an open entryway. On the opposite wall is an iron door, with the illusion nearby. When a creature reaches the midway point of the room, the trap triggers, and a *wall of force* seals off the entryway.

On initiative count 20 (losing initiative ties), the trap casts the indicated spell. The trap does not need to concentrate on spells.

1st Round: Cloudkill (DC 18, targets the maximum amount of creatures)

2nd Round: Web (DC 18, targets the maximum amount of creatures)

3rd Round and On: Magic Missile (as 3rd level, targets one random creature)

After 10 minutes, these spell effects end, and the trap resets. The iron door is part of the trap (see statistics), and the true exit to this room is a hidden door (see countermeasures).

Statistics (iron door—Large object)

- AC 19, 50 hp; damage threshold 15
- Damage Immunities: piercing
- Lock DC 20, Break Down DC 26
- Opening or breaking down this door reveals a dead-end alcove with a single-effect glyph that casts *cloudkill* (DC 18) centered on the creature who opened the door.

Countermeasures

- **Intelligence (Arcana) DC 22:** Three successful checks disable the glyph, thus ending all spell effects. Alternatively, one successful check removes the illusion, though this does not stop the trap.
- ***Dispel Magic:*** As though dispelling an 8th-level spell, counts as one successful disable check against the glyph or dispels the illusion.
- **Intelligence (Investigation) or Wisdom (Perception) DC 22:** Locate the hidden exit door in the room.

Spell Obelisk, Superior

magical trap—spell schools as per imbued spells

CR 16 (15,000 XP)

The standing stone is emblazoned with arcane runes.

Detect and Identify

- No check is needed to notice the Huge obelisk.
- **Intelligence (Arcana) DC 20:** Identify the trap.

Effect (continuous trap)

When a creature enters within 120 feet of the obelisk, it activates. On initiative count 20 (losing initiative ties), the obelisk casts one of the following spells, chosen at random (DC 18, +10 to hit with spell attacks), and it does not need to concentrate to maintain spells. The obelisk's spells each have a range of 120 feet. If no targets are in range, the obelisk readies a random spell and casts it at the first target that appears.

1. *Cloudkill* (targets the maximum amount of creatures)
2. *Dominate Person* (targets one random creature, it attacks its allies)
3. *Chain Lightning* (targets the maximum amount of creatures)
4. *Circle of Death* (targets the maximum amount of creatures)
5. *Disintegrate* (targets one random creature)
6. *Flesh to Stone* (targets one random creature)

Statistics (obelisk—Huge object)

- AC 17, 220 hp; damage threshold 10
- Damage Immunities: piercing

Countermeasures

- **Intelligence (Arcana) DC 22:** Three successful checks disable the trap. If the character rolls a natural 20 on this check, they can instead choose to take control of the obelisk for 1 minute, designating which creatures it targets.
- ***Dispel Magic:*** As though dispelling an 8th-level spell, counts as one successful disable check.

Variant: Superior Divine Spell Obelisk

The standing stone is emblazoned with celestial runes.

Intelligence (Arcana or Religion) DC 20: Identify the trap.

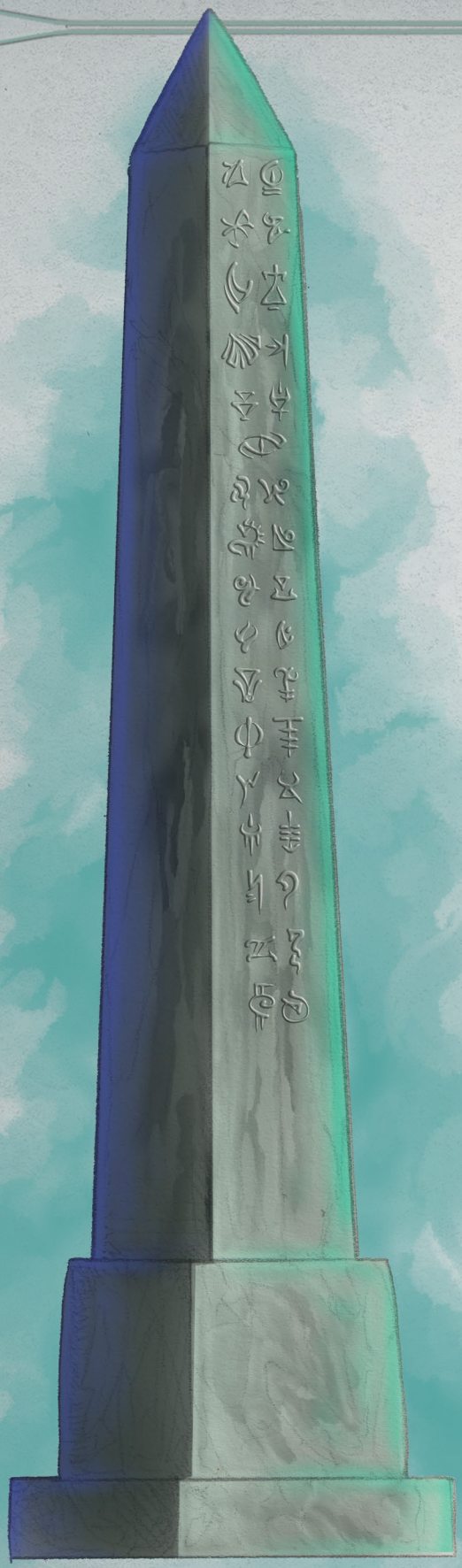
1. *Command* (as 5th level, targets five random creatures, "drop")
2. *Hold Person* (as 5th level, targets four random creatures)
3. *Insect Plague* (targets the maximum amount of creatures)
4. *Blade Barrier* (targets the maximum amount of creatures)
5. *Harm* (targets one random creature)
6. *Sunbeam* (targets the maximum amount of creatures)

Variant: Superior Primal Spell Obelisk

The standing stone is emblazoned with druidic runes.

Intelligence (Arcana or Religion) DC 20: Identify the trap.

1. *Thunderwave* (as 5th level, targets the maximum amount of creatures)
2. *Conjure Elemental* (conjures a CR 5 elemental next to one random creature)
3. *Contagion* (targets one random creature)
4. *Insect Plague* (targets the maximum amount of creatures)
5. *Flesh to Stone* (targets one random creature)
6. *Wall of Thorns* (ringed wall around the maximum amount of creatures)



Esper

Crushing Chamber, Superior

mechanical and magical trap—enchantment

CR 17 (18,000 XP)

The chamber exits seal, and the ceiling begins to lower.

Detect and Identify

- **Intelligence (Investigation) or Wisdom (Perception) DC 23:** Notice a faint glyph on the wall.
- **Intelligence (Arcana) DC 23:** Identify the trap.

Effect (continuous trap)

The entrance and exit of this room are archways. When a creature comes within 15 feet of the glyph, adamantine panels slam down in each archway, sealing the room shut. The stone ceiling starts lowering (beginning at a height of 12 feet). In addition, the magical glyph activates, casting *hold monster* on each creature in the room (DC 19). The glyph does not need to concentrate.

On initiative count 10 (losing initiative ties), the ceiling lowers 4 feet. At this rate, after it lowers three times, it compacts the room completely, killing all creatures within (except any that are amorphous), and destroying all objects except artifacts and flexible materials resistant to crushing (e.g. paper, cloth). An adamantine object does not crush, but rather impales itself into the ceiling.

After remaining compacted for 1 minute, the ceiling raises, and the trap resets.

Statistics (each panel—Medium object)

- AC 23, 100 hp; damage threshold 20
- Damage Immunities: piercing; bludgeoning and slashing from nonadamantine attacks

Countermeasures

- **Strength DC 22:** Push against the ceiling to reduce its descent to 2 feet on its next turn. If the character props up a substantially strong item that reaches to the ceiling, they gain advantage on their Strength check, though the item is destroyed when the ceiling lowers. An adamantine object does not crush, but rather impales itself into the ceiling.
- **Strength DC 28:** Break down a panel.
- ***Dispel Magic:*** As though dispelling a 9th-level spell. Two successful castings of *dispel magic* disable the glyph, which prevents the trap from activating (though does not stop the trap if already triggered).
- **Control Panel:** A character outside the crushing chamber can search to locate the control panel with a DC 19 Intelligence (Investigation) or Wisdom (Perception) check. As an action, a character can make a DC 23 Intelligence (Investigation) check to operate the panel. It requires two successful checks to control the ceiling's direction of movement (lower, stop, or raise).

Eternal Tranquility

magical trap—enchantment

CR 18 (20,000 XP)

A stack of stones are balanced beautifully one atop another, and they are reflected in a puddle of shallow, pristine water.

Detect and Identify

- No check is needed to notice the balancing stones.
- **Intelligence (Arcana or Religion) DC 21:** Identify the trap, which has been empowered by a god.

Effect (continuous trap)

When a creature enters within 10 feet of the balancing stones (the area of the puddle) or takes a hostile action against the stones, the stack collapses, and the trap activates. All creatures within 60 feet of the balancing stones must make a DC 19 Wisdom saving throw. On a failed save, a creature cannot take any hostile actions for 24 hours, and at the end of its next turn, it must repeat the saving throw. If it fails this second save, it is paralyzed indefinitely. If a paralyzed creature dies, its corpse remains well-preserved, with a tranquil expression on its face.

After the stones activate, they take 1 minute to re-balancing themselves and be able to trigger again.

Statistics (stone stack—Medium object)

- AC 5, 100 hp; damage threshold 50
- The stones and the effects they produce are unaffected by spells of 8th level and lower.
- Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks
- If a stone is removed from the puddle area, it disappears, returning to the puddle.

Countermeasures

- ***Dispel Magic:*** Two 9th-level castings of *dispel magic* disable the stones. The character who casts the first *dispel magic* is subjected to the trap's effect.
- **Intelligence (Religion) DC 21:** After the trap is successfully identified, a character can use an action to offer prayer or philosophy. The character must enter within the stones' puddle in order to do so, though if the character succeeds on their Religion check, the stones do not activate and the character and their allies can pass by freely, so long as none take a hostile action against the stones.

Golden Hive Chamber

magical trap—enchantment, evocation, transmutation

CR 19 (22,000 XP)

On the chamber wall are seven conjoining hexagonal panels made from polished gold.

Detect and Identify

- No check is needed to notice the golden hexagons.
- **Intelligence (Arcana) DC 24:** Identify the trap.

Effect (continuous trap)

When a creature enters within 10 feet of the hexagons or takes a hostile action against them, a sound fills the air, as though multiple octaves of buzzing that soon shift into complex harmonies. All creatures roll initiative, and each round begins with the trap taking its turn first. On each of its turns, the trap produces the noted effect against each creature within 60 feet of the hexagons. A successful DC 20 saving throw of the noted type negates the effect. After the duration of 7 rounds are completed, the trap resets.

1st Round: Charmed for the trap's duration (Wisdom). A creature is incapacitated and has a speed of 0 while charmed in this way. It repeats the saving throw whenever it takes damage, ending the charmed effect on itself on a success.

2nd Round: Lose all class features other than proficiencies for 1 hour (Intelligence).

3rd Round: 35 (10d6) force damage, or half damage on a successful save (Strength).

4th Round: Unable to take hostile actions for 1 hour (Charisma).

5th Round: 35 (10d6) radiant damage, or half damage on a successful save (Dexterity).

6th Round: Suffer a level of exhaustion and be paralyzed for 1 hour (Constitution).

7th Round: Permanently petrified as a statue of gold (Wisdom).

Statistics (each hexagon—Medium object)

- AC 17, 50 hp; damage threshold 20 (*fortify object*[EEE])
- Damage Immunities: piercing, radiant

Countermeasures

- **Intelligence (Arcana) DC 24:** Disable one hexagon. If the trap has not been successfully identified, a random hexagon is disabled (corresponding within one of the trap's round effects).
- ***Dispel Magic:*** Disable one hexagon, as though dispelling a 6th-level spell. If the trap has not been successfully identified, a random hexagon is disabled (corresponding within one of the trap's round effects).

Petramatrix

hazard

CR 20 (25,000 XP)

The stones that compose the structures all around you begin to separate, shifting into a mind-boggling matrix of floating blocks

Detect and Identify

- **Intelligence (Arcana) DC 24:** Identify the hazard (either before or after it activates).

Effect (continuous hazard)

This wondrous and perilous phenomenon occurs in the Astral Plane or a place strongly influenced by otherworldly properties. A petramatrix is made of stony blocks that begin composed as a solid structure, such as a fortress or ruins. Once creatures enter the midway point or other activation point, the blocks drift apart, continuously floating, shifting, and nearly intersecting. They are a multitude of Medium-to-Huge-size objects throughout a space that is 1,000 feet in diameter.

For the purpose of this hazard, establish cardinal directions. When the hazard activates, a walking creature is on a block, and a flying creature can choose to remain flying or be on a block. A creature either moves within the petramatrix by the movement of the block it is on or by way of Dexterity (Acrobatics) as described in Countermeasures.

Whenever a creature starts its turn in the petramatrix, it must make a DC 20 Dexterity saving throw. On a failed save, it takes 35 (10d6) bludgeoning damage, falls prone, and lands on a block. If the creature is on a block, then roll 1d6:

1. The block moves 30 feet to the north.
2. The block moves 30 feet to the east.
3. The block moves 30 feet to the south.
4. The block moves 30 feet to the west.
5. The block moves 30 feet vertically up.
6. The block moves 30 feet vertically down.

Countermeasures

Strength (Athletics) DC 20: Ready a shove against an incoming block. If the character succeeds on this check at the start of their next turn, they avoid the Dexterity saving throw that turn.

Dexterity (Acrobatics) DC 20: Move at half speed in any direction through the petramatrix, either jumping from block to block or flying (if capable of flight). If the creature fails this check by 5 or more, it takes 35 (10d6) bludgeoning damage, falls prone, and lands on a block.

Destroy Incoming Block: Ready an attack or spell. If a character deals at least 30 damage to an incoming block (AC 17) at the start of their next turn, they avoid the Dexterity saving throw that turn.

Intelligence (Arcana) DC 20: As an action, control the direction of the block the character is on, thus it moves as the character directs at the start of their next turn (instead of rolling 1d6). On a success, the character also gains advantage on their next Dexterity saving throw against the petramatrix.

Voidstar

magical trap—transmutation

CR 20 (25,000 XP)

This seething sphere of un-light strips away existence wherever it hovers.

Detect and Identify

- No check is needed to notice the Huge sphere of antimatter if the environment is bright or dim illumination. In darkness, it is invisible and can only be viewed with truesight.
- **Intelligence (Arcana) DC 24:** Identify the trap.

Effect (continuous trap)

The floating sphere is a 15-foot-diameter void that annihilates everything it touches—matter, energy, light, sound, magic, and so on. If something exists, it ceases to exist upon coming into contact with the voidstar, as though sucked into oblivion. The voidstar is therefore immune to any attack, spell, or attempt to affect it, except those noted in Countermeasures.

On initiative count 20 (losing initiative ties), the voidstar flies up to 60 feet, drawn to annihilate the greatest number of creatures possible. When it enters a creature's space, the creature takes 132 (24d10) force damage, or half damage on a successful DC 22 Constitution saving throw. A creature reduced to 0 hit points by the voidstar is utterly obliterated. The voidstar bypasses resistances, immunities, and any kind of magical protection.

Countermeasures

- ***Control the Voidstar:*** A creature within 60 feet of the voidstar can use an action to make a DC 30 Intelligence (Arcana) check. On a success, the creature takes control of the voidstar, directing where it moves on its turn, which is up to 60 feet in any direction. On a failure, the voidstar moves 30 feet toward the creature, plus an additional 30 feet for each prior attempt that creature has failed within the last year.

  If a creature attempts to take control of the voidstar while it is under another creature's control, it makes an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The contender must win the contest with a result of at least 30 in order to take control of the voidstar.
- ***Wish:*** A creature that casts the *wish* spell while it can see the voidstar can wish for the voidstar to disappear (or other such end to it). Upon doing so, the caster must make a DC 24 Intelligence (Arcana) check. On a success, the spell functions (as producing an effect other than duplicating another spell). On a failure, the caster is sucked into the voidstar and annihilated completely.
- **Deific Superiority:** A god can affect the voidstar. A god's magic and innate defenses function against it. An artifact created by a god functions against the voidstar as well. Though the voidstar cannot be destroyed by attacks or damaged, other godly magics can potentially neutralize it or seal it away.

Note: A voidstar is difficult to classify. Many scholars categorize it along with artifacts, despite that it is not an object, but rather a void (the argument is that a voidstar can be crafted—with mighty components). It is presented here as a magical trap in order to showcase the incredible threat it poses and the experiential reward of heroes overcoming it.

A further point worth noting is the theory that after a voidstar has obliterated a vast quantity of matter, it ceases to exist, leaving behind a dense mineral sphere in its place. While this phenomenon has (thankfully) never been tested, it is accepted as true.





Skill Encounters

Skill encounters are scenarios in which skills are the primary way to navigate and resolve challenges. Sometimes a skill encounter leads to combat or some form of direct hostility, but most of the time, skill usage is the main solution.

Each skill encounter has a listed challenge rating. Much like with monsters and traps, characters can earn experience points from resolving the encounter successfully. Each skill encounter lists some suggested applications of skills, but these are by no means an exhaustive list. The GM must improvise, as there are almost unlimited possibilities when it comes to problem solving. Encourage and support creative solutions to the challenges whenever possible. Furthermore, the GM should be cautious not to tell the players what to do. It is usually best to present the scenario from the characters' point of view, then let the players interact with it as they see fit through their characters.

The encounter descriptions often refer to "characters", as it will most likely be the characters taking part in the scenario, though the various challenges and effects apply to any creature.

It is best to let a skill encounter play out naturally, coming to a conclusion in an organic way (whether a success, a failure, or a mixture of both). The GM can organize the encounter into character turns if necessary, though keep in mind that the passage of time in skill encounters is more abstract, often representing longer time spans per round than 6 seconds.

Simple Animal Encounters

1. Hare (CR 0; 0 XP). A hare is struggling with its foot caught in a hunter's snare. Characters can cut the snare or unfasten it from the hare's foot. If the characters eat or release the hare, they anger the hunters (as 3 **scouts**) who set the snare and need the meat for food.

2. Opossum (CR 0; 0 XP). The characters startle the critter, which was resting in the undergrowth near where they stepped. It shrieks and plays dead.

Wisdom (Perception) DC 13: Notice a cluster of tiny round bulges in the opossum's pouch.

Wisdom (Animal Handling) or Dexterity (Sleight of Hand) DC 15: Retrieve what is in the opossum's pouch, which turns out to be 3d4 *goodberries*. On a failed check, the opossum skitters away or climbs up a tree.

3. Ravening Beetles (CR 0; 10 XP). While the characters are taking a long rest, a swarm of beetles devours their food or rations.

Wisdom (Perception) DC 10: Notice the beetles after they have eaten half the food. A sleeping character has disadvantage on this check.

Wisdom (Perception) DC 15: Notice the beetles before they have eaten anything. A sleeping character has disadvantage on this check.

4. Skunk (CR 0; 10 XP). The frontmost character startles a skunk that was well hidden, and it sprays. The character must succeed on a DC 13 Dexterity saving throw or be hit by the musk. If hit, the character emanates a strong odor for 24 hours, which can be smelled up to 2,000 feet away or up to 2 miles away by creatures with the keen smell trait. Additionally, the character must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

Wisdom (Perception) DC 18: Notice the skunk just in time and avoid it.

5. Squirrel (CR 0; 0 XP). A pair of squirrels are playing excitedly. They take notice of the characters and follow them, taunting them with their chattering barks.

Wisdom (Animal Handling) DC 15: Gain the squirrels' trust, who then lead the characters to a small grove maintained by neutral good druids where the party can rest safely.

6. Fox (CR 1/8; 25 XP). A fox darts by, carrying something shiny in its mouth.

Dexterity (Acrobatics) DC 18: Chase the fox through the undergrowth and catch it. The character obtains the trinket—a piece of jewelry worth 1d10 × 10 gp (perhaps stolen from a nearby NPC). A character that fails the Acrobatics check by 5 or more has a bad fall, taking 2 (1d4) bludgeoning damage and suffering an ankle injury. The character's speed is reduced by 10 feet, and they have disadvantage on Acrobatics and Athletics checks for 1 week.

Wisdom (Medicine) DC 15: Cure the character's ankle injury. This requires 1 day of care and spending a use of a healer's kit.

7. Owl (CR 1/8; 25 XP). An adolescent **owl** is hobbling on the ground with an injured wing. Its nest is in a hollow 20 feet up a nearby tree. If a character approaches, the owl screeches in fear and agitation.

Wisdom (Animal Handling) DC 13: Calm the owl, allowing the characters to physically inspect it.

Wisdom (Medicine) DC 10: Determine that the owl needs several days of rest for the wing to recover, during which time, the owl will not be able to hunt or sustain itself.

Strength (Athletics) DC 15: Climb up to the owl's nest. If a character fails this check by 5 or more, they fall and take 7 (2d6) bludgeoning damage.

8. Deer (CR 1/4; 50 XP). A young deer has its hind leg stuck in a gnarled log. If a character interacts with the young deer, its father appears (as a hostile **elk**).

Kostek (left)

Wisdom (Animal Handling) DC 15: Calm the buck.

Dexterity (Sleight of Hand) DC 10: Free the young deer's leg without hurting it.

9. Weasel (CR 1/4; 50 XP). A **weasel** is rolling around playfully, then it slowly approaches the characters. If a character closely interacts with the critter, it bites. The character must succeed on a DC 13 Constitution saving throw or contract a disease (rabies). It takes 1d4 days for the disease's symptoms to manifest, causing the infected character 1 level of exhaustion, which is not removed by completing a long rest. Every 24 hours, the infected character must repeat the saving throw. On a failed save, the character accumulates another level of exhaustion. On a successful save, the character reduces their exhaustion by 1 level. If the character recovers from all the ongoing exhaustion levels, they are freed of the disease

Intelligence (Nature) or Wisdom (Survival) DC 15: Identify that the weasel is rabid.

10. Parrot (CR 1/2; 100 XP). A parrot (as **raven**) in a tree squawks a riddle at the characters, such as, "A thousand arms wrap around, to towering heights from the ground, never giving up their grasp, in every season they are found." The parrot is actually the familiar of a NE **mage**. If a character successfully answers the riddle (*vines*), the parrot flies to its master, who is pleased and allows the characters to pass through (or even meets with them jovially). If the characters fail to solve the riddle, the **mage** takes them for weak-minded fools and will try to prey upon them opportunistically. If the characters harm the parrot, they provoke the mage's ire, who becomes hostile.

Intelligence (Investigation) DC 15: Partially work through the riddle, represented as a hint, such as, "The riddle seems to allude to some kind of plant or vegetation."

11. Polar Bear (CR 1; 200 XP). A skinny **polar bear** is trapped in a cage. It looks to be starving and in fact already has 2 levels of exhaustion. If released from the cage, it will attack out of desperation for food.

Strength DC 22: Break open the cage.

Dexterity (Thieves' Tools) DC 15: Unlock the cage door.

Wisdom (Animal Handling) DC 15: Prevent the released bear from attacking. This check can only be attempted if the bear is first given a generous amount of food.

12. Giant Boar (CR 2; 450 XP). At night, a **giant boar** passes nearby, sniffing intently at the ground.

Dexterity (Stealth) DC 13: Follow the boar without it noticing the character. On a failure, the boar is alerted to the character's presence and becomes hostile. On a success, the boar comes to a place where it roots around vigorously, discovering a patch of pale mushrooms just below the surface.

Dexterity (Sleight of Hand) DC 15: A successfully hidden character can sneak near the feasting boar and swipe a cluster of the mushrooms. If eaten, the pale mushrooms have a delicious, savory taste and are quite nutritious. On a failed check, the foul-tempered boar notices the character and attacks.

Intelligence (Nature) DC 13: Identify the mushrooms as buried angels, a rare fungus with curative properties. The cluster of mushrooms can be sold for 100 gp, or a character who is proficient with the herbalism kit can brew a *greater healing potion* with them.

Complex Skill Encounters

Labyrinth Navigation

Skill Encounter CR 2 (450 xp)

The party attempts to navigate through a labyrinth, which could be part of a larger dungeon or a free-standing maze. The skill encounter begins with the party stating their intended destination. This can be specific ("the entrance to the Tomb of Blacktongue") or general ("the exit on the other side of the labyrinth"). The characters should then decide on their travel pace, group formation, and who will be the lead navigator of the group (often the character with the best Survival skill).

If the party attempts a short rest in the labyrinth, there is a 20% chance that a wandering monster(s) interrupts them. This chance increases to 60% for a long rest.

-Navigation Checks-

The party's lead navigator makes a series of three DC 15 Wisdom (Survival) checks. Each round represents the passage of time, perhaps 10 minutes, 20 minutes, or 1 hour, depending on the size of the labyrinth and the party's travel pace. Before each navigation check, allow the characters the opportunity to roleplay and assist each other with skills, spells, items, etc.

- For each successful navigation check, roll 1d20 on the Events below.
- For each failed navigation check, roll 1d20 + 10 on the Events below.

-Navigation Check Results-

3 Successes: The party arrives at their destination without delay.

2 Successes: The party arrives at their destination, though in twice the amount of time.

1 Success: The party is lost in the labyrinth, and they encounter a wandering monster(s). They can attempt the skill challenge again.

0 Successes: The party is lost in the labyrinth. Each character must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion. In addition, the party encounters a wandering monster(s). They can attempt the skill challenge again.

-Events-

1–2: The party finds a sanctuary—a room 30 feet by 30 feet in size, with a reinforced door that can be barred from the inside, and two arrowslits in the walls with views of the labyrinth corridor outside. The chamber also has a chest with four filled waterskins, four days of rations, and a *potion of healing* with a note that reads "stay strong."

3–4: The party finds a sanctuary—a room 30 feet by 30 feet in size, with a reinforced door that can be barred from the inside, and two arrowslits in the walls with views of the labyrinth corridor outside.

5–6: All is quiet as the party paces the twists and turns of the labyrinth. Each character can make a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. On a success, the character finds random treasure worth 10 gp.

7–8: All is quiet as the party paces the twists and turns of the labyrinth. Each character can make a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. On a success, the character finds a random trinket or mundane object.

9–11: All is quiet as the party paces the twists and turns of the labyrinth.

12–13: A **swarm of rats** gnaws on a skeletal corpse. They scatter if the characters draw near.

14–15: The party and a group of goblins spot each other at a distance of 90 feet. There are 5 **goblins** led by a 2nd-level goblin rogue. They are treasure hunting, seeking a dungeon entrance, or scouting for a new lair. The goblins are nervous about the characters and will not attack unless provoked (or if they somehow have an unfair advantage).

16–18: Ball and chain trap[EEE]

19–21: Bloodvein mold hazard[EEE]

22–23: 5 **giant centipedes** scuttle out of a crevice 30 feet away from the party. They are hungry predators.

24–26: An **ochre jelly** flows out of a crack in the floor underneath a random character.

27–29: Gout of flame trap[EEE]

30: An **otyugh** hiding in a mucky pit attempts to ambush the party.

Exploring the Shipwreck

Skill Encounter CR 3 (700 xp)

A wrecked galley *Tidesplitter* lies in the clutches of rocks that lurk below the surface of the water. The ship is tilted partially to one side, and its bow juts upwards. The tatters of its sails toss in the wind, and waves slap endlessly against the brine-crusted planks of its hull.

-Challenges-

Climb Onto the Ship. A character can climb onto the wrecked ship with a DC 15 Strength (Athletics) check. On a failed check, the character slips and takes 3 (1d6) bludgeoning damage plus 3 (1d6) piercing damage from the rocks.

Top Deck. The top deck is difficult to traverse due to the sloping angle of the shipwreck, the spatters of seagull droppings, and the whipping ocean winds. In the middle of the top deck is a hatch covering a step ladder leading down to the lower deck.

To traverse the top deck, a character must make a DC 10 Dexterity (Acrobatics) check. On a failed check a character tumbles down the slope to the aft gunwale, taking 3 (1d6) bludgeoning damage. On a successful check, a character can search the top deck, finding 1d6 × 20 feet of hempen rope that is still in good condition. In addition, there are some skeletal remains of crew members found here.

Lower Deck. The lower deck has crew quarters and is dim and musty. The sloping floor is mitigated by plentiful handholds. The aft section has standing water, the door to the captain's cabin, and a ladder and hoist to the cargo hold.

A successful DC 15 Wisdom (Survival) check determines that one of the old crew rooms is now a nest of sea vipers (**swarm of poisonous snakes**), which allows the characters to avoid the danger. A DC 10 Intelligence (Investigation) or Wisdom (Perception) check locates 1d10 gp and a trinket. A couple of the crew rooms also have skeletal remains of crew members.

Captain's Cabin. The door to the captain's cabin is locked. It can be lockpicked with a DC 20 Dexterity (Thieves' Tools) check, broken open with a DC 18 Strength check, or destroyed with attacks (AC 15; 15 hp). This cabin was once well furnished, but now is decrepit, moldering, and flooded, with standing water up to 3 feet at its deepest point.

A DC 13 Intelligence (Investigation) or Wisdom (Perception) check determines that the floorboards here are weak and damaged and that the tip of a massive, sharp rock breaks through from below. When a character walks into the captain's cabin, the floor gives out. The character must succeed on a DC 15 Dexterity saving throw or plunge into the cargo hold below, taking (2d6) piercing damage from the huge rock.

After the floor has given out, the room effectively becomes a flooded pit, though bits of floorboard still protrude out along the walls. A character can balance along this jagged edge with a DC 15 Dexterity (Acrobatics) check. On a failed check, the character falls as described above. On a successful check, the character reaches the other side of the room, where there are built-in cabinets. Inside the cabinets, the character finds a bottle of fine spirits, 5d10 gp, a pair of silver goblets worth 25 gp each, and a stained map that shows an island labeled "Cannibal Isle", with the names of three individuals jotted in sloppy handwriting next to it: Les Carahank, Jaggy Drumgilda, and Vorce Toven.

Cargo Hold. The cargo hold is dark and badly flooded. The forward section has standing water 4 feet deep, and by the midway point, the cargo hold is completely submerged. Barrels, boxes, and sacks are strewn throughout the hold. A huge rock breaks through the aft section, creating a crude, narrow opening into the ocean, and the tip of the rock rises up just through the floorboards of the captain's cabin.

A character that searches the cargo hold makes a DC 17 Intelligence (Investigation) or Wisdom (Perception) check (keep in mind the dark environment). On a failed check, the character finds nothing but waterlogged, ruined trade goods, and a **giant poisonous snake** surprise attacks the character. On a successful check, the character finds 1d6 × 50 gp worth of trade goods still in fine condition (i.e. jars of spices, bolts of silk) and avoids any danger.

-Variant Objective-

Recover the Cargo. The characters are tasked to recover a valuable piece of cargo from the belly of the shipwreck, such as a religious relic, a stolen jewel, or a piece of a magic staff.

Howls in the Night

skill encounter CR 3 (700 xp)

A wolf howls in the distance, and from the opposite direction, its packmates howl in response (the characters are between these two calling sides). A minute later, the lone wolf howls again, and this time, when the packmates respond, something else interrupts them … something monstrous, resonant, and deep, an otherworldly howl that causes the very atmosphere to tremble. Soon after, the lone wolf howls once more, the packmates whimper, one of them yelps in pain, and the otherworldly howl repeats, this time closer to the characters. This mysterious and dreadful thing will reach the characters in 1 minute (10 rounds).

Intelligence (Arcana) DC 20: Determine that the eerie howl is from an aberration, an unknown horror from beyond the planes that is somehow infiltrating the present space.

Wisdom (Perception) DC 13: Track down the lone wolf or the group of packmates by following their sounds.

Wisdom (Survival) DC 15: Navigate a route away from the aberrant horror. After two successful checks, the party escapes it. For each failed check, the amount of time before the aberration reaches the characters reduces by 5 rounds.

If the characters come into contact with the aberrant horror, they must each make a DC 15 Wisdom saving throw. On a failed save, a character takes 10 (3d6) psychic damage and suffers long-term madness. On a successful save, a character takes half damage and suffers no other effect. The thing from beyond then slips away between the folds of space.

Rushing River

skill encounter CR 4 (1,100 xp)

A dangerous and fast-flowing river impedes the characters' progress. The river is about 200 feet across here, which is one of its narrowest and least dangerous points. Each of the following checks represents a portion of the river. Passing through all of them allows a character to reach the other side.

Area 1—Strength (Athletics) DC 15: Swim through a swift current with rocks and reach area 2. On a failure, a character takes 3 (1d6) bludgeoning damage and makes no progress.

Area 2—Wisdom (Survival) DC 15: Avoid a strong undercurrent. On a failed check, a character is caught underwater and must succeed on a DC 15 Constitution saving throw or suffer 1 level of exhaustion. Whether a character succeeds or fails on the Survival check, they proceed to area 3.

Area 3—Strength (Athletics) or Wisdom (Perception) DC 15: Avoid jagged rocks and reach area 4. A character caught underwater has disadvantage on this skill check, though they swim to the surface if they successfully reach area 4. On a failure, a character takes 10 (3d6) slashing damage and makes no progress.

Area 4—Strength (Athletics) DC 15: Swim through a swift current with rocks and reach the bank on the other side of the river. On a failure, a character takes 3 (1d6) bludgeoning damage and makes no progress.

Riddle Door, Eye and Gargoyle

skill encounter CR 4 (1,100 xp)

The characters' progress is blocked by a large reinforced door, whether at the entrance to a dungeon or within its depths. The doorway is framed by an arch of rune-inscribed stones. To one side, a brass eye the size of a person's head is affixed atop a pedestal. To the other side stands a stone gargoyle statue.

Statistics (door—Large object)

- AC 17, 40 hp; damage threshold 20 (*fortify object*[EEE])
- Break open: Strength check DC 32 (*arcane lock*)
- Password unseals the door for 1 minute

Statistics (brass eye and pedestal—Small object)

- AC 17, 40 hp; damage threshold 20 (*fortify object*[EEE])
- Break down: DC 20 Strength check

Statistics (gargoyle statue—Medium object)

- AC 17, 40 hp; damage threshold 20 (*fortify object*[EEE])
- Break down: DC 20 Strength check

-Dangers-

Brass Eye. The eye has truesight out to 120 feet. If a character takes a hostile action towards any of the three objects, the eye casts *heat metal* or *scorching ray* upon the character as a reaction (spell DC 14, +6 to hit with spell attacks). The eye can take a reaction during each character's turn, and it automatically succeeds on concentration checks.

Gargoyle Statue. If a character attempts to walk through the doorway before the password has been spoken, the gargoyle attacks them as a reaction: +7 to hit, reach 10 ft., 12 (2d6 + 5) slashing damage. The gargoyle can take a reaction during each character's turn.

-Solutions-

Knowledge—Intelligence (Arcana) DC 14: Identify the properties of the three objects and that the runes in the doorway arch form a riddle whose answer is the password.

Disable—Intelligence (Arcana) DC 16: Two successful checks disables the eye or the gargoyle. If a character fails this check by 5 or more, the object attacks.

Dispel Magic: As though dispelling a 4th-level spell, counts as one successful disable check.

Riddle in the Runes. The stones of the doorway arch contain runic script. A character that knows Primordial can read the runes as, "I see without eyes. I devour without a mouth. Handless, I climb. Legless, I stalk the ground. Always hungry, always growing, always searching, never knowing." A character that succeeds on a DC 15 Intelligence (History) check receives the following clue regarding the answer to the riddle, "It refers to a rather unique and bizarre form of creature, though not one that is unheard of."

Speaking the password "ooze" in Primordial suppresses the *arcane lock* and the gargoyle for 1 minute.

Scarecrow Field

skill encounter CR 5 (1,800 xp)

The characters enter a field or glade with multiple natural exits. It is uncertain which path is the correct one to take in order to reach their destination. They notice a number of scarecrows on upright wooden posts. These sackcloth

sentinels tilt their heads to watch the characters' every move. If a character attacks the scarecrows, they are destroyed easily, reduced to straw and tatters. A **night hag** named Ruoxa Thornwart created these scarecrows. She can see and hear through them, and she will visit the characters with her nightmare haunting if the scarecrows are damaged. Otherwise, she is interested in who the characters are, their goals, and where they are heading.

Knowledge—Intelligence (Arcana) DC 15: Identify that these scarecrows are not creatures, but magical objects that allow the creator to observe remotely. This opens up a use for the Persuasion skill (see below). *Detect magic* reveals an aura of divination magic around each scarecrow. On a failed Arcana check, the character wrongly believes these are scarecrow monsters and that they are a threat.

Navigate—Wisdom (Survival) DC 20: A character who is proficient in Survival can attempt to discern the correct path out of the scarecrow field, leading toward their destination. On a failed Survival check, the characters get lost. They arrive back at the scarecrow field 2d4 hours later. Each character must succeed on a DC 13 Constitution saving throw or suffer a level of exhaustion.

Interact—Charisma (Persuasion) DC 17: Convince the scarecrows' creator to help. The scarecrows point in the direction of the exit characters need in order to reach their destination (though she still might follow them in secret out of curiosity). On a failed Persuasion check, the scarecrows point towards an exit that will lead the characters to the lair of a flesh-eating **oni** named Kufuku. He and the **night hag** sometimes associate with one another on shared interests.

-Goals of the Night Hag-

Ruoxa Thornwart the **night hag** takes an interest in the characters. She becomes hostile if they damage or destroy her scarecrows. If a character uses magic to solve the scarecrow field quandary, the hag uses her nightmare haunting against that character as a kind of sadistic tease. Otherwise, her personal motivation is to manipulate and corrupt the folk of Listwood Villa.

Drowning Ghost

skill encounter CR 6 (2,300 xp)

An undead spirit thrashes within a well, a pool, or even a spectral apparition of water. Her face breaks the surface, and she gasps, "Help me!" but is otherwise unable to speak.

-Dangers-

Touch the water or ghost. A character that makes direct contact is pulled into the water, even if they use an object to do so (such as the haft of a weapon or a rope). Once in the frigid water, the character cannot breathe. They have a number of rounds equal to their Constitution modifier (minimum 1), then at the start of their following turn, they drop to 0 hit points and are dying. At this point, the creature cannot regain hit points or be stabilized until it can breathe again.

As an action, the character or another with physical access to them can make a DC 17 Strength (Athletics) check. On a success, the character escapes the water.

Flee. If a character tries to get away from the pool of the drowning ghost, a watery tendril lashes at them, with a reach of 30 feet. The character must succeed on a DC 17 Strength saving throw or be pulled into the water, where they cannot breathe (as described above).

Tell the ghost she is dead. This spirit is trapped in eternal agony, believing that she is still alive and desperately struggling to escape the water. However, revealing to her that she is actually dead will cause her to enrage, which increases the DCs of the dangers to 19.

-Solutions-

Knowledge—Intelligence (Religion) DC 15: Determine the basic information about the ghost in the dangers section. The character also knows that some unresolved trauma is preventing this spirit from passing on.

Turn Undead. If the ghost is subjected to Turn Undead, she makes a Wisdom saving throw with a +5 bonus. On a failed save, the ghost disappears and the pool is rendered harmless for the duration of Turn Undead.

Encourage—Charisma (Persuasion) DC 15: Encourage the ghost to swim and save herself. The ghost cries out, "They bound me! I can't swim!" She is able to speak for a limited time and interact with the characters. "Please, I cannot die like this! I need to find my son!" This opens up a second usage of Persuasion.

Further Information—Charisma (Persuasion) DC 15: Obtain more information from the ghost. She moans, "The dark sorcerer took my son! I have to get him back!" The ghost's name is Iris, a poor maidservant who bore a bastard son begotten of a traveling adventurer seven years ago. She describes a shadowy sorcerer named Poe Atangal who is in league with the corrupt local lord. Her son Wyant had a spontaneous magic outburst one day at the town market, which the sorcerer observed. He demanded the boy for his own ward and apprentice, but the mother stubbornly refused him. Shortly after, the sorcerer and his henchmen appeared at her shack with an official writ signed by the lord of the town, saying the boy was a danger and that the sorcerer was to take charge of him. Wyant ran out the back of the shack and hid in the woods. Iris fought against the sorcerer and the men. They overtook her, bound her, and dragged her to the town well. She shrieked as they dunked her into the cold water again and again. Wyant appeared, having heard his mother's screams and the mens' threats. The sorcerer took the boy and left the defiant mother to drown in the well.

-Success in the Encounter-

If the characters learn of the ghost's situation and give their word to find and aid her son, she slips away beneath the water. The pool is no longer a danger to them.

-Failure in the Encounter-

If the characters accrue 3 failures, the ghost lets out a horrific gurgling shriek, and watery tendrils lash out at all characters within 30 feet of the pool. Each character within this range must succeed on a DC 17 Strength saving throw or be pulled into the water, where they cannot breathe (as described above). After this final assault resolves (with the characters either escaping or drowning), the ghost disappears and the pool becomes harmless for 24 hours.



Arena Combat

The following rules govern combat at a gladiatorial arena. They function for both in-campaign battles and player vs. player battles.

Idle Turns. If a combatant spends their entire turn running away, hiding, incapacitated, or otherwise not in the fight, they accrue 1 idle turn. A combatant that accrues a total of 10 idle turns in a fight loses.

One Minute Timer. A player has 1 minute to decide what their character is doing on their turn. If 1 minute elapses, the player must immediately state a course of action or their character takes the Dodge action.

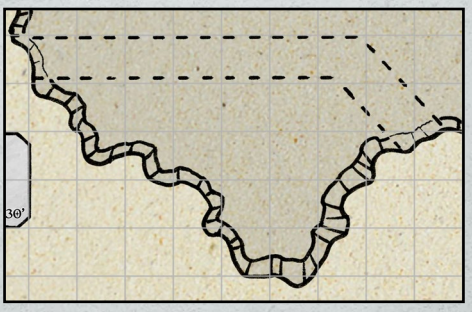
Arena Map. The following Arena of Champions map is designed as a dynamic environment. It has terrain elements, hazards, and some magical effects. It provides a good amount of variety with starting distances between opposing combatants. You can remove or add to these arena features, or create a new arena altogether. When designing a new arena, consider what kinds of battles it is suited for. For example, if you want an arena that puts combatants into immediate close-quarters combat, no starting space should be more than 30 feet away from any other. Or, if you prefer an arena that lends well to ranged combat, allow more distance between starting spaces and make sure to include blocking terrain that combatants can utilize for cover.

Arena Features

Elevation. The elevations noted on the map are absolute. For example, if you are on a landing marked as +20', and you move up to a landing marked as +30', you have ascended 10 feet.

Ceiling. The arena ceiling is 60 feet high. All other elevations are marked on the map.

Bridge. A stone bridge crosses over a section of the pit.



Pit. The pit is 30 feet deep. Climbing the pit walls requires a successful DC 15 Strength (Athletics) check.

Kostek

Fire Orb. As a bonus action, a combatant can touch this fiery-colored magic orb and activate it. The fire orb has the following statistics.



Fire Orb

Tiny object
Armor Class 17
Hit Points 20
Damage Immunities fire, necrotic, poison, psychic, radiant
Speed fly 30 ft. (hover)

STR	DEX	CON
2 (−4)	16 (+3)	14 (+2)

Magical Device. A creature that touches the orb can activate it as a bonus action and immediately issue a command to it: Move up to its speed and use Dash or Flame Ray. The controller specifies where the orb moves and aims its attack. The controller can spend a bonus action on each of its subsequent turns to issue a command, otherwise the orb does nothing. A different combatant that touches the orb can attempt to take control of it by spending a bonus action and succeeding on a DC 20 Intelligence (Arcana) check. The fire orb can be dispelled as though it were a 5th-level spell.

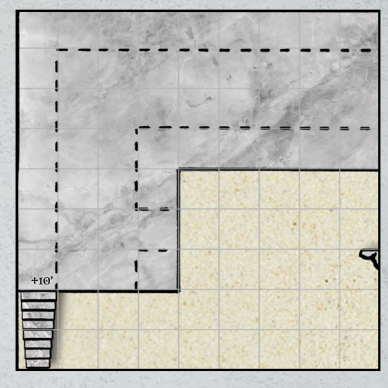
Flame Ray. The orb makes a ranged spell attack at a target within 60 feet of it. On a hit, the target takes fire damage. The attack and damage values depend upon the average level of the combatants.

Level 4 or lower: +5 to hit, 1d10 fire damage
Level 5–10: +7 to hit, 2d10 fire damage
Level 11–16: +9 to hit, 3d10 fire damage
Level 17 or higher: +12 to hit, 4d10 fire damage

Ladder: Combatants can climb the ladder at half speed to reach the top of the spire platform.



Shadowy Tunnels. The northwestern structure in the arena is 10 feet tall. The tunnels running through it have 8-foot ceilings and dim light.



Spiked Pillars. If a combatant is forced into a spiked pillar, it takes 2d6 piercing damage.

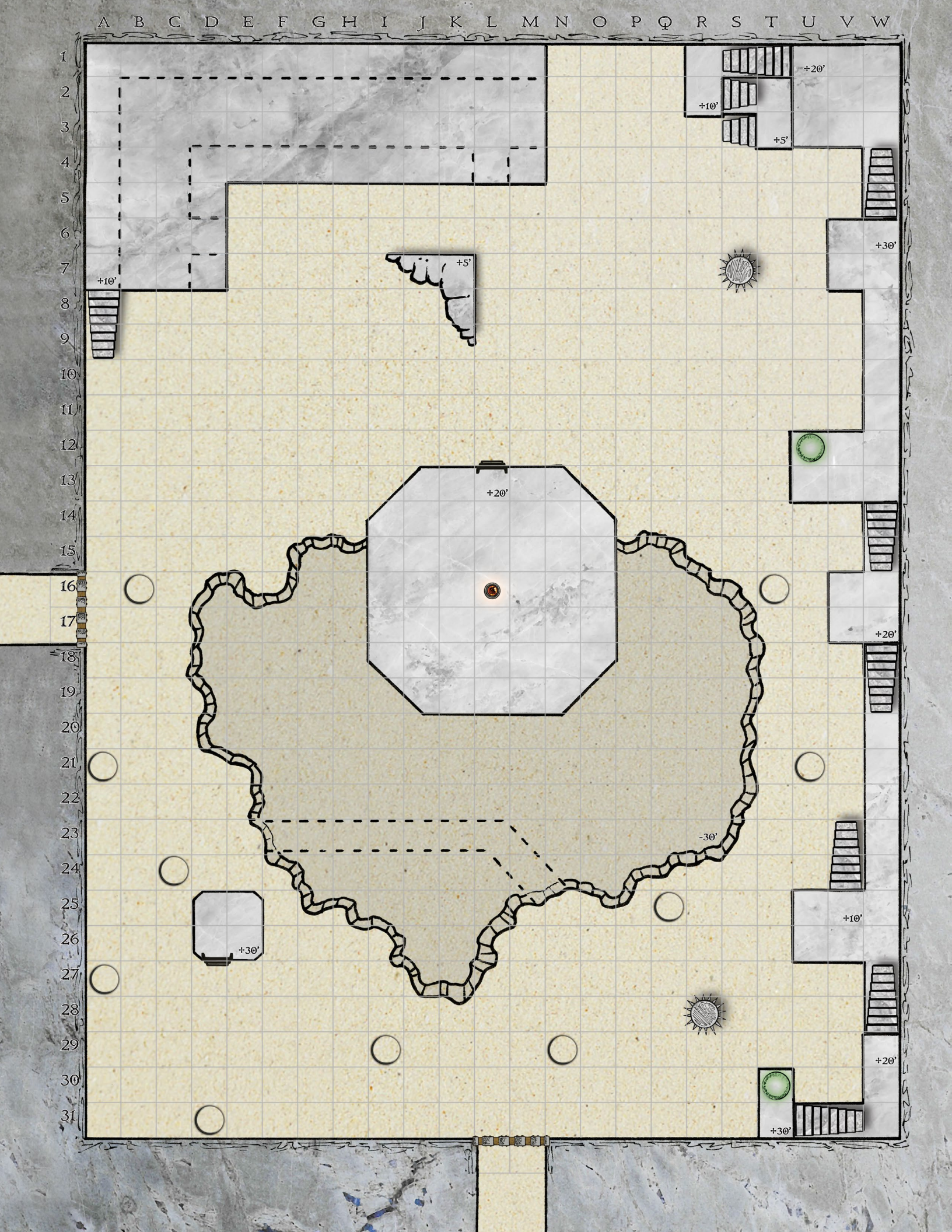


Starting Spaces. The arena has a number of designated starting spaces, marked by circles on the ground. Starting with the combatant with the lowest initiative roll, each combatant choses its starting space before the first round of combat.



Teleportation Circles. The Arena of Champions has two circles of glowing arcane runes. A combatant standing in such a circle can use its action to teleport to any unoccupied space in the arena that it can see.




A B C D E F G H I J K L M N O P Q R S T U V W
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
+20'
+10'
+5'
+30'
+5'
+10'
+20'
+20'
-30'
+10'
+20'
+30'

Player vs. Player Rules

Hiding. If a character becomes hidden (via Stealth, invisibility, etc.), the player may remove the character's miniature from the arena map. The player must note in what square the character is hiding (to be able to confirm to other players later if needed).

Readying an Action. If a character readies an action, the player does not need to reveal specific details about what the action and trigger are, though the player must note them (to be able to confirm to other players later if needed).

Optional Arena Rules

Nonlethal Combat. Introduce the following magic item in order to make arena combat nonlethal. Each combatant wears an *arena armband* while fighting and loses the fight if the armband triggers.

Arena Armband

Wondrous item, uncommon

This armband is attuned to a specific gladiatorial arena. When you wear the armband inside the associated arena, you are protected by an abjuration ward. If a creature also wearing an *arena armband* would kill or dismember you, you instead drop to 1 hit point and fall unconscious for 10 minutes.

Wandering Monsters. Arena battles can feature independent monsters that are on neither side, but rather take hostile actions according to their own nature. Wandering monsters typically do not begin a fight on starting spaces, but rather in locations such as the pit, the shadowy tunnels, or on the raised central platform. Below are suggested wandering monsters, based upon the average level of the combatants.

Level 4 or lower: Basilisk, brown bear, ettercap, gargoyle, giant spider, giant vulture, lion, rhinoceros, 1d6 wolves, 1d6 zombies

Level 5–10: Air elemental, barbed devil, chuul, ettin, flesh golem, 1d6 ghasts, giant scorpion, 1d6 gricks, otyugh, triceratops

Level 11 or higher: Efreeti, horned devil, 1d4 salamanders, stone golem, 1d4 vampire spawns, 1d4 xorns

Flooded Arena. Water fills the arena, allowing for aquatic battles. The water is 9 feet deep (even deeper in the area of the pit). Platforms that are +10' elevation or higher are above the water. Watercraft can be added, such as rowboats, rafts, or even a small-scale galley.

Circles of Empowerment. Instead of teleportation circles, the magic sigil rings at spaces U12 and T30 contain bolstering magic. A combatant standing in such a circle can use their action to activate the magic. This functions as though the combatant had cast the indicated spell(s), though no concentration is not required. Once activated, a circle of empowerment cannot be used again this battle. Below are suggested spells, based upon the average level of the combatants. You can set which spells are stored into each circle ahead of time or make a random roll when a combatant activates the magic.

Level 4 or lower:

1. *Alter self* + *blur*
2. *Bless* + *cure wounds* (1d8 + 3)
3. *Enhance ability* + *shield of faith*
4. *Expeditious retreat* + *spider climb*
5. *Gust of wind* + *see invisibility*
6. *Jump* + *mirror image*

Level 5–10:

1. *Conjure animals* (one beast of CR 2)
2. *Cure wounds* (2d8 + 4) + *spirit guardians*
3. *Darkvision* + *haste*
4. *Fly* + *protection from energy*

Level 11 or higher:

1. *Antilife shell*
2. *Cure wounds* (4d8 + 5)
3. *Fire shield*
4. *Greater invisibility*

Limited Consumable Items. The use of consumable magic items (e.g. potions, spell scrolls, magic ammunition) can potentially spoil an arena fight, making the battle less about talent and strategy, and more about funding. It is often a good idea to limit the usage of consumable magic items using one of the following options.

Light Restriction: A combatant can bring any amount of consumable magic items to an arena fight, but they cannot use more than 2.

Moderate Restriction: A combatant cannot bring more than 2 consumable magic items to an arena fight.

Full Restriction: Consumable magic items are not allowed in the arena fight.

Pre-Combat Preparations. Certain preparations might be allowed for an arena battle. Consider the following options.

Mage Armor. A combatant can cast *mage armor* before the battle. This option gives consideration to characters who normally have *mage armor* active long term.

Quick Preparations. Immediately before the battle begins, each combatant can take 1 action or bonus action. Such preparations cannot be offensive effects used against enemies nor can a combatant move from their starting position. This option makes the battle more dynamic and increases the combatants' power level.

To limit this option's impact on the battle, implement preparation caps, such as 2nd-level spells, 3rd-level features, and uncommon magic items.

Esper (left)



Magic Shops

Visiting a magic shop and interacting with an interesting NPC can be a highlight of campaign downtime (or even in the midst of an adventure). Some are shops in the traditional sense of the word, while others are unorthodox to some degree—wandering mages, interplanar treasure hunters, or even grim crime lords.

Commerce Checks

Each magic shop has a variety of different wares. In lieu of the GM painstaking detailing an inventory, they can instead make commerce checks. To do so, a player first states a desired item. The GM then makes a check: 1d20 + [shop's commerce bonus], comparing the result to the DC determined by the item's rarity.

Common DC 10
Uncommon DC 15
Rare DC 20
Very Rare DC 25
Legendary DC 30

If the commerce check succeeds, the item is available for purchase. On a failure, the item is unavailable. A failed commerce check can be retried after a length of time determined by the GM (e.g. a month, a season, *"after Grimabald's caravan comes through"*)

Specialty: Each magic shop specializes in certain kinds of items. When determining the availability of this kind of item, the commerce check is rolled with advantage.

Additional Availability: If the commerce check result exceeds the DC by 5 or more, the GM can rule that the shopkeeper has two or more of the item available.

The Commerce Check Failed ... But: When a commerce check fails, the GM can rule that the desired item can be obtained, though with a complication. Perhaps the shopkeeper can acquire the item at the expense of much effort corresponding with contacts, and the item will be available in 4d6 days, with an increase of 25% to the price. Or perhaps the characters must undertake the dangerous task of obtaining a rare component that allows the shopkeeper or related NPC to craft the item.

Shopkeeper Information: Stat blocks and expanded lore for each shopkeeper can be found in the Named NPCs portion at the end of the Bestiary.

Who Else Is at the Shop?

d20	Who Else
1	A wealthy merchant (with guards) negotiating a complex deal
2	A party of young adventurers who lack sufficient funds
3	A mage who wears esoteric talismans
4	A foreign noble with an interpreter translating the exchange
5	Well-equipped hobgoblins; they are civil yet menacing
6	Four halflings; two engaging the shopkeeper, two browsing
7	A priest in a black robe with two hooded acolytes
8	Official guardsmen quietly speaking with the shopkeeper
9	A shaman with feathered clothes and body piercings
10	A mage-warrior whose skin has elemental patterns
11	Two half-orcs arguing with the shopkeeper over a price
12	A dear friend of the shopkeeper; they are catching up
13	A master smith delivering a recently-completed weapon
14	A man with a deep, raspy voice; the air around him is cold
15	A tiefling showing the shopkeeper an array of oddities
16	A boy trying to sell the shopkeeper a bean he swears is magical
17	An elf and a dwarf arguing about what equipment they need
18	An artificer with a guardian construct
19	A party of seasoned adventurers; they have a large, well-sealed crate with something growling inside it
20	Two women in extravagant clothes; they switch the language they are speaking when the characters enter

When a Shop Is Not a Shop

The word "shop" is used loosely for the purpose of this section. Sometimes, a magic shop *is* truly that—a dedicated place of business, much like any other shop, though far more protected than a typical outfitter or trading post. Other times, a magic shop is a mage's own residence or a palace or even a demiplane.

In such a case, when the shop is not truly a shop, the GM is encouraged to describe these additional details to the players. Perhaps the location is expansive and inhabited by NPCs or other creatures. Perhaps one cannot simply walk into the location, but first must interact with NPCs who serve as gatekeepers, guardians, or even interrogators.

In other situations, before the characters gain access to the shop, they might need to prove themselves to shopkeeper. Depending on the shopkeeper, this might be a single conversation or it might involve a quest of sorts.

Kostek (left)



Elgar's Elkhouse

Tucked between other tall structures, far away from the city's main thoroughfare, is a stone building with a reinforced door. Above, at almost third-story level, is a mounted elk head.

"What in the Hell do you want from me this time! I'll boil the skin from your bones, you—oh wait, I'm terribly sorry! I thought you were those thugs from the Dragon's Den."

Plot

Elgar has had long-standing troubles with a group of criminals who gather in an underground hideout called the Dragon's Den. Their leader is a half-dragon, whose white dragon mother was slain by Elgar and his party many years ago.

Elgar's Elkhouse

Magic Shop

Shopkeepers: Elgar and Viviane
Commerce +3
Specialty: Fire- or cold-themed items, rare components

Shop Guardians

- **Elgar the Arcane**[EEE]
- 1 **hypnotic enchanter**[EEE] (Viviane Dornstak, Elgar's wife)
- 2 **invisible stalkers** (hidden)

-SHOP TRAITS-

Magic Peephole: From inside the shop, one can see, hear, and speak through the mounted elk head by way of a peephole imbued with divination magic.

Walls: Thick stone walls; each 10-foot section of wall has AC 17, 100 hp, and damage threshold 15.

False Entrance: Reinforced wooden door, lock DC 20; actually a false entrance that immediately dead ends. The interior side of the door is coated in a thin sheet of lead and warded with *alarm* (mental) and *glyph of warding* (*conjure elemental—fire elemental*) (DC 16). These spells trigger if the door is lockpicked or broken in.

True Entrance: The true entrance to the shop is a secret door that is 10 feet off the ground, below the mounted elk head. It can be found with a DC 20 Intelligence (Investigation) check if a character searches high enough. The secret door can only be opened or closed by Elgar or Viviane speaking the password "fire and ice" in Primordial. Inside the shop is a ramp that can be extended from the secret door to the ground.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **soldier (captain)**[EEE], 4 **soldiers (elite)**[EEE]

Cande Moffatt



Mario Teodosio

The Cactus Lodge

Tall cactus plants grow thick within this region, and in the midst of their ranks is a lodge made of adjoining cacti. Like interlocking sentinels, these spiny plants compose the walls and supports of the lodge. The entrance is a weave of thorny limbs, with a brazier of green fire ever burning in front.

"If you swagger amongst thorns, you're bound to suffer pricks."

Plot

The Jade Magus's true name is Derajian, which he reveals to very few people. He is a hospitable and jovial fellow, though his easy smile hides a deep melancholy. Two years past, **Imogilda the Zograturgist**[EEE] trapped his parents inside one of her paintings, Sylvanheim. Within this surreal demiplane, they struggle to stave off fey enchantments, magical beasts, and other hazards. Derajian's mother is a half-elf sorceress and his father is a human sorcerer with a draconic bloodline, though he himself was born without any sorcerous power. This was an unending source of familial conflict, which eventually drove Derajian to pursue wizardry. Nowadays, he is seeking any information as to the whereabouts of Imogilda and her lair, wherein he might access the painting-portal and effect a rescue of his parents.

The Cactus Lodge

Magic Shop

Shopkeeper: The Jade Magus
Commerce +3
Specialty: Spell scrolls from the wizard spell list

Shop Guardians

- **Jade Magus**[EEE]
- 2 **shield guardians** (*black tentacles* spell stored)
- 4 **spearspine cacti**[EEE]

-SHOP TRAITS-

Walls and Door: Magically-enhanced cactus structure; each 10-foot section of the lodge has AC 15, 40 hp, and damage threshold 10. If a creature tries to break in or if it makes an attack against the cacti from within 10 feet, the spiny limbs attack that creature: +8 to hit, 7 (2d6) bludgeoning damage plus 7 (2d6) piercing damage, and the creature is restrained (Escape DC 18). The creature takes the damage again at the start of each of its turns while restrained.
The entrance to the vault is hidden inside the lodge (search DC 25). The vault contains most of the shop's magic items.

Vault Entrance: Reinforced wooden door, *fortify object*[EEE]; AC 17, 40 hp, damage threshold 20, break Strength DC 24, lock DC 25; warded with *alarm* (audible) and two *glyphs of warding* (*black tentacles*, *Esper's amethyst obelisk*[EEE]) (DC 16), which trigger if the door is lockpicked or broken in.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 2 **fire elementals**



Albevazin the Extraordinary

A small crowd cheers for a man in colorful garb who performs dazzling tricks. He juggles gemstones that crackle and glimmer, then disappears in a puff of red smoke, only to reappear standing atop his magician's carriage.

"Are you fond of riddles? Try your wit at this one: A stone in a mantle, a rainbow over the world, the prize of a hunter, the love of a girl."

Plot

When Albevazin was younger, he lost his closest friend, Ruce Azamgar in a fatal delve at Underleaf Caverns. Their adventuring party had entered the cave in hopes of winning wealth and glory. They were met by a gauntlet of magical traps and arcane puzzles that slew all but Albevazin, who crawled away mad from shock. Though he refuses to go near Underleaf Caverns again, if a character impresses Albevazin (particularly in skill with riddles), he will tell his tragic story and inform the character of the whereabouts of the dungeon.

Albevazin the Extraordinary

Magic Shop

Shopkeeper: Albevazin
Commerce +4
Specialty: Gems and stones, items related to luck or chance

Shop Guardians

- **Albevazin**[EEE]
- 1 **mage** (high elf friend, Drace Chevalion)
- 4 **doppelgangers** (shapechanged as children)

-SHOP TRAITS-

Wandering Mage: Albevazin does not maintain a fixed shop. He is a traveling mage who is liable to turn up in almost any town or along any road. His available wares are kept in his wagon.

Performer: Wherever Albevazin appears, folk gather to marvel at his magic tricks. None love his performances so much as children, a few of whom are in fact doppelgangers allied with him.

Wagon: Strengthened with *fortify object*[EEE]; the wagon has AC 15, 80 hp, and damage threshold 20. The door has AC 17, 35 hp, damage threshold 20, break Strength DC 20, and lock DC 25. Warded with *alarm* (audible) and *glyph of warding* (*prismatic spray*) (DC 16), which trigger if the wagon is broken into or harmed.

Cande Moffatt



Mario Teodosio

Mount Brave Monastery

Beyond the bustle of the city rises a series of wooded mountains. Stairs wind up one of the rocky slopes, passing between gnarled trees and under sacred arches, until arriving at a great monastery. Here dwell monks, priests, and those who seek to develop skill in martial arts. The resident headmaster is Theosis, who teaches advanced fighting techniques and maintains a reliquary.

"This is a place for seekers. Everyone who comes here is seeking something. Whether it is something within or something without, I hope you find what it is you are after."

PLOT

A decade ago, a peasant boy named Garawut arrived at the monastery. He became one of the most dedicated monks, training in martial arts with such fervor and self-discipline. After some time, he opened up to Theosis, confessing that he had fled to Mount Brave after his father and mother were imprisoned for conspiring against the local lord. Theosis warned Garawut against using his abilities to take revenge, and he advised the young man to petition an audience with the lord mayor. It seemed Garawut had heeded the headmaster's guidance, then he disappeared. Theosis believes he slipped away to seek out revenge after all or perhaps to find a master that will teach him shadow arts.

Mount Brave Monastery

Magic Shop

Shopkeeper: Theosis
Commerce +4
Specialty: Cleric- and monk-themed items; Does not have items that are exclusively for arcane characters, such as bards, sorcerers, warlocks, and wizards

Shop Guardians

- **Theosis**[EEE]
- 4 **monks (adept)**[EEE]
- 4 **saturnine magehunters**[EEE]

-SHOP TRAITS-

Monastery Chambers: There are various wings throughout the monastery, including a shrine and reliquary, gardens, a rooftop terrace, and quarters for a few members from an allied order known as the Saturnines.

Saturnines: These stern monks mistrust arcane spellcasters, whom they view as dangerous and volatile. They keep a close eye on mages who visit the monastery. The Saturnines' main monastery is elsewhere.

Reliquary Entrance: Reinforced wooden door, *fortify object*[EEE]; AC 17, 40 hp, damage threshold 20, break Strength DC 24, lock DC 25; warded with *alarm* (audible) and two *glyphs of warding* (*deific visage*[EEE], *edict of law*[EEE]) (DC 16), which trigger if the door is lockpicked or broken in.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 2 **monks (adept)**[EEE], 2 **priests**, 8 **monks (acolyte)**[EEE]



Baio's Bazaar of the Bizarre

In a well-defended ward of a major city is an indoor bazaar with a bronze rhinoceros statue at its center. Stands are packed with exotic goods imported from the far corners of the world—strange critters in cages, statuettes of gods and monsters with names unpronounceable in the common tongue, and pungent scents that make the nose wrinkle with curiosity.

"You look as though you have traveled far. Perhaps you will recognize some of the items here. In fact, one of these shelves might hold some relic you yourself recovered."

Plot

Less than a decade ago, a faction of tiefling nobles allied themselves with devils and attempted to dominate the land. The ensuing civil war cost thousands of lives to quell. Since then, Baio has striven to distinguish himself apart from those wicked tieflings, and his bazaar stringently follows the laws of the city. While he is respected in many circles, there are those who mistrust all tieflings and would rather they be exiled (or worse). The Order of the Staunch Heart, who helped fight off the infernal warlords, now seeks to abduct Baio and his family and smuggle them away to a secret prison.

Baio's Bazaar of the Bizarre

Magic Shop

Shopkeeper: Baio Sedulus
Commerce +5
Specialty: Exotic critters, obscure items

Shop Guardians

- **Baio Sedulus**[EEE]
- **Spike** (bronze rhinoceros statue, as **gorgon**)
- 4 **shambling mounds** (from hidden cages)
- 2 **spies**

-SHOP TRAITS-

Walls: Thick stone walls; each 10-foot section of wall has AC 17, 100 hp, and damage threshold 15.

Disguised Watchers: Two lookouts (as **spies**) watch for thieves. They pretend to be perusing the bazaar.

Entrance: Large iron double doors, *fortify object*[EEE]; AC 19, 70 hp, damage threshold 20, break Strength DC 26, lock DC 25; warded with *alarm* (audible) and *glyph of warding* (*thunderwave* as 4th level) (DC 14), which trigger if the door is lockpicked or broken in. During the day, the doors are open, and it costs a toll of 3 sp to enter the bazaar.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: **Truesilver Justiciar**[EEE], 1 **deva**

Mario Teodosio



Curio Majeur

A frail, blind wizard and his raven familiar tend this shop of the arcane. Its multitude of shelves, drawers, containers, and nooks are absolutely brimming with wares. The place is in much need of tidying.

"Ehhh, hello, look about as you please, though I must ask you to refrain from handling the goods without first requesting. If something interests you, kindly say so, and I or Yefyr shall assist you."

Plot

Jurgen pretends to be a wizard, but in fact he is a warlock, and his raven Yefyr is an imp who makes sure Jurgen stays in line. If Jurgen believes the characters to be sufficiently competent and trustworthy, he will slip the following note to one of them, written in Draconic: *In the forest north of town, a half mile east of the burnt cottage, into the cave whose mouth is hidden by ivy ... an infernal shrine is found within ... a terrible place ... if you can slay the devil there and hallow the shrine, I will be free from this damnable curse. Otherwise, I will not last much longer ... my strength is fading. Tell no one, I beg you.*

The note is written in Draconic, in case it falls into the wrong hands. The devil in the cave is a **horned devil**. Should the character's slay it and hallow the infernal shrine, Jurgen's soul will be freed of his accursed pact.

Curio Majeur

Magic Shop

Shopkeeper: Jurgen Underhold
Commerce +5
Specialty: Spell components

Shop Guardians

- **Jurgen Underhold**[EEE]
- **Yefyr**[EEE]
- 4 **bearded devils** (from summoning circle)

-SHOP TRAITS-

Uncanny Observation: While within Curio Majeur, characters feel as though someone is constantly watching them. Even though Jurgen is blind, he has two magical means of sight—through his raven familiar's eyes or through a discreet eye stalk via his *transmogrify* spell.

Walls: Thick stone walls; each 10-foot section of wall has AC 17, 100 hp, and damage threshold 15.

Entrance: Iron door, *fortify object*[EEE]; AC 19, 50 hp, damage threshold 20, break Strength DC 26, lock DC 25; warded with *alarm* (mental) and a chains of doom trap[EEE], which trigger if the door is opened when neither Jurgen nor Yefyr are in the shop.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **soldier (captain)**[EEE], 4 **soldiers (elite)**[EEE]

Cande Moffatt



Candlegarden

Wonders abound in this garden of sound and sight. Ivy climbs up columns and fruit trees. Flower beds thrive with multitudes of colorful petals, honeybees, and butterflies. Dispersed throughout the garden are pedestals aglow with aromatic candles. The flames have blueish colorations, though at close view, they are not flames at all, but rather luminous clusters of dancing dewdrops.

Candlegarden exists within the Plane of Faerie, though can be accessed by a fey crossing in the Material Plane. Other than this planar gate, the garden has a single exit, a stone gatehouse beyond which lies a fey city.

"Green is blue, and violet is too. When you stare into the pool, the reflection also stares at you."

Candlegarden

Magic Shop

Shopkeepers: Meriol Tunder and Shailagh
Commerce +5
Specialty: Items related to enchantment or illusion magic

Shop Guardians

- **Meriol Tunder**[EEE]
- 1 **emerald bellatrix**[EEE] (Meriol's close friend Shailagh)

-SHOP TRAITS-

Hidden Caches: Meriol's magic items are stored in seven caches hidden throughout the garden (search DC 25 each). Once discovered, a cache presents a baffling puzzle composed of glowing motes from the garden candles. Solving the puzzle requires a DC 25 Intelligence (Investigation) check. On a successful check, the character gains access to the cache, which is an extradimensional space. On a failed check, alarming music percolates through the garden, and the character is subjected to the *polymorph* spell (DC 15, transformed into a turtle).

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **young copper dragon**

Plot

Meriol is immensely fond of puzzles. If visitors come to Candlegarden who are sufficiently astute and trustworthy, he invites them to try their wits against the only puzzle that he himself has never managed to solve—*the Puzzlebox of the Labyrinth Lord*. This wondrous item is a multifaceted box replete with hinging and sliding parts and was created by the first Labyrinth Lord archfey. It requires three consecutive successful DC 30 Intelligence (Investigation) checks to solve the puzzlebox. A character who fails this challenge automatically fails any retried attempt until they gain a level. A character who successfully solves the puzzlebox causes a magical portal to open, which leads to the Tomb of the Labyrinth Lord, a maze-tomb and final resting place of the original Labyrinth Lord (18th-level dungeon).

Joan Maldonado



Cande Moffatt

The House of Eleven Stars

A lush oasis on the edge of a desert has been converted into a mansion and palatial grounds. There are columned palisades and tiled pools, and retainers, guests, and guardsmen stroll the pathways lined with palm trees and flowers. Over the entrance of the mansion hangs a banner with a ten-pointed star and ten smaller stars encircling it. The local authority is Odion Jabal Lazrak, a merchant-lord and mystic.

"See all of this? It used to be a poor oasis village that was burned to the ground. But I built this great house from the ashes, stone by stone. It was dreadfully hard work, with a touch of luck and a touch of magic."

Plot

Odion is interested in establishing a second settlement at Aqaraddi Oasis, which is some 70 miles into the desert, at the opposite end of his territory. The trek there is harsh, and the oasis is inhabited by a terrible monster (the **behir** Natraq, who dwells in a cave). Odion tells the characters about this, mentioning that the creature's lair is filled with gems (actually **geode elementals**[EEE]). If the characters can chart the best route to the oasis and slay the monster there, they can keep a pouch of the gems (worth about 2,000 gp).

The House of Eleven Stars

Magic Shop

Shopkeeper: Odion Jabal Lazrak
Commerce +6
Specialty: Armor, cloaks and other clothing

Shop Guardians

- **Odion Jabal Lazrak**[EEE]
- 2 **succubi** (shapechanged as humans)
- 2 **weretigers** (shapechanged as humans)
- 2 **soldiers (elite)**[EEE]

-SHOP TRAITS-

Miniature Figurines: Halfling-crafted figurines, some less than an inch tall, are on display in most of the manion's rooms. Odion is able to see through their eyes.

Mansion Chambers: There are various wings throughout the mansion. One section is a vault, where Odion keeps magic items.

Vault Entrance: Iron door, *fortify object*[EEE]; AC 19, 50 hp, damage threshold 20, break Strength DC 26, lock DC 27; warded with *alarm* (audible) and a sands of time trap[EEE], which trigger if the vault is opened by anyone other than Odion. The vault is under the effects of *forbiddance*.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **assassin**, 1 **soldier (captain)**[EEE], 4 **soldiers (elite)**[EEE], 12 **soldiers (spearman)**[EEE]



The Grennedoa Forum

The Forum is less a traditional shop, and more a government-sanctioned emporium where trade deals of all kinds are negotiated. The antiquarian, Catelyn, maintains a minimal stock of common magic items there, while the vast majority of valuables are kept guarded at the castle or the archmages' citadel. All deals are meticulously logged and regulated, and before any goods are brought in, the buyer must pay in full.

"These healing potions are brewed with snowrose. It prevents the infusion from destabilizing over time, which few potion brewers will admit is a real problem. If you found yourself in a situation of grave danger, what a tragedy it would be for the draught to fail simply because it's old."

Plot

A new storehouse is being built in the wharf and is currently just a foundation with framing. It is intended to be a larger and more secure repository for trade goods that come in by sea. Construction has halted, however, as the helmsman and three laborers were recently murdered at the build site. A witness claims he saw two short beastmen fleeing just after the killing, one with rat-like features and the other, a beak and black feathers. Catelyn and her peers worry this is the doing of an underground bandit gang who seeks to halt trade with the Forum.

The Grennedoa Forum

Magic Shop

Shopkeeper: Catelyn Weirman
Commerce +7
Specialty: Potions, wondrous items with utility purpose, items related to seafaring

Shop Guardians

- **Catelyn Weirman**[EEE]
- 1 **mage**
- 2 **soldiers (watchman)**[EEE]
- 4 **water elementals** (from summoning circles)

-SHOP TRAITS-

Fish Tank: Near Catelyn's desk in the Forum is a glass water tank with an angelfish named Sereia and her many babies. It is said that the fish can sense evil-hearted people and becomes agitated when they are nearby.

Walls: Thick stone walls; each 10-foot section of wall has AC 17, 100 hp, and damage threshold 15.

Entrance: Iron door, *fortify object*[EEE]; AC 19, 50 hp, damage threshold 20, break Strength DC 26, lock DC 25; warded with *alarm* (audible) and two *glyphs of warding* (*rune of binding*[EEE], *sleep*—both as 4th level) (DC 15), which trigger if the door is lockpicked or broken in.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 2 **soldiers (captain)**[EEE], 8 **soldiers (elite)**[EEE]

Cande Moffatt



Emerald Cove Reliquary

An island castle rises above the cream-colored sands and warm waters of Emerald Cove. Fishing boats and merchant vessels frequent this locale, and a warship with deep green banners keeps a vigilant patrol. For generations, the Tavoros family has ruled Tertulia, the largest island in a tropical archipelago. Tyra is the eldest princess of the royal house, and among her many duties is the management of the reliquary.

"Have you ever heard of the pearl at the center of the ocean? It is said that only one who possesses a heart of pure love is able to find it. What about the conch of the deeps? Only one born in the ocean is able to play it, which calls up guardians from the water."

Plot

A resident priestess, Thalita (secretly a **couatl**), once had a beautiful pendant made from tiny colored gemstones collected from the region. She lost it on an expedition to Cavera Isle, one of the smallest and farthest islands of the archipelago, which also happens to be the most dangerous. She had traveled there with a religious group to hallow a site of prior necromantic rituals. As it turned out, dark forces were still active there, and her party was forced to flee for their lives.

Emerald Cove Reliquary

Magic Shop

Shopkeepers: Tyra Tavoros and Ismael Marés
Commerce +8
Specialty: Items with themes of water, ocean, and islands

Shop Guardians

- **Tyra Tavoros**[EEE]
- 1 **gladiator** (husband Ismael)
- 1 **runewyrm**[EEE]
- 3 **couatls** (shapechanged into humans)

-SHOP TRAITS-

Hearty Invitation: The folk of Tertulia are spirited indeed, and when the characters are among them, the locals implore the travelers to join in an island feast, complete with music and dance. This is Tertulian culture, though also serves to sense the motives of the visitors.

Castle Chambers: There are various wings throughout the castle. One section is a reliquary vault, where magic items are kept.

Vault Entrance: Iron door, *fortify object*[EEE]; AC 19, 50 hp, damage threshold 20, break Strength DC 26, lock DC 27; warded with *alarm* (audible) and two *glyphs of warding* (*blindness/deafness*, *charm person*) (DC 15), which trigger if the door is lockpicked or broken in. The vault is under the effects of *forbiddance*.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **mage**, 2 **monks (adept)**[EEE], 4 **soldiers (elite)**[EEE], 12 **soldiers (spearman)**[EEE]

Miqueias Silva



Highhand Spire

Beyond the outskirts of a great city rises a wizard's tower. Gargoyles leer from various perches, and the towertop resembles a pair of stony hands intertwining. This is the home of Picaroon the Lorekeeper, a scavenger, treasure hunter, alchemist, and wizard of immense knowledge.

"You've come rather early. I've just awoken. Wait, is it already approaching noonday? Ehhh, you see, my research keeps me up till unreasonable hours, and I lose my grasp of time. Just this past night I was studying the bellemort flower. Nasty, lethal things. Are you familiar with them? I encountered one on my most recent venture. Oh, forgive me, was there something you needed?"

Plot

A year past, a lich called Masmorra infiltrated Highhand Spire, attempting to slay Picaroon and steal his cache of magic items and tomes. Picaroon and his gargoyles and elementals fought a losing battle, and when all seemed hopeless, an **overseer**[EEE] appeared and turned the tide. Picaroon has since eagerly sought any information he can find regarding the lich, particularly where her phylactery is hidden and what wards protect it.

Highhand Spire

Magic Shop

Shopkeeper: Picaroon the Lorekeeper
Commerce +8
Specialty: Spellbooks, miscellaneous books and texts, alchemical items

Shop Guardians

- **Picaroon the Lorekeeper**[EEE]
- 3 **gargoyles (belfry sentinel)**[EEE]
- 3 **gargoyles (guardian grotesque)**[EEE]
- 2 **air elementals** (from summoning circle)

-SHOP TRAITS-

Gargoyles: Many of the gargoyles of Highhand Spire are only statuary, but Picaroon speaks as though they are all animated. He does so both as a private joke and as a way of warding off potential thievery. As well, he can magically see through the gargoyle statues' eyes.

Walls: Thick stone walls; each 10-foot section of wall has AC 17, 100 hp, and damage threshold 15.

Tower Chambers: The tower stands 100 feet tall, and there are various chambers throughout its five levels. In a hidden underground chamber (search DC 25) is the vault, where Picaroon keeps most of his magic items.

Vault Entrance: Iron door, *fortify object*[EEE]; AC 19, 50 hp, damage threshold 20, break Strength DC 26, lock DC 27; warded with *alarm* (mental) and two *glyphs of warding* (*slow*, *conjure elemental—earth*) (DC 16), which trigger if the door is lockpicked or broken in. The vault is under the effects of *forbiddance*.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **overseer**[EEE]

Mario Teodosio



Aleksandar Kostic

Aetheria

Aetheria is a magnificent demiplane with a citadel of beautifully alien architecture and gates that connect to other planes—Astral, Elemental, and Material. Reaching it is nearly impossible without a direct invitation from Archtheurge Astrelle herself.

"Have you ever dreamt a dream so real and so enrapturing that you never wanted to wake up again?"

Plot

While relic hunting in a ruined city on a distant outer plane, Astrelle came across a collapsed shrine of an unknown race. The entire structure was broken, except for an obelisk made from a multi-layered crystalline matter. She recovered an exotic magic weapon from the site and returned to her citadel. A few days later, that very obelisk appeared mysteriously in a courtyard of Aetheria. Neither Astrelle nor her resident companions have touched the obelisk. It emits a soft, pulsating hum, and at times, whispers in an unknown tongue.

Aetheria

Magic Shop

Shopkeeper: Astrelle Shadefall
Commerce +9
Specialty: Items related to movement and interplanar travel, staffs, constructs

Shop Guardians

- **Astrelle Shadefall**[EEE]
- 1 **djinni**
- 2 **shield guardians** (*banishment* spell stored)

-SHOP TRAITS-

Peculiar Demiplane: Aetheria is two square miles in area. It has a mountain-like landscape as though something from a dream, a sky filled with multicolored stars and nebulae, and a citadel-complex unlike any in the world.

Citadel Chambers: There are various wings throughout Aetheria. One section is a vault, where magic items are kept.

Vault Entrance: Adamantine door, *fortify object*[EEE]; AC 23, 80 hp, damage threshold 25, break Strength DC 32, lock DC 32; immune to bludgeoning, piercing, and slashing from non-adamantine attacks; warded with *alarm* (mental) and three *glyphs of warding* (*banishment*, *plane shift*, *sunbeam*—each as 9th level) (DC 18), which trigger if the door is lockpicked or broken in. The vault is under the effects of *forbiddance*.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: **young astral dragon**[EEE]



The Pit of Avarice

Below the streets of one of the oldest and largest cities in the world are layers of earlier districts. The ancient houses and roads now serve as hovels, tunnels, and dens of all sorts. This Undercity is a dark place, and its denizens range from poor folk and outcasts to lepers and madmen to criminals and hellions. Its deepest point is the Pit of Avarice, where the Dark Council meets to execute its laws and receive petitioners. The leader of this council is the Praetor, and dealing with him in any regard is a dangerous gamble.

"This place is not Hell. No, this is Heaven's own shadow, the pit of all fears and ecstasies that most only visit in secret. Speak now, I would hear your request."

Plot

People visit the Pit of Avarice for a variety of reasons. Some are cultists who worship the Dark Council as gods, some are forlorn souls seeking vengeance, and some are criminals who work for or negotiate with the councillors. A killer known as the Headhunter has been bringing freshly decapitated heads to the Praetor, who has privately developed a method to keep their brains alive and thinking, suspended in fluid-filled jars.

The Pit of Avarice

Magic Shop

Shopkeeper: The Praetor and the Dark Council
Commerce +10
Specialty: Illicit goods, items related to warlocks, aberrations, and fiends

Shop Guardians

- **Praetor of the Undercity**[EEE]
- 1 **stone golem**
- 1 **shield guardian** (*fear* spell stored)
- 4 councilors (as **cloakers**)

-SHOP TRAITS-

Miscreants of Every Sort: The Pit of Avarice and its surrounding dens are the haunts of shadowy folk. The characters are likely to be approached by various sorts—drug pedalers, malformed beggars, semi-human harlots, or cultists who implore the characters to revere the Dark Council.

Pit Chambers: There are various chambers throughout the Pit of Avarice. In a hidden chamber (search DC 30) is the vault, where most of the magic items are kept.

Vault Entrance: Adamantine door, *fortify object*[EEE]; AC 23, 80 hp, damage threshold 25, break Strength DC 32, lock DC 32; immune to bludgeoning, piercing, and slashing from non-adamantine attacks; warded with *alarm* (audible) and a shadow vortex trap[EEE], which trigger if the door is lockpicked or broken in. The vault is under the effects of *forbiddance*.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **assassin**, 1 **mage**, 2 **cult fanatics**, 4 **spies**

Ashkan Ghanbari



The Golden Palace

The Fertile Splay is a delta where multiple regions converge—a wide river, a cactus forest, a rocky badlands, and an ocean gulf. At the verge of the delta is the Golden Palace, whose spires and domes are capped in deep metallic yellow. The palace is a town unto itself, with over one thousand retainers and inhabitants. Akket the Sorceress Queen and her hierophants rule here, and an audience with her is a great honor.

"Tell me of the land whence you come. It pleases me to know my guests and to have glimpses into their cultures."

Plot

Queen Akket Shalmira maintains three standing challenges, offering rewards to any who can accomplish the following feats without the aid of magic or any items: A woman with natural hair more than 20 feet in length; A man who can hold his breath in water below ice for more than 20 minutes; A person who can make her emotionless clay golem laugh within 20 seconds. Each winner will receive an uncommon magic item of choice as a reward. Furthermore, if all three challenges are accomplished, Akket will hold a grand festival and games, featuring the three challenge winners as guests of honor.

The Golden Palace

Magic Shop

Shopkeeper: Akket
Commerce +11
Specialty: Jewelry and art objects

Shop Guardians

- **Akket**[EEE]
- 1 **guardian naga** (in adjacent room)
- 2 **clay golems**
- 3 **earth elementals** (from summoning circle)
- 2 **hierophants**[EEE]

-SHOP TRAITS-

Palace Gate: In order to enter the palace grounds, the characters must speak with the gatekeepers (elite soldiers), have their possessions inspected, sign an agreement to abide by the queen's law, and obtain visitant's permits, which allow for a temporary stay.

Palace Chambers: There are various wings throughout the Golden Palace. In a hidden chamber (search DC 25) is the vault, where most of the magic items are kept.

Vault Entrance: Mithral door, *fortify object*[EEE]; AC 21, 60 hp, damage threshold 20, break Strength DC 27, lock DC 30; warded with *alarm* (audible) and two *glyphs of warding* (*cloudkill*, *wall of force*) (DC 18), which trigger if the door is lockpicked or broken in. The vault is under the effects of *forbiddance*.

-REINFORCEMENTS-

If called for, the following reinforcements arrive in 1 minute: 1 **mage**, 2 **soldiers (captain)**[EEE], 8 **soldiers (elite)**[EEE], 16 **soldiers (spearman)**[EEE]

Cande Moffatt



Elven ears curve wickedly,
Dark words hiss from dark lips,
Pale flesh clings to a warped body,
and black-red eyes gaze
into your heart.

Abyssal Elf (Dokuakuma)

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +5, Wis +5
Skills Perception +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Elvish, telepathy 120 ft.
Challenge 4 (1,100 XP)

Abyssal Mutations. An abyssal elf possesses two of the following features. Roll 1d8 two times (reroll duplicates):

1. **Breath of the Jungle.** The elf can innately cast the following spells each twice per day. It uses Wisdom as its spellcasting ability, and no components are required (spell save DC 13): *fog cloud*, *noxious mist*[EEE] (as 3rd level).
2. **Brute:** The elf is Large size. Its maximum hit points increase by 11 (due to d10 hit dice), its Strength is 19 (+4), and its claw attack is +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
3. **Chaos Warp:** Whenever a creature hits the elf with an attack for the first time on a turn, that creature must succeed on a DC 13 Charisma saving throw or be teleported 20 feet in a random direction into an unoccupied space.
4. **Insectile Wings:** The elf has a 30-foot flying speed.
5. **Lurker:** The elf can innately cast the following spells each twice per day. It uses Wisdom as its spellcasting ability, and no components are required: *invisibility* (self only), *spider climb*.
6. **Serpent Tongue:** The elf has 60-foot blindsight and a venom spit that it can attack with as an action: +5 to hit, range 30/60 ft., one target. *Hit:* 14 (4d6) poison damage.
7. **Spores:** Spore growths cover the elf's body. Any creature that starts its turn within 5 feet of the elf takes 7 (3d4) poison damage, or half damage on a successful DC 13 Constitution saving throw.
8. **Venomous Quills:** The elf can make a melee or ranged quill attack as a bonus action: +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (3d4) poison damage.

-ACTIONS-

Multiattack. The elf makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Ashkan Ghanbari (left), Ajla Huseinovic (right)



Abyssal Elf

Demon-Elf Spawn. The Netsu Forest is hot, humid, and altogether wild. The elves who live there are similarly fiery-blooded, accustomed to the harshness of dwelling in such a savage environment. When the elves were faced with incursions of imperial humans allied with devils, they took desperate measures and called on the powers of demons. Through these rites, the Dokuakuma were spawned—beings that are part elf, part demon, embodying the traits of the jungle. They are corruptions of ferocious predators, venomous reptiles, noxious plants, and monstrous vermin. Will these abyssal elves repel the encroaching enemies? If so, what will slake their bloodlust once their foes are gone?

The process by which an elven maiden produces a dokuakuma is unspeakable and always lethal. A new dokuakuma develops rapidly, growing to full size within a matter of months if fed well. A dokuakuma is capable of reproducing with elves and other demons. The resulting offspring vary. A dokuakuma and an elf typically produce a baby elf who is born with fiendish traits, while a dokuakuma and a demon typically produce another demon.

Argent Serpent

Spawn of the Defeated God. The cosmos tend toward balance. Not a tranquil equilibrium, but rather a continuous struggle between opposing forces. As such, the God of Magic had a great rival known as Kheldu-Lenk, a trickster deity who believed that the wisdom to properly use magic was unattainable. Kheldu-Lenk spent ages foiling the Arcane Lord's plans and tampering with the gifts of mystical knowledge granted to mortals. Eventually the two gods' feuding came to ahead in a mighty battle that ended in Kheldu-Lenk's defeat. Rather than allow his victor the pleasure of the killing blow, Kheldu-Lenk killed himself by cutting his belly wide open and allowing his intestines to slither away as gigantic silver serpents.

These mythic snakes came to be known as the argent serpents. Like their trickster father, they are the bane of all who involve themselves with magic, particularly magic items. While their numbers are quite few, adventurers and antiquarians alike dread ever encountering one.

Mythic Manipulators. Argent serpents are beings of cunning, wit, and even mischief. They are certainly not the most wicked creatures in existence, but they are remorseless in the pursuit of their goals, which often revolve around the defeat of powerful mages and priests or the destruction of magic items that they believe should never have been created.

Tales speak of adventurers breaking into ancient and forbidden vaults to pluck wondrous relics, only to find themselves under mental domination. The common reaction for such adventurers is to believe that the magic item is cursed. But the truth is far deeper.

Argent serpents can enter virtually any magic item and control its owner from within. Once the serpent has used the person for its goals or amusement, it might just appear in full form, swallow the individual and the object, and devour them completely.



Lucas Perdomo

Argent Serpent

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	21 (+5)	17 (+3)	23 (+6)	18 (+4)

Saving Throws Con +10, Wis +11, Cha +9
Skills Arcana +13, Perception +11
Damage Resistances psychic
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 21
Languages Common, Draconic, Primordial
Challenge 14 (11,500 XP)

Limited Magic Immunity. The serpent cannot be affected or detected by spells of 3rd level of lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The serpent's innate spellcasting ability is Wisdom (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *detect magic, identify*
3/day each: *dimension door, dispel magic* (as 5th level), *locate object*

-ACTIONS-

Multiattack. The serpent attacks with its constrict and its bite, then uses Devour Magic Item if possible. It can replace one of its attacks with a spell.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) magical piercing damage. If the target is Medium or smaller, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the serpent. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the serpent, and it takes 21 (6d6) acid damage at the start of each of the serpent's turns.

If the serpent takes 30 damage or more on a single turn from a creature inside it, the serpent must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the serpent. If the serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 20 (3d8 + 7) magical bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends, the creature is restrained, and the serpent cannot constrict another target.

Devour Magic Item. The serpent attempts to devour one magic item it has swallowed (including one worn or held by a creature it has swallowed). It is aware of all magic items currently swallowed by it. The serpent makes a Constitution check against a DC determined by the rarity of the item: Common DC 5, Uncommon DC 10, Rare DC 15, Very Rare DC 20, Legendary DC 25. A devoured item is completely destroyed. The serpent cannot destroy artifacts in this way.

Enter Magic Item (3/Day). The serpent disappears into a magic item it can see within 5 feet of it. If the item is being held or worn by a creature, that creature can make a DC 19 Wisdom saving throw. On a successful save, the serpent does not enter the item. Any creatures or objects swallowed by the serpent do not enter the item and instead exit prone in the space the serpent left.

While inside a magic item, the serpent cannot be affected by any attack, spell, or other effect, nor can it affect anything outside the item, except by way of Psychic Domination. Its senses are able to perceive outside the item. *Remove curse* cast at a 4th-level or higher spell slot upon the item forces out the serpent unless it succeeds on a Wisdom saving throw against the caster's spell saving throw DC. The serpent otherwise remains inside the item until it exits as a bonus action, the item becomes nonmagical, or the item is destroyed. Whenever the serpent leaves the item, it appears in the nearest unoccupied space, even if the item is inside of a magical container such as a *bag of holding*.

Psychic Domination. The serpent can only use this action while inside a magic item being held or worn by a creature. The creature must make a DC 19 Wisdom saving throw. On a failed save, the serpent takes full control of the creature until the start of the serpent's next turn. During this time, the serpent can make use of the creature's class features, racial traits, and other abilities, though it does not have access to the creature's memories. If the serpent makes the creature attack itself, the attack automatically scores a critical hit.

Silver scales glisten with scintillations of indigo light,
and eyes like crimson jewels gaze from a serpentine head.



Aspect of Argus

Large celestial, lawful neutral

Armor Class 23 (plate, shield, natural armor)
Hit Points 241 (21d10 + 126)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	23 (+6)	18 (+4)	21 (+5)	18 (+4)

Saving Throws Str +13, Dex +10, Con +12, Wis +11
Skills Athletics +13, Perception +17, History +10, Religion +10
Damage Resistances force, psychic, radiant
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, blinded, exhaustion, frightened, paralyzed
Senses blindsight 300 ft., truesight 300 ft., passive Perception 27
Languages all, telepathy 120 ft.
Challenge 19 (22,000 XP)

Extraordinary Vigilance. Argus has advantage on initiative checks, and he cannot be surprised or flanked. He can take a reaction on each creature's turn, and he can make an opportunity attack against a creature that enters any space within 15 feet of him.

Innate Spellcasting. Argus's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material or somatic components:

3/day each: *blindness/deafness*, *branding smite*, *dispel magic* (as 5th level), *mystic shield*[EEE], *sanctuary*, *shackle to the earth*[EEE]
1/day each: *banishment*, *dispel evil and good*, *geas*, *mass cure wounds*, *plane shift* (self only)

Legendary Resistance (3/Day). If Argus fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Argus's weapon attacks are magical.

-ACTIONS-

Multiattack. Argus makes two weapon attacks.

Hook Axe. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing or slashing damage.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Hook Flail. *Ranged Weapon Attack:* +13 to hit, range 60/120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and the creature must succeed on a DC 21 Strength saving throw or be pulled up to 30 feet closer to Argus.

-LEGENDARY ACTIONS-

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

Engage Opponent. Argus makes a weapon attack against a creature and engages it until the end of his next turn. During this time, the target has disadvantage on attack rolls against creatures other than Argus, and if it takes a hostile action against a creature other than Argus, he can make a weapon attack against it as a reaction.
Reposition. Argus moves up to his speed.
Shield Whelm. Argus makes a shove attempt against a creature within 10 feet of him.

First is his shield, a tower of eyes
Second, his helm, many-eyed likewise
Third, his form, a giant in metal plating
Last, his polearm, a hooked axe in waiting
Ever-vigilant, ever-watchful, ever-ready
Gaze that pierces all, strikes sure and steady
Bronze, iron, steel, and flesh
Bulwark incarnate, deific citadel manifest

Aspect of Argus

Citadel Incarnate. Argus the Watcher is a god of protection, strongholds, prisons, military training, discipline, perception, and vigilance. He is worshipped by soldiers, scouts, gladiators, and defenders of all kinds, as well as by beast trainers, dungeon wardens, and leaders who believe strongly in the ideal of order.

Within the sprawling island-metropolis of Bazagon stands the one of the most well-defended citadels in the world—the Tower of One Hundred Eyes—named thus because Argus himself is said to have a hundred eyes, which gaze in all directions and see all things. The tower's outer perimeter is a high wall with mounted magical ballistae and well-trained soldiers. The inner bailey leading to the tower is a gauntlet of soldier barricades manned by the Argus Legion. The Gate Eye gazes out from above the front gate. It is capable to seeing even invisible foes, and it releases blasts of magical force against interlopers.

Inside the tower are multiple floors guarded by elite soldiers, trained beasts, and a squad of ichoriite guardians. The third floor of the tower is composed of a great shrine. Atop a dais stands a calcified giant wearing ancient oxidized armor. This is the corpse of Argus, who died many centuries

Ashkan Ghanbari (left)

ago after being assailed by the nature spirits of the world for forty days without cease. Yet the spirit of Argus persists. He emboldens his faithful, doles out judgements to those brought before him, and in times of dire need, manifests an aspect of himself.

Divine Champion. The Aspect of Argus is a mighty spirit, though much less than the full strength and size he possessed when he was alive. He stands fifteen feet tall and appears as a giant man clad in ancient plate armor. His helmet is fully masked and covered in eyes. In one hand, he carries a tower shield, also bearing numerous eyes, and in the other hand, he wields a hooked poleaxe. With the mastery only a god can possess, Argus strikes at foes from all angles and all sides, ever ready to attack, faster than a praying mantis. Opponents that attempt to keep themselves far away from his flashing scythe find that it also flails out at a distance, as though a mighty chain sickle, which hooks them and draws them in.

Complementing his battle prowess, Argus calls upon divine smites and other magic to withstand, rebuke, and strike down his enemies. Facing the Aspect of Argus in combat is an ordeal only legendary heroes can withstand.

The Argus Legion. The devoted of Argus serve many functions in Bazagon City. They watch over the island using the Apex Eye, a magical viewing device atop of the Tower of One Hundred Eyes; they train soldiers to fight in war and beasts to serve for bloodsport; they maintain the Grand Coliseum, the city's largest and most spectacular arena; and they operate the city's largest prison.

The Last Bulwark of Bazagon. The Age of Cataclysms was drawing to a close. Gods, demon lords, titans, and other beings of tremendous power had battled for control of the Material Plane, and throughout their struggles, they had slain or banished one another. During these conflicts, Illus the Lantern created a council of celestial arbiters known as the Tessari'dekhana and gave them the power to create a single god, which was Argus the Watcher. This living citadel had defended Bazagon—a large island at the center of the world—and he was the last god alive when the warring came to an end.

One day, Argus was standing atop the Tower of One Hundred Eyes, observing groups of people rebuilding the city from the rubble. The Labyrinth Lord appeared, as though emerging from a trapdoor. Though Argus was not caught off guard, the sudden appearance of the archfey surprised him.

"How have you reached my towertop?" asked the god. "The defenses of this tower are many and great."

The Labyrinth Lord looked at the many-eyed mask helm of the giant. "I am a master of opening. To me, a lock puts up no more resistance than a blade of grass under your boot. Even walls part like veils at my command."

"You are an intruder and a defier. You were not given leave to enter this place." Argus's tone was stern enough to send a hardened warrior to his knees.

Yet, the fey lord in his garish robes held fast. "It seems that *you* are the defiant one, O Watcher. The Tessari'dekhana have decreed that gods may not dwell within the world. Your place of rulership is in the celestial realm beyond."

"I defended this precious city and led my army to victory against one fell host after another." Argus loomed over the fey. "When the demon Aatankroni had slaughtered so many here, who was it that struck him down? And when his shattered form became six evil spirits, who was it that tracked each of them and dispelled them to the Netherworld? If not for me, Bazagon would be no more than a haunted ruin. I was the last bulwark, and against me, the tides of destruction battered themselves to nothing. By law of this city, I am its protector and keeper. Thus, I remain."

"You have spoken no untruth, mighty one, but the law of the Tessari'dekhana is greater than that of any mortal city's. It was they who made you, through the power of Illus. You are beholden to their cosmic decree."

"The Tessari'dekhana are greater than no god. *They* are beholden to my decree." The Watcher tightened his grip on his poleaxe. "And so are you."

The archfey adjusted his hold on his own weapon, a staff topped with an emblem of a maze. "The world itself and its countless multitudes of spirits are in concordance with the Tessari'dekhana. In the wake of these cataclysmic wars, they are wroth and would unite for vengeance."

"They may come if they so choose. Let them take heed when I say that I shall not move. No sooner would a swarm of locusts move a mountain."

"So be it," said the Labyrinth Lord. "My curiosity is satisfied."

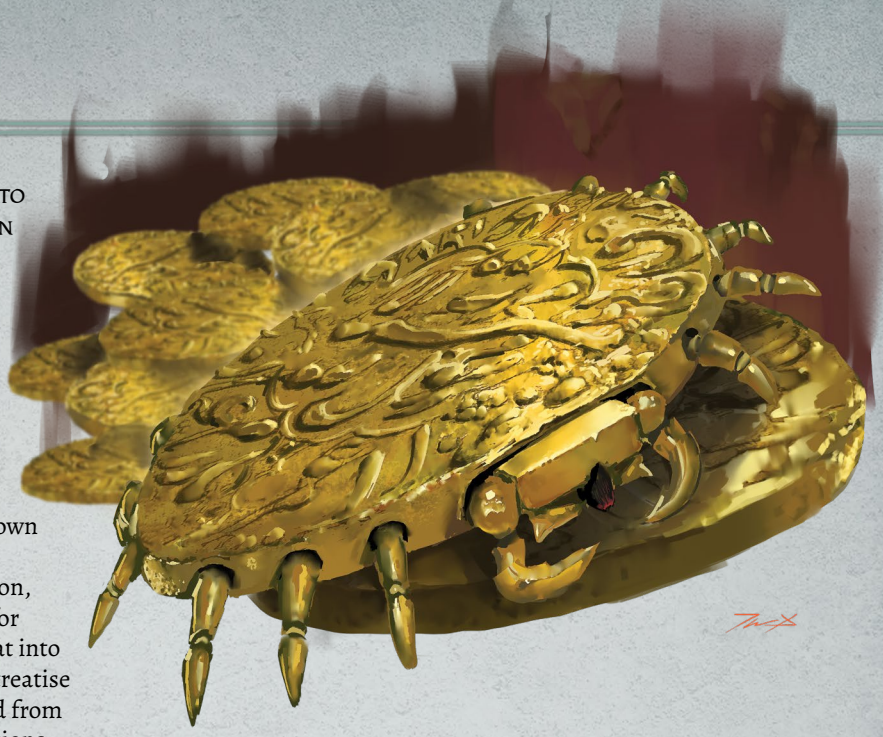
With that, he slipped away, knowing that he had provoked the god's ire. Though the Tessari'dekhana's decree was not entirely clear on the status of an archfey such as himself, he decided it best to take sanctuary deep below one of Bazagon's smaller islands.

No long span of time had passed, when the nature spirits of the world descended upon the Tower of One Hundred Eyes. From across the realms of the Material Plane they came, spirits of wind and storm, beast and plant, summer and winter, and every kind of natural force imaginable. Argus fended them off for forty days. Their assault did not cease throughout this entire period. When the siege ended, Argus still stood, but he had been slain. His armor, shield, and weapons were oxidized, and he resembled a giant of patina and calcification.

His spirit was flung to the outer reaches of the Astral Plane. He might have been lost for eons, but the Tessari'dekhana could not abide such a fate. They sought out and located his diminished soul and escorted it to a place of honor in a celestial palace.

"We revere you for defending Bazagon when all other hope was lost. Now, here is where you shall dwell. Rest and regain your strength. The age of mortals is dawning, and they will need your guidance."

You reach around to your back to find a coin stuck to your skin. It takes some effort to pull it off, and when you do, you feel tiny legs scrabbling at the edge of the coin. Upon tossing the thing to the ground, its insectile legs and pincer-jawed head retract. Lying still in this way, it perfectly resembles a gold coin.



Aurupede

The origins of the Aurupede are an oft-debated topic. Scholarly sorts being as they are, such debates are known to become heated and, at times, even violent (for example, that dwarven scoundrel, Armstrong Aldersson, whose name speaks volumes, as he indeed is known for strong-arming in every sense of the word). Taking that into due consideration, be assured, dear reader, that this treatise contains only the most accurate information obtained from the highest quality sources. Be not fooled by the delusions of a dendritic dwarf or the pointless pontificating of some poncy prestidigitator whose pretensions are as flimsy as the brim of their preposterously pointed hats.

To trace the history of the aurupede as far back as can be is to transport one's mind to a land far from here, where mountains rise high and priests worship the sun. In this land, gold is prized above all other materials, as it symbolizes the very flesh of the sacred sun. Though priests are known to thoroughly bedeck themselves in articles of the precious metal, their faith preaches that greed eats the soul. From this land comes the fable of a priest called Chuquriqí. It is said he was the greatest of all priests, most beloved by the sun god. His blessings were the holiest and his council the most useful—to farmers, to warriors, even emperors. He was, however, possessed of a fatal flaw, in his fanatical love of gold. So great was his desire to be in constant contact with the sacred metal that Chuquriqí sought to bathe himself in pure gold. After anointing himself with unguents and mineral powders to cast a charm of protection against the heat, Chuquriqí prepared a crucible over a fire and poured in his entire reserve of golden ornaments. This ultimate manifestation of greed so drew the ire of the sun god that he smote the greedy priest with divine wrath. The charms were burned up in a flash of brilliant light, and Chuquriqí was scalded to death in his decadent bath. From the sun god's lingering magic within the few drops of molten gold which fell to the ground that day, the first aurupedes sprang forth. These glimmering parasites now exist to remind all of the dangers of greed.

Thus goes the true story of these creatures. Let no other writers deceive or strong-arm you into believing anything otherwise."

—Ibbintwix Thassidon,
from *Machinations of Monsters, volume II*

Aurupede

Tiny monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 2 (1d4)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	8 (−1)	11 (+0)	1 (−5)	10 (+0)	4 (−3)

Skills Stealth +3
Senses blindsight 10 ft., darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP)

False Appearance. While the aurupede remains motionless and with its head and legs retracted, it is indistinguishable from a normal gold coin.

Numbing Secretion. The aurupede secretes a fluid that prevents other creatures from feeling its movements and bites.

-ACTIONS-

Bite. *Melee Weapon Attack:* +1 to hit, reach 0 ft., one creature. *Hit:* The aurupede latches onto the creature. Every hour that passes, the host creature loses 1 hit point due to the aurupede consuming its blood. Creatures that do not have blood are unaffected. After the host has lost 8 hit points, the aurupede stops consuming and returns to hiding among coins.

Due to the aurupede's numbing secretion, the host does not feel the bite nor the tiny creature latched on. The host does feel increasingly worn down as its current hit points become reduced. A successful Intelligence (Investigation) or Wisdom (Perception) check contested by the aurupede's Dexterity (Stealth) check locates the parasite latched onto the host's body. Or, a successful DC 15 Wisdom (Medicine) check locates the aurupede and identifies its leeching effect.

Joan Maldonado



A black swan emerges from the blighted bog. Decay seems to emanate from it, and its spectral gaze makes your spirits sink.

Bane Swan

Mysterious and Forlorn Horror. Is it an avian beast reanimated by necromantic forces, or was it born of the night itself? No one is certain whence came the bane swan, nor if there are others of its kind in existence. The lakes and bogs it haunts turn to polluted mires. Fish and plants die, and bloated corpses rise up from the muck to prowl about their murky lair.

Those who have ventured near this corrupted place have heard mournful swan calls that filled their hearts with despair. Fishermen, hunters, and trappers whisper to one another warnings of the blight-bogs, for all that comes too close is lost there forever.

The Hunter's Tale. I had tracked a trail of blood through the forest for over an hour, until I came upon Willow Lake. Something was wrong. The water was fetid, and the whole area reeked of decay. The blood stream ended in a ripple, then came a large bird rising up from the sludge—a swan of black plumage and deathly countenance. It cried and launched a feather at me, as though a dagger of obsidian. I leapt aside, took my bow in hand, and shot the creature. It beat its wings, closing the gap between us. Some horrid force burned in its gaze and sent a tendril of hopelessness into my heart. Using every fiber of my willpower, I fled back to town. Now I fear that we may have to abandon our homes.

—Dorian Miskanah

Bane Swan

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 20 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	3 (−4)	14 (+2)	9 (−1)

Damage Immunities necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP)

Blighted Aura. Any living creature that regains hit points within 30 feet of the bane swan regains only half the amount.

-ACTIONS-

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

Feather. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (1d10) necrotic damage.

Gaze of Sinking Hopes (Recharge 5–6). The bane swan gazes at a living creature within 30 feet of it. Both it and the creature must be able to see each other and be in contact with soft ground or water. The creature must make a DC 12 Wisdom saving throw. On a failed save, the creature begins to sink and is stunned. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature remains stunned and sinks below the surface without having held its breath—after a number of rounds equal to its Constitution modifier (minimum 1 round), it falls to 0 hit points. As an action, a creature can pull the sunken creature to the surface with a DC 14 Strength check. Once the sunken creature is brought back to the surface, the effect ends. The effect also ends if the bane swan is reduced to 0 hit points.

A humanoid that dies from Gaze of Sinking Hopes rises the next sunset as a zombie allied with the bane swan, unless the humanoid is restored to life or its body is destroyed. The bane swan can have no more than thirteen such zombies allies at one time.

Esper

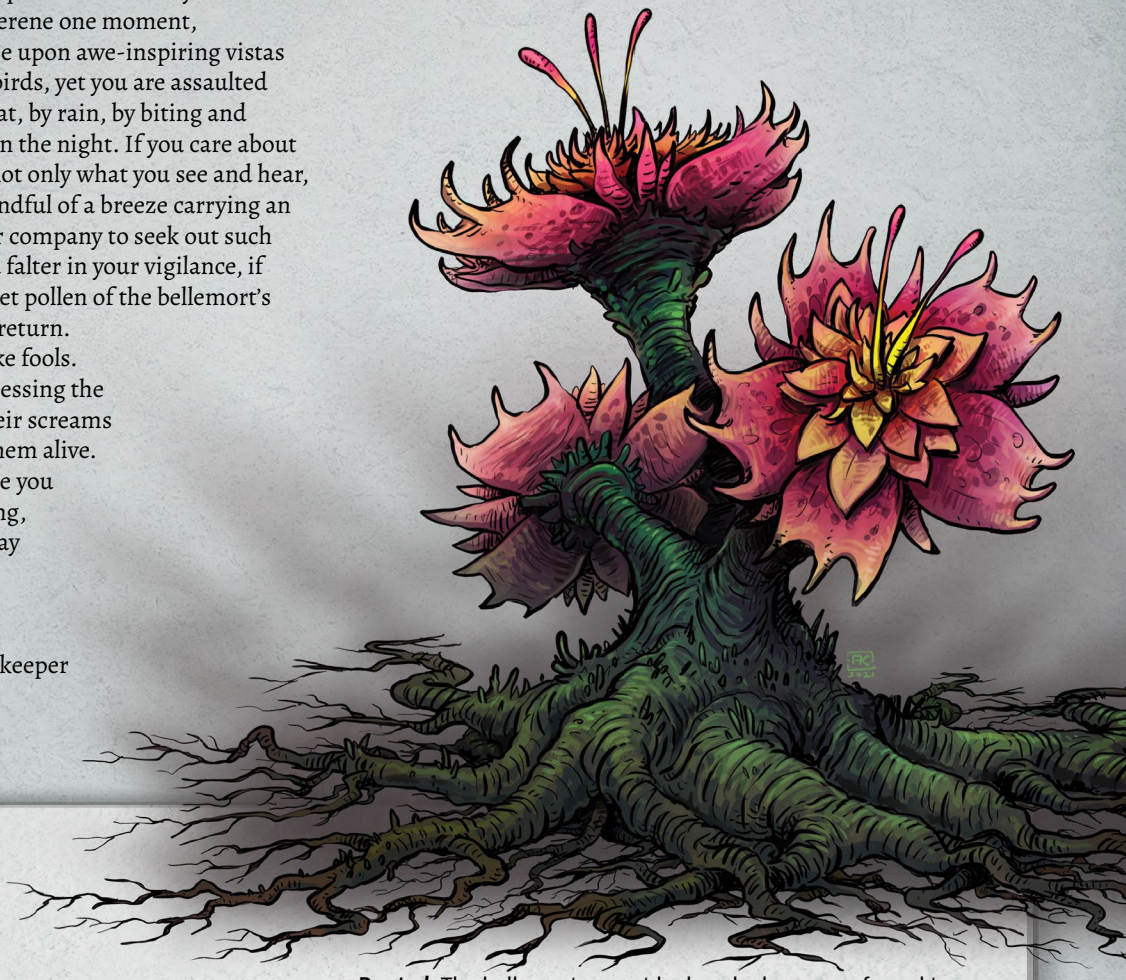
Bellemort

What was the jungle like? That question has many answers. Beautiful. Pervasive. Deadly. Serene one moment, cacophonous the next. You gaze upon awe-inspiring vistas and hear the most melodic of birds, yet you are assaulted in every imaginable way, by heat, by rain, by biting and stinging insects, by screeches in the night. If you care about your life, you will pay heed to not only what you see and hear, but also what you smell. Be mindful of a breeze carrying an alluring scent. Be alert for your company to seek out such intoxicating aromas. For if you falter in your vigilance, if you too breathe deeply the sweet pollen of the bellemort's blooms, then you might never return.

My companions smiled like fools. The drunken joy they felt at caressing the soft petals was shattered by their screams as the giant flowers digested them alive. Do not let the exotic beauty lure you to your doom. It is ever reaching, ever grasping, ever holding sway over canopy and ground alike with its deadly guile.

—Picaroon the Lorekeeper

The source of the exquisite aroma is a flowering plant so large it resembles a tree. Its petals have the size of an arm span or more, and its roots spread out to great lengths in every direction.



Aleksandar Kostic

Bellemort

Huge plant, unaligned

Armor Class 13 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 10 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	2 (−4)	21 (+5)	3 (−4)	13 (+1)	3 (−4)

Saving Throws Str +8, Con +8, Wis +4
Damage Resistances bludgeoning, piercing; acid, psychic
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), tremorsense 30 ft., passive Perception 11
Languages —
Challenge 7 (2,900 XP)

Alluring Pollen. The bellemort continuously releases a sweet pollen that compels creatures to seek it out. Whenever a creature starts its turn within 120 feet of the bellemort, it must make a DC 16 Wisdom saving throw. On a failed save, it becomes charmed. On a charmed creature's turn, it must move as far as possible toward the bellemort, and it can do nothing except Dash. If the charmed creature takes damage or starts its turn outside the range of the pollen, it can repeat the saving throw, ending the effect on itself on a success. The effect also ends if the bellemort dies. A creature that succeeds on its save (whether the initial save or a later one) becomes immune to the bellemort's Alluring Pollen for 24 hours.

Rooted. The bellemort cannot be knocked prone or forced to move against its will as long as it is in contact with a solid surface.

-Actions-

Multiattack. The bellemort makes up to four Grasping Root attacks, each of which must have a different target. It can then use Constrict on each target it is grappling or use Deadly Nectar.

Grasping Root. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one Huge or smaller target. *Hit:* The target is grappled (escape DC 15), and the bellemort can pull the target up to 15 feet straight toward it. Until the grapple ends, the target is restrained.

The roots can be attacked. Each has AC 13; 15 hit points; immunity to acid, bludgeoning, piercing, and psychic. Destroying a root deals no damage to the bellemort, though it does free the grappled target.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target grappled by the bellemort. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Deadly Nectar. The bellemort drips a highly caustic juice onto one target within 5 feet of it. The target takes 55 (10d10) acid damage or half damage on a successful DC 16 Dexterity saving throw.



The giant is ogre-like in height and proportion, but no head rests upon its shoulders. Instead, its torso contains a face with wild eyes, a large nose, and a big mouth.

Blemmyes

When I was still shorter than a stalk of teff, my uncle Mahmoudu told me a story. He said there was a land far to the east, beyond mother desert, where the hills breathe fire. In this land lived men, twice as tall as camels, who had no heads. Each one had his face in his chest and his mouth was so big he could blow up a sandstorm. On the sides of those fiery hills, the men of this strange place grew berries in their black soil, which they chewed wherever they went. Eating these gave them the strength to chase a hunted oryx for days.

My uncle also said he could never fight the headless men, great warrior though he was, for he said they would put the juice of those berries onto blowgun barbs to shoot their prey. For days, the poor beast would not sleep, until it collapsed. My uncle also said that these headless men used to live within mother desert, even here to the west. He said they could speak to rocks, and they made the standing stones that still mark our roads to water holes to this day. I asked my uncle why he made up such ludicrous stories, to which he replied, "If I had twice the imagination, I still couldn't make up something such as this," and from his bag he showed me a blowgun the size of his arm.

—Saafi Ammudye, Imperial Salt Merchant

Blemmyes

Large giant, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (−1)	8 (−1)	11 (+0)

Other Proficiencies Poisoner's kit
Senses passive Perception 9
Languages Giant
Challenge 3 (700 XP)

Apply Poison. As a bonus action, the blemmyes coats a blowgun dart with one of the following injury poisons. If the dart does not hit a creature, the poison loses its potency after 24 hours. The blemmyes possesses two doses of each of the following poisons, and it takes one workday to craft a replacement dose.

Bitternettle. This poison deals 13 (3d8) poison damage, or half as much on a successful DC 13 Constitution saving throw.

Hagsap. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 9 (2d8) poison damage and be unable to rest for 24 hours.

Bizarre Form. Due to its unusual anatomy, the blemmyes has the following flaws.

- The blemmyes is blinded while prone.
- If the blemmyes sneezes, it is stunned until the end of its next turn.

-ACTIONS-

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Ajla Huseinovic

He is lord of bog and pool,
king of muck and mud,
with a bloated glutton's body,
a back overgrown with fungus,
and a tilted mushroom crown.



Bog Lord Frog

Giant Swamp Frog. Bog lord frogs are one of the very largest varieties of frog. Typical specimens are as big as hippopotamuses, and a few very old ones grow larger than elephants.

They are territorial and become aggressive around other bog lord frogs, though they tolerate small frogs, who often serve to groom the veritable mushroom forests that grow along their backs. From these fungus patches, the bog lord frog can release toxic spores when harmed by opponents.

The Tragedy to Two Sisters. Some time ago, two sisters were out exploring in the marshes. The older was a falconer with a trained bird, and the younger was a budding magician. When the falcon did not return from one of its flights, the young ladies became worried. They trekked a ways farther into the marsh, where they came upon a massive frog with a mushroom crown. He lounged in a bog along with a multitude of croaking frogs.

Using her magic, the younger sister asked the frog king if he had eaten the falcon.

The frog replied, "I eat birds all the time. I cannot know if I ate yours. But you can climb into my mouth and look."

The magician dismissed the idea, "If I did that, you would eat me."

"No, no," denied the frog king. "If I ate you, your sister here would shoot an arrow into my heart."

The falconer drew her bow and nocked an arrow. "Go on sister. He will not eat you."

Yet, when the younger sister climbed into the frog's great mouth, he snapped it shut and gulped her down. The older sister shrieked and loosed her deadly arrow. The frog leapt to avoid the missile, but it pierced through his belly. He hacked and heaved, and out came the younger sister, with the arrow in her heart.

The falconer burst into tears of anguish. "Why have you done this! You said you would not eat her!"

The frog replied, "It was her magic that made me speak so. I am but a frog, and my nature is to devour." The last remnant of the magician's spell dwindled away, and the frog's words became nothing more than bestial croaks.

She threatened away the frog king, then wept as she embraced her dead sister. An avian cry came from overhead. Swooping down to land next to her was her falcon. It had not been eaten after all, and it had returned upon hearing its mistress's distress. The falconer dragged her sister's body back to town, where she was imprisoned on suspicion of murder. Again and again, she told the tale of the frog lord. Her father and mother, beside themselves with grief, offered a generous reward to any hunting party that could trek into the marshes and bring back a giant frog with a mushroom crown growing upon his head and an arrow scar on his belly.

Bog Lord Frog

OC

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	3 (−4)	10 (+0)	5 (−3)

Skills Athletics +7
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Amphibious. The frog can breathe air and water.

Leap. The frog has a long jump of up to 25 feet and a high jump of up to 15 feet, with no need for a running start.

Spores (1/Round). When the frog takes damage, it can release spores that spread out 10 feet in all directions. Each non-frog creature in this area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 4 (1d8) poison damage and is poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tongue. As a bonus action, the frog targets one Medium or smaller creature within 15 feet of it. The frog makes a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics). If the frog wins the contest, it knocks the creature prone and pulls it 10 feet closer.

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the frog cannot bite another target.

Swallow. The frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 10 (3d6) acid damage at the start of each of the frog's turns. The frog can have only one Medium target, two Small targets, or four Tiny targets swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Bog Emperor Frog

OC

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	3 (−4)	12 (+1)	5 (−3)

Skills Athletics +11, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Amphibious. The frog can breathe air and water.

Leap. The frog has a long jump of up to 30 feet and a high jump of up to 20 feet, with no need for a running start.

Spores (1/Round). When the frog takes damage, it can release spores that spread out 20 feet in all directions. Each non-frog creature in this area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tongue. As a bonus action, the frog targets one Large or smaller creature within 20 feet of it. The frog makes a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics). If the frog wins the contest, it knocks the creature prone and pulls it 15 feet closer.

-ACTIONS-

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the frog cannot bite another target.

Swallow. The frog makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 14 (4d6) acid damage at the start of each of the frog's turns. The frog can have only one Large target, two Medium targets, four Small targets, or eight Tiny targets swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Am I you? Am I something else?
Inseparable, I cannot live without you.
How greatly you wish to be rid of me,
but if you hurt me, the pain is yours too.
—*The Toad's Riddle*



The size of the rocky giant is unbelievable. It could squash an ogre underfoot or throw a house like a pumpkin.

Lucas Perdomo

Brobdingnagian

Living Mountains. A brobdingnagian could be confused for a massive earth elemental, as its skin has a stony texture with rocks clinging to it in clusters. Moreover, it eats rocks as its primary form of sustenance. Yet, under the surface, it is a being of flesh and blood. Due to their tremendous size, many refer to brobdingnagians as "living mountains." They are some of the strongest creatures in existence, rivaling ancient dragons and demon lords.

Despite their prodigious size and rugged appearance, brobdingnagians are civilized to a fair degree, if slow to make progress of any kind. They have a particular fondness for poetry, spending decades memorizing odes and epics, though they abhor magic and advanced technology. Above all else, brobdingnagians love to sleep, and they slumber inside mountains for great spans of time.

Semi-Divine Origin. Maeafal was the daughter of the stone giant king, and large even by the standards of stone giants. Many suitors attempted to woo her, but none struck her fancy, let alone won her heart. No matter how strong the warrior or how graceful the athlete or how accomplished the artisan, none impressed Maeafal sufficiently. She became known throughout the kingdom as pretentious, which caused the king endless consternation. At Maeafal's request, the king held a riotous mountain festival far more grand than was customary for the typically quiet stone giants. The grandest of all the guests invited was none other than the God of Battle. It was this deity that Maeafal desired. She flirted with him throughout the festival, though he displayed little interest in her, instead relishing in the giant's hearty food and drink. Determined to attain the war god by any means, Maeafal served him plate after plate of rich food and cup after cup of strong wine. Eventually, the god became drunk and sleepy. Maeafal led him to the cave prepared as his sleeping chamber and lay with him.

From this coupling, Maeafal became pregnant. At the apex of the pregnancy, her belly stretched so large that the king worried it would rupture. After an arduous labor, Maeafal gave birth to a massive child, a son whom she named Sterkunbar. The babe grew at an inconceivable rate, never satisfied no matter how much milk he nursed from his mother. And when she could give not a drop more, the child ate any rocks he could get his hands on. He grew into a staggeringly large stone giant who could only fit into the biggest of cavern-halls. Scree and boulders clung to his gravel skin, giving him a craggy, mountain-like appearance. He possessed the strength of his celestial father as well as a sleepy disposition that reminded Maeafal of the war god at the end of the feast. Sterkunbar went on to wed the largest stone giant woman in the kingdom, and the children she bore him were much the same as he himself. For generations, these traits passed through the bloodline, until the rocky mega-giants could no longer share the same home as the stone giants. They trekked to neighboring mountain ranges, stretched their limbs in sleepiness from the journey, and sank into the mountainsides to rest.

Brobdingnagian

Gargantuan giant (titan), neutral

Armor Class 19 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	9 (−1)	22 (+6)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +15, Con +12, Wis +7, Cha +6
Skills Athletics +21, Perception +7
Damage Resistances cold
Senses tremorsense 120 ft., passive Perception 17
Languages Giant
Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the brobdingnagian fails a saving throw, it can choose to succeed instead.

Titanic Force. Bludgeoning damage dealt by the brobdingnagian bypasses all resistances and immunities.

-ACTIONS-

Multiattack. The brobdingnagian makes two slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage, and if the target is a Huge or smaller creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Throw Rock. *Ranged Weapon Attack:* +15 to hit, range 120/480 ft., one target. *Hit:* 41 (5d12 + 9) bludgeoning damage, and if the target is a Huge or smaller creature, it must succeed on a DC 23 Strength saving throw or be pushed 10 feet away from the brobdingnagian and knocked prone.

Rock Slide. The brobdingnagian flings a mass of rocks that spreads from itself up to 80 feet long and up to 20 feet wide. Each creature in the area must make a DC 23 Dexterity saving throw. On a failed save, a creature takes 31 (9d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone. The area becomes difficult terrain for Huge and smaller creatures.

-LEGENDARY ACTIONS-

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

Titanic Stride. The brobdingnagian moves up to its speed.
Strike (Costs 2 Actions). The brobdingnagian makes a slam or throw rock attack.
Pin Under the Rocks (Costs 2 Actions). The brobdingnagian chooses a Large or smaller target it can see within 10 feet of it and dumps rocks and gravel onto the target. The target must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be restrained (escape DC 23). The target is blinded and has three-quarters cover while it is restrained in this way.

The beauty of the forest is embodied in her–the way light gleams and dapples through leaves, the enduring presence of ancient trees, the convergence of beast and folk.

Cervina Lightbringer

Medium fey, lawful good

Armor Class 15 (chain shirt)
Hit Points 75 (10d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	12 (+1)	18 (+4)	13 (+1)

Skills Insight +6, Medicine +6, Nature +3, Religion +3
Damage Resistances radiant
Senses passive Perception 14
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Cervina Body. Due to the makeup of its body, the cervina has disadvantage on ability checks made to climb, and it climbs at one-quarter speed instead of one half.

Leap. The cervina's jumping distance does not decrease without a running start.

Innate Spellcasting. The cervina's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights*, *sacred flame* (2d8)
3/day each: *healing word*, *misty step*
1/day: *daylight*, *faerie fire*, *protection from evil and good*

-ACTIONS-

Multiattack. The cervina makes two attacks or casts *sacred flame* against two different creatures.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Brilliant Pulse (Recharge 4–6). The lights created by the cervina's *dancing lights* cantrip surge with brilliance. Each creature in the same space as one or more lights must make a DC 14 Constitution saving throw, taking 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is also blinded until the end of the cervina's next turn.



Lucas Perdomo

Cervina

Majestic Forestfolk. Cervinas have the bodies of petite deer and the torsos and heads of people. They bear a resemblance to centaurs, though are noticeably smaller and have obvious fey traits, and they create orbs of soft light that hover in the air.

Cervina skins and furs typically have a range of lustrous hues such as tan, bronze, copper, and gold. Small antlers or horns protrude from their foreheads, and their ears are long and pointed. The clothing and armor they wear is fine crafted so as to not hinder their graceful movements.

Traditions and Rites. Many are the customs of the cervinas, who value and safeguard their culture. Some notable traditions include:

- *Cantus lucis,* chants of dawn, midday, sunset, and starlight.
- A religion that adores two married gods, Luciernath and Panalune.
- Bonding ceremonies to seal and bless cervinas' oaths.
- Raising and training blink dogs.
- Pledges to the Seelie Court to uphold noble aims.
- *Mea Antiquis,* a meditative breathing practice that cervinas believe brings strength and health.
- *Festum Luminum,* festivals of light, featuring light-enchanted handicrafts, costumes, and masks.



Stalked by Ancient Shadows. Of all the various adversaries the cervinas have faced over the years, none are so loathed as the wargwraiths. These massive canines of undead shadow have appeared a few times throughout history, plaguing the Material Plane and the Plane of Faerie. The cervinas have been the primary force that fought and defeated the wargwraiths, though each time at a terrible cost. In many regards, the cervinas have never truly recovered from these battles. Entire noble families have been hunted down and squads of elite soldiers have fallen in harrowing battles against the monstrous wraith-wolves. Some of the more horrifying cervina tales speak of fair and righteous souls turning into shadow wolves after being devoured by these most malevolent of foes. Within cervina communities, one can hear anxious whispers speculating about when and where the next wargwraith will appear.

Cervina Houndmaster

Medium fey, lawful good

Armor Class 14 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 35 ft.

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

Skills Animal Handling +4, Athletics +5, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP)

Cervina Body. Due to the makeup of its body, the cervina has disadvantage on ability checks made to climb, and it climbs at one-quarter speed instead of one half.

Leap. The cervina's jumping distance does not decrease without a running start.

Innate Spellcasting. The cervina's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights*
1/day: *faerie fire*, *hunter's mark*

-ACTIONS-

Multiattack. The cervina makes two attacks.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

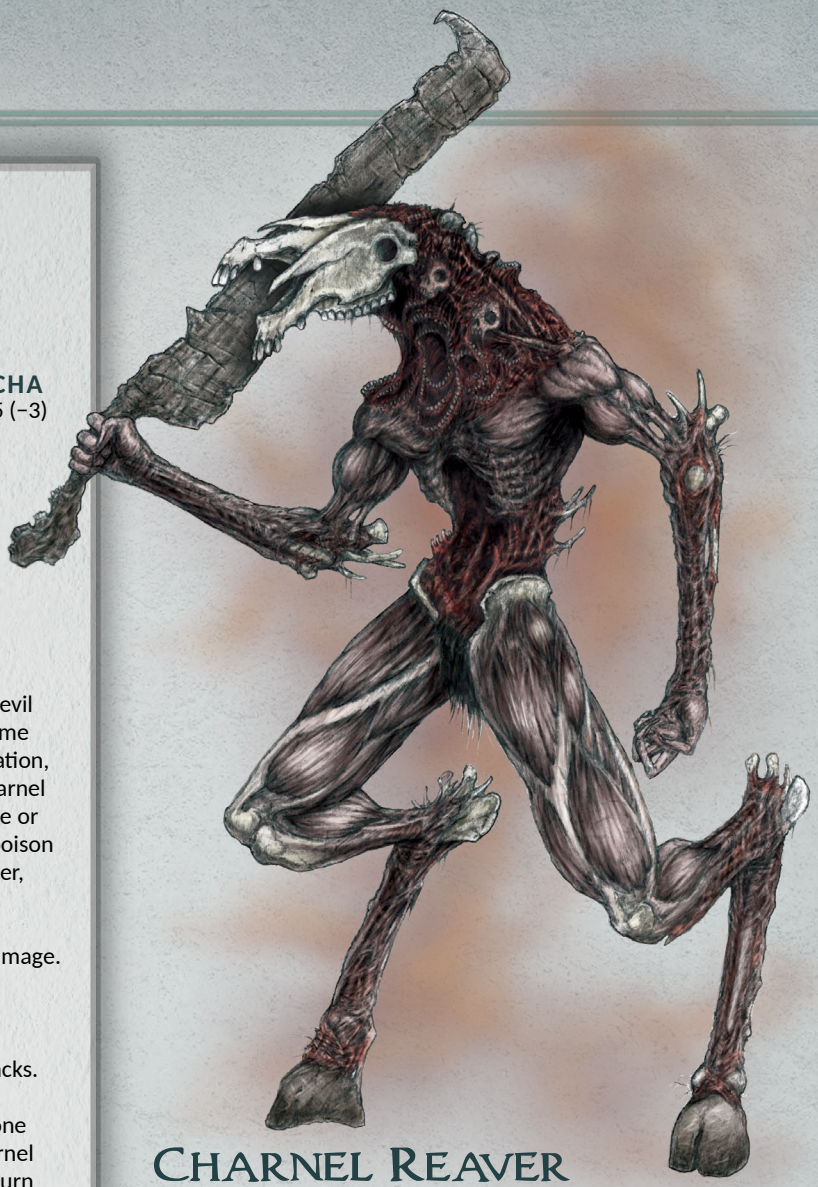
Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call the Fey Hounds (1/Day). The cervina summons two blink dogs in unoccupied spaces it can see within 60 feet of it. They are allies of the cervina and take their turns directly after it. Each blink dog lasts for 1 hour or until it drops to 0 hit points.

Some live without me, thinking they will be free,
Remaining childish as they age, believing their own lies.
Some are burdened by me, imprisoned internally,
Hiding in the silence, living morose lives.
—The Houndmaster's Riddle

Lucas Perdomo



Charnel Reaver

Animal Remains Inhabited by a Dark Soul. The farmlands have a dark side, only hinted at here and there by a cow skull mounted atop a post. Most people prefer to remain naive as to what grisly work is done in the places where livestock are taken and do not return. The slaughterhouse is kept silent, the abattoir is hidden away. At the end of each butchery, there remains bone, tendon, and other parts that go unused—the deadstock. A terrifying undead known as a charnel reaver arises when an evil spirit comes to inhabit these discarded parts. Such a dread spirit is usually a demon soul that enters the world through a vile ritual or through the actions of curious fools who meddle with unregulated magic. Though, in some cases, the spirit is actually the soul of a particularly evil person, such as a murderer or wicked cultist, who dies in the vicinity of the deadstock.

The charnel reaver stalks the villages, farmsteads, and meadows of the pastoral lands where its component members once grazed. Its mere presence awakens fear within animals, and the horrid moaning from its multiple mouths cripples those who hear it with terror. In hand, it wields a heavy weapon made from farming implements or scrap metal, most often a cleaver-axe. It delights most of all when its maws rips into prey, simultaneously tearing and rotting flesh.

Charnel Reaver

Large undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (−2)	10 (+0)	5 (−3)

Saving Throws Str +6, Wis +2
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but cannot speak
Challenge 4 (1,100 XP)

Reanimation. If the charnel reaver is destroyed, its evil spirit returns in 2d6 days, either reanimating the same body or forming a new one. To prevent this reanimation, broth must be made from the bones of the slain charnel reaver. The broth must immediately be drunk by one or more people. This broth deals a total of 35 (10d6) poison damage, divided among those who drank it. However, when the broth is consumed, a person proficient in Religion can pray over it and make a DC 15 Wisdom (Religion) check. On a success, it deals no poison damage.

-ACTIONS-

Multiattack. The charnel reaver makes two axe attacks.

Axe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the charnel reaver hits the same creature more than once in a turn with this attack, it gains advantage on its next Biting Maws attack roll against that creature.

Biting Maws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (4d4 + 4) piercing damage plus 7 (2d6) necrotic damage, and the charnel reaver grapples the creature (escape DC 14). While grappled, the creature takes 10 (4d4) piercing damage plus 7 (2d6) necrotic damage at the end of each of its turns. The charnel reaver can only grapple one creature at a time.

Dreadful Moaning (Recharge 5–6). Each living creature within 60 feet of the charnel reaver that can hear it must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 7 (2d6) psychic damage and is frightened until the end of the charnel reaver's next turn. While frightened in this way, a creature drops what it is holding, must use its hands to cover its ears, falls prone, and does not stand up.

Bone and sinew from animal corpses compose this horror, though its arms and bipedal form are twisted into vaguely-humanoid shapes. Within the raw mass of its neck are several gnashing mouths, atop of which rests a skull like that of a horse or cow.

Eric Rasmussen



The reef-encrusted rocks animate, rising up to reveal a large crab-like beast with a complex variety of coral growing from its carapace.

Coraphage

Coral Crawlers. Coraphages are rhino-sized crustaceans that have rocky, coral growths on their bodies. They inhabit sea coasts and marine environments, and eat an omnivorous diet, behaving both as ambush predators and scavengers. An unusual habit is their consumption of coral reef. Coraphages produce an acidic substance from their mouths that breaks down organic matter as well as rocks. Stranger still is their ability to spray a secretion from their bodies that rapidly calcifies and causes sharp coral-like growths to form on surrounding surfaces.

Living Collections. While a coraphage is little more than an animal, it does display an inclination or perhaps pleasure in adding to its complicated carapace. When it eats prey that particularly delights it—including humanoids—it can will a small portion of the prey's body to appear in calcified form amongst the growths on its body. If one closely studies a coraphage's carapace, various details can be found, such as appendages or facial bones, blended in stony relief among the contours and nooks of the coral.

The coraphage's collection features not only bits of consumed prey, but also tiny living creatures. Small fish, crustaceans, and sea spiders flit within the crannies of the coraphage's body, forming a veritable community of their own.

Coraphage

Large monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	3 (−4)	11 (+0)	5 (−3)

Skills Stealth +4
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Amphibious. The coraphage can breathe air and water.

Coast Walker. The coraphage's movement is not slowed by difficult terrain. It is immune to piercing and slashing damage dealt by terrain, such as sharp rocks or spikes.

Coral Growth (2/Day). As a bonus action, the coraphage releases a secretion that causes sharp coral growths to form on all surfaces in a 15-foot-radius, centered on the coraphage. This area is difficult terrain, and whenever a creature enters the area or moves through it for the first time on a turn, the creature must make a DC 15 Dexterity (Acrobatics) check. On a failed check, the creature takes 4 (1d8) slashing damage and falls prone. After 24 hours, the coral growths crumble away.

False Appearance. While motionless, the coraphage is indistinguishable from normal coral formations.

-Actions-

Multiattack. The coraphage makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Esper

First you spot its eyes, glowing and unblinking. Then you glimpse its body, a great metallic sphere whose circumference is ringed with the eyes. It moves decisively on spider-like legs, and as it draws nigh, the air takes on an unsettling weight.



Blacksphere Crawler

Huge construct, unaligned

Armor Class 20 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 50 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	20 (+5)	8 (−1)	12 (+1)	1 (−5)

Saving Throws Dex +5, Con +9
Skills Perception +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses truesight 120 ft., passive Perception 19
Languages understands the languages of its creator but cannot speak
Challenge 12 (8,400 XP)

Damping Field. All enemies within 60 feet of the blacksphere crawler cannot have advantage, their critical hits become normal hits, and their resistances do not reduce damage (immunities still function as normal).

Great Stability. The blacksphere crawler cannot be forced to move against its will, and it is immune to any spell or effect that would alter its form.

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

Magic Weapons. The blacksphere crawler's weapon attacks are magical.

-ACTIONS-

Multiattack. The blacksphere crawler makes three attacks.

Leg Spike. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Beam. *Ranged Spell Attack:* +9 to hit, range 300 ft., one target. *Hit:* 13 (2d12) radiant damage.

-REACTIONS-

Deflection Shield. When the blacksphere crawler takes damage from a source it can see within 120 feet of it, it can prevent 18 (4d8) points of the damage and deal the prevented damage to the source.

Joan Maldonado

Crawling Spheres

From The Pit They Crawl. In a certain cavern far below the surface world is a vast and inscrutable chasm known simply as The Pit. Its rim is like that of a large lake, and its depths plunge to some abyss whose full reach is unknown. Grimlocks, dark elves, and other denizens of the deeps speak nervously of a terrifying master, the Lord of the Pit, who creates thralls that carry out his bidding. The crawling spheres are among those beings who emerge from The Pit. On a multitude of legs they scuttle, casting searing beams from their eyes, and their very presence is a sapping aura. Hunting, killing, scavenging—whatever the task, a crawling sphere performs it without emotion, in cold efficiency.

Expedition to Terror. I write this in haste, not knowing how much time I have. I, Berred Gristlegall, am currently taking refuge in a cramped niche. To my dismay, it grows too narrow for me to squeeze through, and I dare not venture back out into the open cave. Not until I am certain those things are gone. I can hear them moving about even now.

My expedition party set out by spelunking down through the excavated sinkhole in the Amal Jaddi colony three days ago, searching for the colonists who had been trapped underground when the sinkhole pulled them through. The first two days of our under-trek involved us carefully combing through an abandoned dark elf fort and town. The threats we faced there were few, cave vermin and the like. What struck us was how the entire dark elf community had fled the settlement in such haste.

Today we navigated numerous caves, finding signs that the missing colonists had come this way. Clearly, they were seeking an exit to this damnable underworld.



We came to a massive cave without a floor, only a great pit like an empty lake. We cast stones over the edge and heard no sound of them hitting a floor below. Then the first terror struck. A being appeared behind us, coming from the cave we had traversed. It stood as tall as the tallest giant of legend, with four long arms. Its head was monstrous, wide, and eyeless, and in hand it carried heavy chains from which suspended cages, each large enough to hold multiple men.

We fled the horror. It was raw instinct. I had never run so fast in all my years, but it was not speed that saved me. Gozmur tripped on the erratic, stony ground. Then Yakkath. The giant caught them in its mighty chains. I ran and ran without looking back again. Their screams still echo in my head, along with the clang of the cage doors.

Myself and seven others skirted the edge of the collosal pit until we chanced upon an adjacent cave. There we hid on a higher shelf, behind a rock formation, gasping and groaning from the exhaustion of the flight. When we were sure that the gaoler-giant had not come into the cave, we crept out to check our surroundings. In the darkness we lurked, disoriented and grief-stricken.

The lights appeared next, coming over the lip of the pit. They were eyes, glowing, ringing round the spherical bodies of huge spider-like creatures. One of the things noticed Allenoz, who had ventured out farther than the rest of us. The orb-thing cast beams of light, which seared Allenoz half to ash. My comrades and I scattered in every direction. My first panicked impulse was to climb back atop the high shelf. That I did, where I discovered a crevice in the wall only a short climb up. Upon reaching the niche, I took but a single glance back down. There were rings of luminous eyes in the darkness. Dozens—no, hundreds—of legs, making metallic clinks as they scuttled about seizing upon or disintegrating my allies. I stuffed myself as far into the recess as I could. They did not find me. At least not yet. I can still hear them moving out there.

—Bloodstained pages recovered from a nook in a cave wall

Silversphere Crawler

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	8 (−1)	12 (+1)	1 (−5)

Saving Throws Dex +5, Con +9
Skills Perception +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses truesight 120 ft., passive Perception 19
Languages understands the languages of its creator but cannot speak
Challenge 9 (5,000 XP)

Damping Field. All enemies within 30 feet of the silversphere crawler cannot have advantage, their critical hits become normal hits, and their resistances do not reduce damage (immunities still function as normal).

Great Stability. The silversphere crawler cannot be forced to move against its will, and it is immune to any spell or effect that would alter its form.

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

Magic Weapons. The silversphere crawler's weapon attacks are magical.

-ACTIONS-

Multiattack. The silversphere crawler makes three attacks. Alternatively, it uses Iridescent Pulse (if available) then makes one Beam attack.

Leg Spike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Beam. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 11 (2d10) radiant damage.

Iridescent Pulse (Recharge 5–6). The silversphere crawler emits a magical pulse out to 30 feet in all directions. All spells of 4th level or lower in this area are dispelled, including spells affecting creatures and objects. In addition, each creature in this area must succeed on a DC 17 Constitution saving throw or be blinded until the end of the silversphere crawler's next turn.

Joan Maldonado

Demon, Nightmare Demon

Manipulators, Fearmongers, and Sowers of Evil. Does the realm of demons resemble our nightmares? Or do our nightmares resemble the realm of demons? Are our fears composed of terrors from beyond? Or are terrors from beyond composed of our fears? Past the boundaries of our orderly lives lurks chaos, and when that chaos combines with the rot of corruption, nothing is sacred and nothing is certain.

From such fell abysses come the marakil, also known as nightmare demons. These fiends have unspeakably horrific forms, though they are rarely seen, as they are lurking things with the ability to turn invisible. They revel in sowing fear and havoc, which typically begins by probing the mind of a target in order to read its thoughts and learn its deepest fears and desires. The marakil then uses telepathic communication and illusions to manipulate the victim into committing heinous sins. For example, the marakil might learn a person's religious convictions, then impersonate contact from a god or divine agent who gives commands that lead the target to acts of betrayal, subversion, or murder. A marakil would rather spread malevolence throughout a community than merely slay its members. However, if the circumstance arises, a marakil can assault foes with psychic torments and savage bites.



You glimpse the creature for but a moment, a grotesque thing that at once both slithers and scuttles, a fragment of a nightmare--so alien, yet so familiar.

Nightmare Demon (Marakil)

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 30 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Wis +4, Cha +6
Skills Deception +9, Intimidation +9, Stealth +6
Damage Resistances cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, Common, Undercommon, telepathy 120 ft.
Challenge 5 (1,800 XP)

Innate Spellcasting. The marakil's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*
3/day each: *invisibility* (self only), *major image*

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

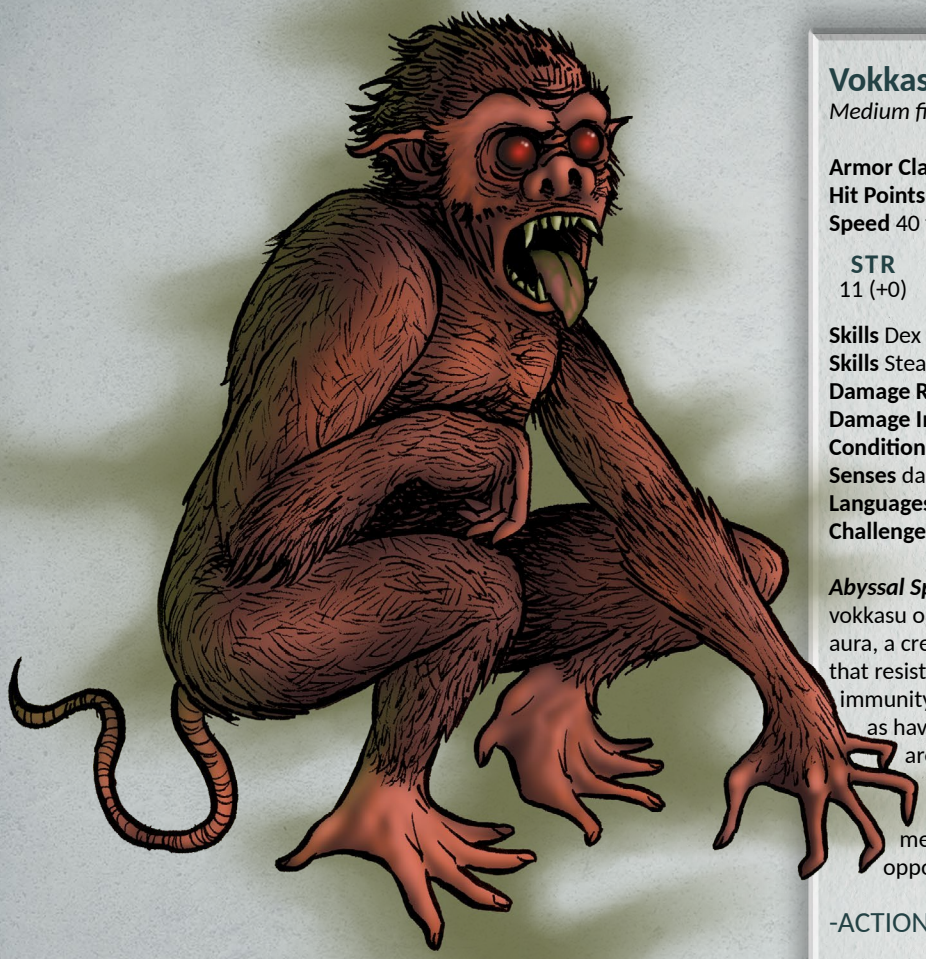
-ACTIONS-

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Psychic Probe. The marakil focuses on a creature it can see within 120 feet, magically reading the target's surface thoughts for 1 round. The target must have an Intelligence score of 4 or higher and understand at least one language, otherwise Psychic Probe fails. The marakil can also attempt to probe deeper into the mind of the creature as part of this action. If it does, the target must make a DC 14 Wisdom saving throw. On a failed save, the marakil learns the creature's deepest fears and desires. On a successful save, the target feels only a passing sensation, which it associates with something it has recently worried or obsessed over, and it becomes immune to the marakil's Psychic Probe for 24 hours.

Unleash Terror. The marakil targets a creature it can see within 120 feet that has previously failed its saving throw against Psychic Probe. Drawing upon one of the target's own worst fears, the marakil creates a potent illusion that only the target can see. The target must make a DC 14 Wisdom saving throw. On a failed save, the target becomes frightened and incapacitated, believing it is protecting itself from the terrifying threat. At the end of each of the frightened creature's turns, it repeats the saving throw, taking 21 (6d6) psychic damage on a failed save or ending the effects on itself on a successful save.

Eric Rasmussen



Demon, Vokkasu

Demonic Jungle Predators. Within the mad realms of demons grow jungles that are home to nightmarish predators. One such specimen is the vokkasu, a simian-bodied demon that typically hunts in packs through the forested terrain. Their bites inflict an awful poison that deposits minuscule spores within the corpses of their prey. After a short few days, a new vokkasu bursts forth from the dead body. A vokkasu's spores serve a second function. Wherever this demon-beast roams, it sheds a cloud of spores that reduce or remove innate poison defenses from other creatures.

Allies of the Dokuakuma. Within a great sweltering forest of the mortal world, a group of elves allied with the dokuakuma, as well as the vokkasu. These primate-like jungle demons are well suited for the thickly-wooded landscape. They aid the elves and the dokuakuma in the fight against interloping enemies, though the vokkasu do not lend their support out of any sense of loyalty or duty. Their sole impetus is to spread their own kind by slaying all manner of prey. The elves may outwardly grin and boast at the might of their alliance, but within the silence of their hearts, they dread what will become of their forestland if the vokkasu propagate too much.

Vokkasu

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	9 (−1)	12 (+1)	10 (+0)

Skills Dex +5, Con +4
Skills Stealth +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 3 (700 XP)

Abyssal Spores. Spores continuously exude from the vokkasu out to 10 feet in all directions. While within this aura, a creature with resistance to poison damage loses that resistance, whereas a creature that has poison immunity can suffer the poisoned condition and is treated as having only resistance to poison damage. Vokkasus are unaffected by Abyssal Spores.

Skittering Skirmish. After a vokkasu makes a melee attack, its movement does not provoke opportunity attacks until the end of its turn.

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 14 (4d6) poison damage. If a living creature of Small size or larger dies from this poison, a new vokkasu bursts from its corpse after 1d4 days.

Noxious Fumes. The vokkasu evokes a 10-foot radius burst of poison centered on a point it can see within 60 feet of it. Each creature in this area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 7 (2d6) poison damage and is poisoned for 1 minute. An affected creature can repeat this saving throw at the end of each of its turn, ending the effect on itself on a success.

In the tree lurks a simian creature. It has hands for feet, a rat tail, and rusty hair. Greenish venom coats its fangs and tongue, and its eyes are dark red abyssal orbs.

Esper



Stepping from blue flames is a man in formal attire, with crimson skin and a pair of curved horns. "Let's have a little discussion."

Devil, Logos

Corruption of Words and Speech. Logos devils, like all their kind, are beings of wickedness, yet also beings of order. Truth thus becomes corrupted in infernal society. Contracts, codes, and vows are common in Hell, but devils twist words, wielding them like blades. The strictest, most literal interpretations win out over implications—though devils use implications in order to trap others. Laws are based on cruel and cynical logic, and truth becomes whatever the devils will it to be, as opposed to a divine value that serves all.

Barristers of Hell. A logos devil often fills the role of barrister, though other types of devils do so as well. Legal proceedings often arise between rival devils, but there are also vast numbers of cases in which mortals become entangled in such diabolic affairs. A person from the world above will be inclined to retain an advocate who is experienced in infernal law, though the price may be steep, for one's very soul is often at stake in the realm of devils.

Logos Devil (Verbugon)

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7
Skills Deception +7, History +6, Insight +5, Investigation +6, Persuasion +10, Religion +9
Damage Resistances cold; bludgeoning, piercing, and slashing from attacks that are neither magical nor silver
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Common, Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *ray of frost* (3d8)
3/day each: *command*, *healing word* (as 3rd level)

-ACTIONS-

Infernal Debate. The devil calls out to one creature within 60 feet it, magically challenging the target in the philosophy of law. The target must be able to hear and understand the devil for this challenge to take place. The target makes an Intelligence (Religion) check, with the effect depending upon the result.

4 or lower: The target is stunned until the start of the devil's next turn and takes 14 (4d6) psychic damage.

5–9: The target cannot take bonus actions or reactions until the start of the devil's next turn and takes 14 (4d6) psychic damage.

10–14: The target takes 14 (4d6) psychic damage.

15–19: The target suffers no effect.

20 or higher: The target is immune to *infernal debate* for 24 hours.

War Burning Bright (2/Short Rest). The devil targets a manufactured metal weapon it can see within 60 feet of it, and the weapon ignites with flames. On a hit, the weapon deals an additional 7 (2d6) fire damage. If a creature is holding or carrying the weapon, it takes 7 (2d6) fire damage at the start of each of its turns. Unless the creature is immune to fire damage, it has disadvantage on attack rolls with the flaming weapon. The flames last up to 1 minute, and the devil must concentrate to maintain the effect (as though a concentration spell).

-REACTIONS-

Diabolic Interjection. When the devil sees a creature within 60 feet of it make an ability check, saving throw, or attack roll, it interjects with diabolic words. The devil rolls 1d6 and either adds to or subtracts from the target's roll. The devil can do so after the target makes its roll, but before the outcome is determined.

Esper



You pluck the loot from the felled brigand--a purse of gold, a necklace with a pendant, and a gem-encrusted dagger. Certainly you will make good use of such treasure.

Devil, Wrathlure

Diabolic Trickster. A wrathlure, also known as an escamalor in the Infernal tongue, is a deceptive devil that baits people into robbing it of its valuables, which are actually cursed items. This fiend feeds off of people's bloodlust and brutality, thus it prefers stronger targets, such as adventurers or warriors. A common tactic employed by the wrathlure is to appear as a bandit that demands the targets' money. It uses its shapechanging powers and its guile to mislead them into attacking. When it is struck by a significant enough attack, it feigns falling dead, allowing the "victors" to plunder the fiendish items. If and when the time is right, it attacks the targets, exploiting the malign effects of the curses.

Wrathlure (Escamalor)

Medium fiend (devil, shapechanger), lawful evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

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

Saving Throws Dex +5, Con +5, Wis +4, Cha +5
Skills Acrobatics +5, Deception +7, Insight +4, Medicine +4, Stealth +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Cursed Items. The wrathlure has the following cursed items, each of which is visible on its person: *amulet of delicadeza*[EEE], *miser's gold*[EEE], *treacherous blade*[EEE]. A non-fiend who takes one of these items from the wrathlure immediately becomes cursed, as the item attunes itself to the creature (unattuning another magic item at random if it is already attuned to the maximum number).

Amulet of Delicadeza. Upon a delicate chain hangs a tiny crystal with the shape of a snowflake. The cursed creature has telepathy out to 120 feet, but also has vulnerability to all damage.

Miser's Gold. This coin purse contains 100 gold pieces. The cursed creature feels the weight of the gold grow immense, and it obsessively safeguards the purse and counts the coins often. Its speed is reduced by half, and it has disadvantage on Charisma checks.

Treacherous Blade. Gemstones encrust this beautiful *+1 dagger*. The cursed creature is unable to wield any other weapon in its main hand, and should the dagger ever be removed from contact with the cursed creature, it immediately teleports back onto the cursed creature's person. Whenever the cursed creature misses with an attack roll, it takes 3 (1d4 + 1) piercing damage, as the dagger jabs it. This effect occurs whether or not the creature is wielding the dagger.

Devil's Sight. Magical darkness doesn't impede the wrathlure's darkvision.

Low Cunning. Being prone does not impose disadvantage on the wrathlure's attack rolls, and it can stand up by spending only 5 feet of movement.

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

Rapid Shapechange. As a bonus action, the wrathlure can alter its form to that of any Medium humanoid, or back to its true form. The wrathlure's statistics are the same in each form. Any equipment it is wearing or carrying does not transform. It reverts to its true form if it dies in Hell, otherwise it disappears in a puff of hellish smoke, leaving its equipment behind.

-ACTIONS-

Multiattack. The wrathlure makes two attacks.

Treacherous Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) magical piercing damage.

Hex Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) force damage.

-REACTIONS-

Play Dead. The wrathlure can use this reaction when it takes damage or is subjected to any hostile effect. It alters the superficial details of its form to appear mortally injured, and it pretends to die (falling prone if desired). If it attacks a creature that believes it to be dead, the wrathlure gains advantage on the attack roll.

CJ Marsh



Aleksandar Kostic

Div

Monstrous Giants of Fell Magic and Hulking Transformations. Divs are powerful giantkin related to oni and ogres. They are malicious, violent, and jealous beings, often hateful of those who possess great abilities or riches. They have a particular disdain for fey and elves, with whom hostilities have existed for centuries. Nighttime is when divs are most active, as they prefer it over the day. The magic wielded by divs brings terrible afflictions upon their foes, and if a div becomes injured, it erupts with rage, transforming temporarily into a monstrous brute of even greater size.

Div

Large giant (shapechanger), chaotic evil

Armor Class 14 (natural armor)
Hit Points 195 (17d10 + 102)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (−1)	22 (+6)	9 (−1)	12 (+1)	18 (+4)

Saving Throws Dex +3, Con +10, Wis +5
Skills Athletics +10
Senses darkvision 60 ft., passive Perception 11
Languages Giant
Challenge 10 (5,900 XP)

Innate Spellcasting. The div's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day each: *reduce to rust*[EEE], *snake tongue*[EEE]
1/day each: *confusion*

Monstrous Transformation (Recharges after a Short or Long Rest). As a bonus action when the div is below 100 hit points, it polymorphs into its monstrous form. This form lasts for 10 minutes or until the div dies. Its size becomes Huge, its melee reach increases by 5 feet, it deals an additional 4 (1d8) damage on all weapon attacks, and it gains advantage on all Strength checks and Strength saving throws. It cannot cast spells while in monstrous form. Any equipment it is carrying or wearing is not transformed.

-ACTIONS-

Multiattack. The div makes two slam attacks and one bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (5d8 + 6) bludgeoning damage.

Rending Claws (Monstrous Form Only). Each creature within 10 feet of the div takes 37 (7d8 + 6) slashing damage, or half damage on a successful DC 18 Dexterity saving throw.

The pale-skinned giant resembles an ogre, but with horns sprouting up from its head and pronounced boar-like tusks.



The being is unlike any you have seen before. Its body is roughly that of a human, but its face is a lattice of tissue-strands with a hollow head beyond, like some beehive or seed pod scooped out from the inside. One of its arms is a tattered and shredded wing, and its other arm ends in a hand using a tree branch for a staff.

Dobodaem

Demon Who Rebelled Against Evil. Those rare individuals who encounter a dobodaem experience a variety of reactions. It is a disturbing thing to behold, yet also piteous in its ravaged state. One might take it for a fallen angel, but the truth is exactly the opposite. It was a greater demon, a vile fiend from the bleakest recesses of existence, who came to experience a deep remorse for the atrocities it committed. Perhaps it encountered a celestial being or holy location, whose illumination sparked a conscience within it. Or perhaps the demon, due to the infinite variations that occur in such beings of chaos, came to a state of self-reflection out of sheer anomaly. Whatever the cause, the creature chose to rebel against the forces of evil that infused its every fiber, and in doing so, it entered a spiritual metamorphosis. Thus, the realm of demons rejected it—body and soul—like a gullet coughing out a foreign object or a droplet of water popping and soaring upwards after contact with hot embers. If falling from Heaven is painful, being ejected from the demon realm is worse still. Not only did the dobodaem suffer the wracking flight, but upon arrival in the mortal world, its mind was tormented ceaselessly by the memories of the horrors it had previously committed. Unable to bear the mental torture, the dobodaem tore off its face and clawed out its brain. By the power of the divine metamorphosis alone did it survive. Blind and staggering by instinct, it grasped out for anything, any stability possible, and there found a tree. An honest, steadfast form of life, with roots holding fast to the earth.

A Glimpse into a Dobodaem's First Moments in the World. The place where the dobodaem entered the Material Plane was a vast wasteland. The tree which it clutched was of a sparse yet hearty sort. The hollow-headed fiend drew from the tree a branch to serve as a guide-stick. There was silence within it, only tinged here and there by a distant echo, as though some terrible storm recently passed. It thought by gut and by intuition, it saw with eyes of the spirit rather than eyes of the flesh. The transformation was still ongoing, a journey through a harsh landscape, somehow seeking a destination among the stars. The true tests were to come, when it would encounter other beings—beings with various shades of philosophy and morals—when it would make its own choices, for good or for ill.

Fate of the Dobodaem. By way of its metamorphosis, a dobodaem possesses a number of supernatural abilities. Though its overall power is less than what it once wielded, it is nonetheless a remarkable creature. The dobodaem's wish is to become a celestial, but wishes are easy enough to make. Seeing a plan through to its completion is far more difficult.

Dobodaem

Medium fiend, chaotic good

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	5 (−3)	18 (+4)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +7, Cha +5
Skills Insight +7, Survival +7
Damage Resistances cold, fire, lightning, poison, psychic, thunder
Condition Immunities blinded, stunned
Senses truesight 120 ft. (blind beyond this radius), passive Perception 14
Languages understands Abyssal and Common but cannot speak; telepathy 120 ft.
Challenge 7 (2,900 XP)

Hollowed Head. The dobodaem is immune to and cannot be detected by any divination effect, unless it chooses otherwise. It is also immune to any spell or effect that is based on an Intelligence saving throw.

Innate Spellcasting. The dobodaem's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no verbal or material components:

At will: *guiding bolt*, *orison of protection*[EEE]
3/day each: *celestial form*[EEE], *dispel magic*, *rune of binding*[EEE] (as 4th level)
1/day each: *dispel evil and good*

-Actions-

Staff of the Wasteland. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) magical bludgeoning damage, and on the target's next turn, if it uses its action for anything other than Dodge, the dobodaem gains 7 (3d4) temporary hit points.

Rays in the Darkness. The dobodaem casts *guiding bolt* twice.

Given the strange and unstable state of a dobodaem, it has limited time to exist in the realm of mortals. Some say a year and a day, some say seven years or a decade. Whatever the case, when the last grain of sand passes through the aperture of fate, and the dobodaem's time is no more, its staff plants firmly into the ground and grows into a tree. If, during its time on the Material Plane, the dobodaem managed to atone for its demonic past, the tree bears succulent, healing fruit, and the fiend becomes a celestial, ascending to the astral realm above. If the dobodaem, due to its flaws, was unable to accomplish such atonement, the tree is twisted, with poisonous fruit. The fiend collapses into a brittle husk, and its spirit forever wanders the wasteland, rejected by the Underworld, yet unfit for Heaven.

Ajla Huseinovic (left)



Dragon, Astral

Dragons Who Voyage Unto the Stars. Astral dragons are some of the longest and slimmest dragons, and their wingspans stretch farther than any others'. These magic-suffused wings make them the fastest fliers of all dragon-kind, able to fly even unto the Astral Plane by way of crossings that form far above their high mountain lairs. Astral dragons have a special kind of hardiness and are able to withstand extreme environmental conditions that few other creatures can.

The scales of an astral dragon are small, tight-fitting, and sleek. They have a silver-teal sheen to them that reflects light well. The wing membranes have an almost ghostly aspect and produce very little sound as the dragon soars through the air.

Astral dragons enjoy eating a variety of different foods. Hunting wild animals thrills them as much as succulent feasts. They also consume and draw nourishment from any solid matter that reflects light—precious metals and gems (astral diamonds most of all), even glass. In addition, they regularly bathe in starlight to maintain their vitality. Perching atop the highest peaks and spires at night brings them some of the luminescence they require, but nothing compares to floating within the Astral Plane, that starry expanse beyond the ethereal veil of the world.

Treasure allures astral dragons as it does all their kindred. They love gleaming jewels and polished metalcrafts, as well as magical objects that radiate light.

Children of the Lantern. Illus is a god of knowledge and light, scholars and lorekeepers, sages and thinkers. He exists as a great constellation in the sky, and various temples bear his icon—the lantern—in their alcoves. Of his many creations, the astral dragon is one of the most majestic.

Ancient Astral Dragon

OC

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)
Hit Points 487 (25d20 + 225)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+3)	28 (+9)	20 (+5)	17 (+3)	22 (+6)

Saving Throws Dex +10, Con +16, Wis +10, Cha +13
Skills Arcana +12, History +12, Perception +17, Religion +12
Damage Immunities cold, fire, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Celestial, Common, Draconic
Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Star Dweller. The dragon can survive up to 25 days without breathing. It is unaffected by environmental hazards due to altitude or lack of atmosphere. Its flight is magical and does not rely on air density.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *banishment*, *clairvoyance*, *dimension door*, *dispel magic*, *find the path*, *starfall*[EEE]

-Actions-

Multiattack. The dragon can use Luminous Form. It then makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage. On a hit, the target must succeed on a DC 24 Strength saving throw or fall prone.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Astral Breath. The dragon exhales a radiant blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 63 (14d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon exhales a starry nebula in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Luminous Form. The dragon emanates bright light out to 360 feet in all directions until it spends a bonus action to end this effect. This light functions as sunlight, and it dispels all magical darkness and illusion effects.

-Legendary Actions-

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

Seek. The dragon moves up to half its speed. It can make a Perception check.

Scintillate. The dragon targets one creature within the light of its Luminous Form. The target must make a DC 24 Dexterity saving throw. On a failed saving throw, the target glows for 1 minute. While glowing, it cannot hide, and attack rolls made against it have advantage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Whip (Costs 2 Actions). The dragon makes a tail attack against up to three creatures.

Anne-Laura Patris (left)

Like their creator, astral dragons pursue knowledge with the aim of unraveling the mysteries of the cosmos. They seek to form order out of chaos, to bring the unknown into the light, and to establish meaning out of disarray, like the constant orientation a star provides amidst the obscuring gloom of night. They tend towards the studious, aloof, or reserved nature of Illus, rather than righteous crusading, but undoubtedly they prefer morality over malevolence. If roused to aggression, astral dragons prove to be tremendous opponents, unleashing blasts of brilliance, blinding nebulae, flurries of attacks, and a smattering of magic. Woe be to those evil mages and brutish reavers who make an enemy of an astral dragon.

The Prismatic Shards. Long ago, Illus the Lantern was defeated in battle by Vorstbrand, a titan of fire and ice. Though Illus left Vorstbrand with a divine curse that eventually overwhelmed him, the god ruptured into a multitude of shards that flung across the lands, like a colossal geyser tossing a cluster of crystalline pebbles at impossible distances. These shards have a variety of colors, indeed the entire spectrum of light broken down into component hues. These shards are the shattered pieces of Illus's body, while his spirit fragmented into a number of white fire beacons known as manaflame. His spirit was eventually rejoined by the efforts of a legendary band known as the Keepers of the Silver Flame, whose Luminous Procession brought together once again the god's spirit, whereupon he ascended to the sky and became the constellation now seen to this day. Many of the prismatic shards, however, are still unaccounted for. The astral dragons greatly prize these celestial stones and seek to devour them. They provide the dragons wondrous nourishment, and Illus would rather the fragments of his old body not linger.

Adult Astral Dragon

OC

Huge dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +11, Wis +7, Cha +10
Skills Arcana +9, History +9, Perception +12, Religion +9
Damage Immunities cold, fire, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Celestial, Common, Draconic
Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Star Dweller. The dragon can survive up to 18 days without breathing. It is unaffected by environmental hazards due to altitude or lack of atmosphere. Its flight is magical and does not rely on air density.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *banishment*, *clairvoyance*, *dimension door*, *dispel magic*, *locate creature*

-ACTIONS-

Multiattack. The dragon can use Luminous Form. It then makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. On a hit, the target must succeed on a DC 20 Strength saving throw or fall prone.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Astral Breath. The dragon exhales a radiant blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon exhales a starry nebula in a 60-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Luminous Form. The dragon emanates bright light out to 240 feet in all directions until it spends a bonus action to end this effect. This light functions as sunlight, and it dispels magical darkness and illusion effects created by up to 5th-level spells and very rare magic items.

-LEGENDARY ACTIONS-

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

Seek. The dragon moves up to half its speed. It can make a Perception check.

Scintillate. The dragon targets one creature within the light of its Luminous Form. The target must make a DC 19 Dexterity saving throw. On a failed saving throw, the target glows for 1 minute. While glowing, it cannot hide, and attack rolls made against it have advantage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Whip (Costs 2 Actions). The dragon makes a tail attack against up to three creatures.



Young Astral Dragon

Large dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +5, Cha +8
Skills Arcana +7, History +7, Perception +9, Religion +7
Damage Immunities cold, fire, radiant
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Celestial, Common, Draconic
Challenge 9 (5,000 XP)

Star Dweller. The dragon can survive up to 16 days without breathing. It is unaffected by environmental hazards due to altitude or lack of atmosphere. Its flight is magical and does not rely on air density.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *clairvoyance, dispel magic, locate object, misty step*

-ACTIONS-

Multiattack. The dragon can use Luminous Form. It then makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 5 (1d10) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Astral Breath. The dragon exhales a radiant blast in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon exhales a starry nebula in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Luminous Form. The dragon emanates bright light out to 120 feet in all directions until it spends a bonus action to end this effect. This light functions as sunlight, and it dispels magical darkness and illusion effects created by up to 3rd-level spells and rare magic items.

OC

Esper

Astral Dragon Wyrmling

OC

Medium dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +5, Con +4, Wis +2, Cha +5
Skills Arcana +4, History +4, Perception +4, Religion +4
Damage Immunities cold, fire, radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Draconic
Challenge 3 (700 XP)

Star Dweller. The dragon can survive up to 8 days without breathing. It is unaffected by environmental hazards due to altitude or lack of atmosphere. Its flight is magical and does not rely on air density.

-ACTIONS-

Multiattack. The dragon can use Luminous Form and then make a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) radiant damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Astral Breath. The dragon exhales a radiant blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 13 (3d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon exhales a starry nebula in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Luminous Form. The dragon emanates bright light out to 60 feet in all directions until it spends a bonus action to end this effect. This light dispels magical darkness and illusion effects created by up to 2nd-level spells and uncommon magic items.

-An Astral Dragon's Lair-

Astral dragons prefer to lair atop the highest mountain peaks and tallest spires, whence they can launch their great flights to the astral realm beyond the limits of the sky.

-LAIR ACTIONS-

On initiative count 20 (losing initiative ties), an adult or older astral dragon takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row:

- **Bring Truth to Light.** All creatures within the dragon's lair must make a DC 15 Charisma saving throw. On a failed save, a creature cannot intentionally tell a lie until it completes a long rest outside the lair.
- **Enigma of Stars.** Glowing points appear like star clusters within 120 feet of the dragon. Each enemy must make a DC 15 Intelligence (Arcana) check. On a failed check, a creature takes 10 (3d6) psychic damage.
- **Tranquil Magic.** All enemies within 120 feet of the dragon must make a DC 15 Wisdom saving throw. On a failed save, a creature cannot use any hostile magic for 1 round (until the next lair action initiative count).

-REGIONAL EFFECTS-

The region containing an astral dragon's lair is touched by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of the lair, the night sky is exceptionally clear, providing a spectacular view of stars and nebulae. Many miles directly above is a crossing between the Material Plane and the Astral Plane. Creatures with magical flight can cross between these planes if they can survive the vertical trek filled with intense cold and extremely low air density.
- Within 6 miles of the lair, lanterns, torches, candles, and other such incandescent lights are stronger, providing double the amount of illumination and burning twice as long.
- In this place of knowledge and light, minds are illuminated. Once per day while within 1 mile of the lair, a creature that is not hostile to the dragon can reroll an Intelligence or Wisdom ability check or saving throw.

If the dragon dies, these effects fade in 1d10 days.

The draconic form, slender and sleek,
climbs the sky through each band of the heavens.
Unto the stars it upward glides, until disappearing
with a luminescent wink.



The dragon is bewildering and mystifying, as though not entirely of this world. Through a bank of violet fog it calls an orb into its clutches.

Ancient Orb Dragon

OC

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 420 (24d20 + 168)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	25 (+7)	20 (+5)	17 (+3)	22 (+6)

Saving Throws Dex +9, Con +14, Wis +10, Cha +13
Skills Arcana +12, History +12, Perception +17, Stealth +9
Damage Resistances cold, fire, lightning, poison, psychic, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Dragon's Orb. The dragon possesses an orb to which it is bonded. If the dragon loses the orb, it cannot use any option marked°. It can summon the orb back into its grasp as a bonus action.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic°*, *identify°*, *mage hand°*, *prestidigitation°*
1/day each: *clairvoyance*, *dispel magic*, *mass suggestion*, *prismatic spray*, *telekinesis*, *true seeing*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

-ACTIONS-

Multiattack. The dragon makes a bite attack and two tail attacks. It can replace any of these attacks with Orb Pulse.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Orb Pulse°. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 18 (4d8) force damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Coruscating Breath (Recharge 5–6). The dragon exhales vivid colors in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 67 (15d8) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the damage type: 1. Cold, 2. Fire, 3. Lightning, 4. Poison, 5. Psychic, 6. Radiant.

-REACTIONS-

Mirror Spell°. When the orb dragon sees another creature within 60 feet of it cast a spell, it can attempt to copy that spell as a reaction. The dragon and the spellcaster make contested Intelligence (Arcana) checks, and if the dragon's check is higher, it replicates the spell. It chooses the targets for the copy, functioning as though the dragon had cast the spell. The original spell and the copy occur simultaneously.

-LEGENDARY ACTIONS-

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

Orb Gaze°. Until the end of the dragon's next turn, it has truesight out to 120 feet and is able to see through solid objects and into the Ethereal Plane within this range.
Tail Attack. The dragon makes a tail attack.
Ethereal Stride° (Costs 2 Actions). The dragon magically shifts from the Material Plane to the Ethereal Plane, or vice versa. Alternatively, it teleports up to 60 feet to an unoccupied space it can see.

Ashkan Ghanbari

Adult Orb Dragon

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +7, Con +10, Wis +7, Cha +10
Skills Arcana +9, History +9, Perception +12, Stealth +7
Damage Resistances cold, fire, lightning, poison, psychic, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Dragon's Orb. The dragon possesses an orb to which it is bonded. If the dragon loses the orb, it cannot use any option marked°. It can summon the orb back into its grasp as a bonus action.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*°, *identify*°, *mage hand*°, *prestidigitation*°
1/day each: *clairvoyance*, *color spray* (as 5th level), *dispel magic*, *see invisibility*, *suggestion*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

-ACTIONS-

Multiattack. The dragon makes a bite attack and two tail attacks. It can replace any of these attacks with Orb Pulse.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) radiant damage.

Orb Pulse°. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 13 (3d8) force damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Coruscating Breath (Recharge 5–6). The dragon exhales vivid colors in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the damage type: 1. Cold, 2. Fire, 3. Lightning, 4. Poison, 5. Psychic, 6. Radiant.

-REACTIONS-

Mirror Spell°. When the orb dragon sees another creature within 60 feet of it cast a spell, it can attempt to copy that spell as a reaction. The dragon and the spellcaster make contested Intelligence (Arcana) checks, and if the dragon's check is higher, it replicates the spell. It chooses the targets for the copy, functioning as though the dragon had cast the spell. The original spell and the copy occur simultaneously.

-LEGENDARY ACTIONS-

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

Orb Gaze°. Until the end of the dragon's next turn, it has truesight out to 120 feet and is able to see through solid objects and into the Ethereal Plane within this range.
Tail Attack. The dragon makes a tail attack.
Ethereal Stride° (Costs 2 Actions). The dragon magically shifts from the Material Plane to the Ethereal Plane, or vice versa. Alternatively, it teleports up to 60 feet to an unoccupied space it can see.

OC

Dragon, Orb

Arcane and Otherworldly. An orb dragon represents the border where ethereal meets material, where might meets mystique, and where sorcery meets wizardry. It appears as though something from a dream, surreal and shifting and always laced with mist.

From the back of the dragon's head jut multi-pronged horns and streaming white hair. Thick whiskers grow like tendrils from the sides of its snout, and a long tuft of beard sprouts from its chin. The underside of its body has a pale coloration, whereas its upper sections are covered with dark indigo scales. Its wing membranes slowly fade from one hue to another, and the orb in its hand displays an iridescent sheen. Furthering this effect, when the orb dragon looses its breath attack, vivid prismatic colors come scintillating from its mouth.

Orb dragon eggs only hatch in locations where wild magic is strong. One or more of the dragon's family members prepare an orb for a hatchling ahead of its emergence from the egg. This orb is both physical and spiritual, a sphere of polished crystal that is imbued by draconic magic through a ritual that can only be performed within the Ethereal Plane. When the new dragon hatches, its very essence is unstable. Those who readied the orb perform a counterpart ritual that bonds the hatchling to the orb, which serves to stabilize it as well as catalyze its innate magical connection. The dragon remains bonded to the orb as it ages and can readily summon it back into its hand if ever separated. In rare cases, the dragon needs to replace

Young Orb Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Dex +5, Con +6, Wis +4, Cha +7
Skills Arcana +6, History +6, Perception +7, Stealth +5
Damage Resistances cold, fire, lightning, poison, psychic, radiant
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Dragon's Orb. The dragon possesses an orb to which it is bonded. If the dragon loses the orb, it cannot use any option marked°. It can summon the orb back into its grasp as a bonus action.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*°, *identify*°, *mage hand*°, *prestidigitation*°
1/day each: *color spray* (as 2nd level), *detect thoughts*, *see invisibility*, *suggestion*

OC

-ACTIONS-

Multiattack. The dragon makes three Orb Pulse attacks. It can replace one of these with a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) radiant damage.

Orb Pulse°. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) force damage.

Coruscating Breath (Recharge 5–6). The dragon exhales vivid colors in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 45 (10d8) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the damage type: 1. Cold, 2. Fire, 3. Lightning, 4. Poison, 5. Psychic, 6. Radiant.

-REACTIONS-

Mirror Spell°. When the orb dragon sees another creature within 60 feet of it cast a spell, it can attempt to copy that spell as a reaction. The dragon and the spellcaster make contested Intelligence (Arcana) checks, and if the dragon's check is higher, it replicates the spell. It chooses the targets for the copy, functioning as though the dragon had cast the spell. The original spell and the copy occur simultaneously. If the spell is 6th level or higher, a young orb dragon automatically fails to copy it.

its orb. During whatever span of time it remains unbonded, the dragon reverts to a less stable state, with parts of itself phasing in and out of the ethereal and surges of chaotic magic rippling out from it.

Orbs of Wonder. The magical spheres to which orb dragons are bonded come in various colors. Commonly favored colors are aquamarine, which represents the sea, purple, symbolizing balance, and black, which stands for mystery. From the dragon's earliest days, it learns to utilize the magic of its orb. As long as the orb is in its hand, the dragon can attack with pulses of arcane force, detect the presence of magic, move nearby objects with its mind, and produce virtually any minor magical effect it can imagine. Furthermore, upon seeing another creature cast a spell, the dragon can use its orb to attempt to mirror the spell. The caster and the dragon clash in a duel of arcane mastery, and should the dragon succeed, it wields a duplicate of the original spell according to its own will. Older orb dragons also can use their magical spheres to phase between the material and ethereal planes and to see through illusions as well as solid objects.

Island Sages. An orb dragon typically dwells on an island and protects the perimeter by calling up tempests that wrack the coastal waters. On occasion, travelers make their way to the island, be they castaways at the mercy of the sea or adventurers seeking out the dragon. Should the wayfarers reach an accord with the dragon, it opens a tunnel of iridescent mists that allows them to pass safely through the storm and reach the island shore. Such an accord with the dragon can be struck in various ways. Some offer the dragon items that it most prizes for its hoard—translucent gemstones, divination objects, mirrors, crystalline artwork, fine tea leaves, arcane scrolls, and spellbooks. Some agree to help stabilize the dragon's isle of dreamlike phenomena by serving as a sort of monastic who tends gardens, performs manual chores, and meditates upon balance in chambers with large crystal growths. Others of more heroic stock pledge that in exchange for the dragon's sagelike guidance, they will strike down one of its enemies. Classic foes of orb dragons are blue dragons and bronze dragons, but they also come into conflict with efreeti, fire giants, and liches (who scheme of ways to steal their obs).

Orb Dragon Wyrmling

Medium dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +4, Wis +2, Cha +5
Skills Arcana +4, History +4, Perception +4, Stealth +4
Damage Resistances cold, fire, lightning, poison, psychic, radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Dragon's Orb. The dragon possesses an orb to which it is bonded. If the dragon loses the orb, it cannot use any option marked°. It can summon the orb back into its grasp as a bonus action.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*°, *mage hand*°, *prestidigitation*°

OC

-ACTIONS-

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) radiant damage.

Orb Pulse°. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (2d6) force damage.

Coruscating Breath (Recharge 5–6). The dragon exhales vivid colors in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 13 (3d8) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the damage type: 1. Cold, 2. Fire, 3. Lightning, 4. Poison, 5. Psychic, 6. Radiant.

-REACTIONS-

Mirror Spell°. When the orb dragon sees another creature within 60 feet of it cast a spell, it can attempt to copy that spell as a reaction. The dragon and the spellcaster make contested Intelligence (Arcana) checks, and if the dragon's check is higher, it replicates the spell. It chooses the targets for the copy, functioning as though the dragon had cast the spell. The original spell and the copy occur simultaneously. If the spell is 3rd level or higher, an orb dragon wyrmling automatically fails to copy it.

-An Orb Dragon's Lair-

Orb dragons prefer to lair on islands, from hot, volcanic islands to frozen, ice-capped islands and everything in between.

-LAIR ACTIONS-

On initiative count 20 (losing initiative ties), an adult or older orb dragon takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row:

- **Dazzling Arcana.** Each enemy within 120 feet of the dragon must make a DC 15 Intelligence saving throw. A creature that fails this save expends a spell slot of its highest level available, or if it has no spell slots (whether a spellcaster or not), it takes 9 (2d8) psychic damage.
- **Magic Awareness.** Until initiative count 20 on the next round, the dragon is aware of all spells and other magical effects within 120 feet of it, including their exact locations and specific effects.
- **Spectral Orbs.** Orbs of magical force appear around up to 3 creatures within 120 feet of the dragon. Each creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) force damage and be restrained until initiative count 20 on the next round.

-REGIONAL EFFECTS-

The region containing an orb dragon's lair is touched by the dragon's magic, which creates one or more of the following effects:

- The sea within a 1-mile radius of the dragon's isle is wracked by a continuous storm. At the dragon's command, a rainbow tunnel opens, providing safe passage through the storm.
- Within 6 miles of the dragon's lair, large crystalline growths dot the landscape. Some are as large as a person, and some are bigger than trees. The dragon sometimes cuts these crystals into beautiful geometrical shapes and polishes them until they gleam. The crystals are of a very common variety of quartz, though they carry a certain prestige, for the dragon of the island does not take kindly to anyone stealing pieces from them.
- The dragon becomes aware whenever another creature performs a ritual on its island, and by looking into its orb, it can see the ritual being performed (as though with *clairvoyance*). The dragon can choose to aid or hinder the ritual. If it aids the ritual, any dice roll made as part of the ritual can be rerolled one time, and the ritual's effects last twice as long. If it hinders the ritual, any dice roll made as part of the ritual is rerolled one time, with the least desirable of the results being applied, and the ritual's effects last half as long.

If the dragon dies, these effects fade in 1d10 days.

Dream Devourer

Large aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 50 ft., climb 50 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +7, Perception +7, Stealth +7
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages Deep Speech, telepathy 120 ft.
Challenge 7 (2,900 XP)

Contortion and Camouflage. A dream devourer's body takes on colors, textures, and shapes that help it blend into its surroundings and slip through small spaces. It has advantage on Stealth checks and on all ability checks made to escape grapples or other restraints. It can also move through a space as narrow as 1 foot wide without squeezing.

Evasion. If the dream devourer is subjected to an effect that allows it to make a Dexterity 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.

-ACTIONS-

Multiattack. The dream devourer makes a bite or tongue attack, then it makes four claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 10 (1d12 + 4) psychic damage, and the target must succeed on a DC 15 Wisdom saving throw or be magically stunned until the end of the dream devourer's next turn.

Dream Devour (1/Day). The dream devourer targets a sleeping or trancing creature within 120 feet of it and begins feasting upon the creature's dreams. The target must be a living creature with an Intelligence score of 5 or higher. During the feasting, the dream devourer must remain within 120 feet of the creature and take no other actions or reactions (it can still move). After 1 hour of the dream devourer feasting, the creature must make a DC 15 Wisdom saving throw. On a failed save, the creature's Wisdom score is reduced by 3 (1d6), and it cannot take a long rest for 24 hours.

A creature that completes a long rest recovers 2 points of Wisdom reduction. If a creature reaches Wisdom 0, it remains unconscious indefinitely, and only *greater restoration* can recover its Wisdom score.

Esper

It sees without eyes, feasts without eating,
Speaks without a voice, destroys without killing



Dream Devourer

Lurking Dream Eater. A dream devourer is a terrifying creature spawned from the dreams of a dark and forgotten god. It has a spider-like body that melds into a vaguely human torso with otherworldly flesh and several arms ending in clawed hands. Its face is eyeless, and it can open a massive mouth to reveal rows of long fangs and a lashing, extendable tongue.

This horror is a nightmare incarnate that consumes the dreams of sleeping prey, often leaving such unfortunate victims in permanent catatonic states.

Though it is capable of physical combat, the dream devourer prefers to remain hidden at a distance, feasting. If confronted by significant force, it is likely to flee, using its superior mobility.

Many of these horrendous creatures exist throughout the planes, but they are solitary beings and react violently if they encounter one another. When a dream devourer slays another of its kind, the defeated one vanishes, returning to the nightmares of whatever outer god birthed it.



Drossguard

Ancient Constructs. In a bygone era, there existed a group of subterranean tieflings known as the Avernum. They had retreated below the surface of the world out of shame for the role they had played in corrupting their race. In the depths, they turned their minds toward industriousness, both as a means of survival and a new focus that oriented them away from their prior infernal entanglements. The Avernum went on to create a great number of constructs, servitors who aided in the construction and maintenance of their large underground city, Astum-Salvus. At the height of the Avernum's society, their artificers built upon the existing formulae for golems and homunculi in order to develop sapient constructs. The result was spectacular—thinking creatures made of metal.

The Avernum and their underground city eventually met with demise. Some scholars claim they died of a plague, some say that a poisonous gas came up from one of their mines, and others theorize that they were killed off by a malicious adversary. Their constructs were left to endlessly carry out the tasks assigned to them, and those with sapience were doomed to an even stranger fate. What were they to make of a life of free will? Most chose to continue dwelling in the city-turned-necropolis, scavenging for resources in order to maintain their existence. Years passed, then centuries. Most of the Avernum constructs rusted, ceasing to function altogether, but some managed to persist.

Armored Scout-Scavengers. Drossguards were originally called excursors, created to serve as armored scouts. Their glowing eyes pierce through lightless caverns, and their fingers end in deadly sharp tines that also function to disable mechanisms and locks. They carry metal spikes as well, which they are well capable of throwing at a range.

Lamp eyes illuminate the darkness, and the thing's silhouette resolves into the form of a metal person. Its plating is rusted, even partially scrapped in some places, and its fingers are slender spike-claws.

Drossguard

Medium construct, lawful neutral

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	6 (−2)

Skills Athletics +4, Investigation +4, Perception +6, Stealth +5
Other Proficiencies Thieves' Tools +5
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Infernal
Challenge 2 (450 XP)

Ocular Illumination. The drossguard's eyes shed bright light in a 30-foot cone and dim light for an additional 30 feet. As a bonus action, the drossguard can deactivate this illumination or reactivate it.

Puncturing Strike (1/Turn). The drossguard deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Slyness. As a bonus action, the drossguard can take the Disengage, Hide, or Search action.

-Actions-

Multiattack. The drossguard uses Blinding Light if possible and makes two attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Throw Spike. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Blinding Light. The drossguard can only use this action if its Ocular Illumination is active and it is in an environment of darkness. The drossguard shines its light into the eyes of a creature within 30 feet of it that can see it. The target must succeed on a DC 13 Constitution saving throw or be blinded until the start of the drossguard's next turn.

Long after their creators fell, the excursors came to be called drossguards. They now spend much of their time as scavengers. Most have even scrapped parts of their own plating to repurpose the much-needed iron. Though the drossguards' physical condition has deteriorated throughout the centuries since their creation, they remain ever aware of their surroundings, ready should any danger appear and threaten their dwindling community of metallic beings.

CJ Marsh



Duzldaug

Medium ooze, unaligned

Armor Class 12 (15 while inside a corpse)
Hit Points 34 (4d8 + 16) (+26 temporary hit points while inside a corpse)
Speed 20 ft. (40 ft. while inside a corpse), climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	2 (−4)	10 (+0)	2 (−4)

Damage Resistances acid, cold, fire
Damage Immunities bludgeoning
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP)

Contract and Contort. The duzldaug can move through or occupy a space as small as 1/4 its size without squeezing.

Enter Corpse. With 2 rounds of dedicated effort, the duzldaug can enter the fresh corpse of a Medium or Small beast (or exit). The corpse provides 26 temporary hit points, which last for up to two weeks. When these temporary hit points are reduced to 0, the corpse falls off the duzldaug in scraps. While the duzldaug is inside a corpse, it appears to be the beast, though very sickly, and it has a +3 bonus to AC.

Strange Fortitude. The duzldaug can survive in conditions that would be lethal to most creatures. It is adapted to cold and hot climates, and it is unharmed by extreme altitude and pressure. It can survive without air, food, or water up to 2 months, at which point it enters a paralysis-like state of natural stasis that lasts indefinitely. It can end this stasis at any time, though it must consume a substantial amount of air, food, and water within 2 hours, or it dies.

-ACTIONS-

Bite (while inside a corpse). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Pseudopod (while outside a corpse). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the duzldaug can't grapple another target.

Poison Spit (inside or outside a corpse). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) poison damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. While poisoned in this way, the target is paralyzed. At the end of each of its turns, it repeats the saving throw, ending the effect on itself on a success.

The beast shambles forward with a strange gait. Patches of its hide look mangy, ropy bulges pulsate under its skin, and strands of greenish drool coat the inside of its mouth.

Duzldaug

Carcass-Wearing Oozes with Uncanny Fortitude. A duzldaug is a slimy predator with an amoeba-like form. After slaying an animal with its paralysis-inducing poison, the duzldaug enters the corpse through the mouth or other orifice. Once inside, the ooze moves about, using the beast's body as a vehicle and armor. Not only can it compress itself into incredibly tight spaces, but a duzldaug is able to endure brutal conditions such as extreme temperatures, pressure, starvation, dehydration, and asphyxiation. If needed, it can even enter a stasis that lasts indefinitely.



Aleksandar Kostic

Swirling strands of chilling wisps
Frosted fog which wraps and twists
Hands of cloud and eyes of ice
Starkly stare through brumal mists

Elementals

A great diversity of elemental creatures exist throughout the planes. Some are the essence of a single element made manifest, while others combine one or more elements into a hybrid form with unique capabilities.



Frostcloud Elemental

See how the mist blankets the trees of the mountainside? Look there, to where it gathers thicker and whiter? Yes, that patch. Take heed, for it is no mere bank of fog. It is a being of a sort. We of the monastery call it a spirit, but that Jade Magus called it a manifestation, something from where the Plane of Water meets the Plane of Air. Brumal it is, and obscuring to those caught within its frigid cloud. It does not eat as an animal or a person does, this I can confirm. On my morning walk yesterday, I came across the frozen bodies of a mother wolf and her nursing pups. Sad, I know. Cruel even, or so it would seem. Is it cruelty, truly? Even now, a mountain ram knocks a rival from a ledge to fall to its death. Do we shed a tear for it? Life is harsh, but we find a way. Even with those frozen wolves, there were pawprints of a pup that had managed to flee.

—Theosis, Headmaster of the Mount Brave Monastery

Frostcloud Elemental

Large elemental, neutral

Armor Class 12
Hit Points 32 (5d8 + 10)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (−1)	15 (+2)	14 (+2)	5 (−3)	10 (+0)	6 (−2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., blindsight 10 ft., passive Perception 10
Languages Aquan, Auran
Challenge 2 (450 XP)

Cloudform. The elemental can move through a space as narrow as 1 inch wide without squeezing. It can enter and occupy other creatures' spaces, and the area inside its own space is heavily obscured as though dense fog.

Evaporate. If the elemental takes 8 or more fire damage from a single source, its space changes from heavily obscured to lightly obscured until the end of its next turn.

-ACTIONS-

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) cold damage.

Frost Embrace. Each creature within the elemental's space must make a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) cold damage, and its speed is reduced by 20 feet until the end of the elemental's next turn. On a successful save, a creature takes half damage and suffers no other effect.

CJ Marsh

Geode Elemental

Medium elemental, neutral

Armor Class 16 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	18 (+4)	5 (−3)	10 (+0)	6 (−2)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 2 (450 XP)

False Appearance. While the elemental remains motionless and crouched, it is indistinguishable from a normal rock or boulder.

Fracture. If the elemental takes thunder damage, its AC reduces by 2 until it completes a short rest or receives magical healing.

Gemstone Interior. The body of a slain elemental contains 10d4 gemstones that are each worth 10 gp. As an action, a character proficient with jeweler's tools or thieves' tools can extract one of the gemstones.

-ACTIONS-

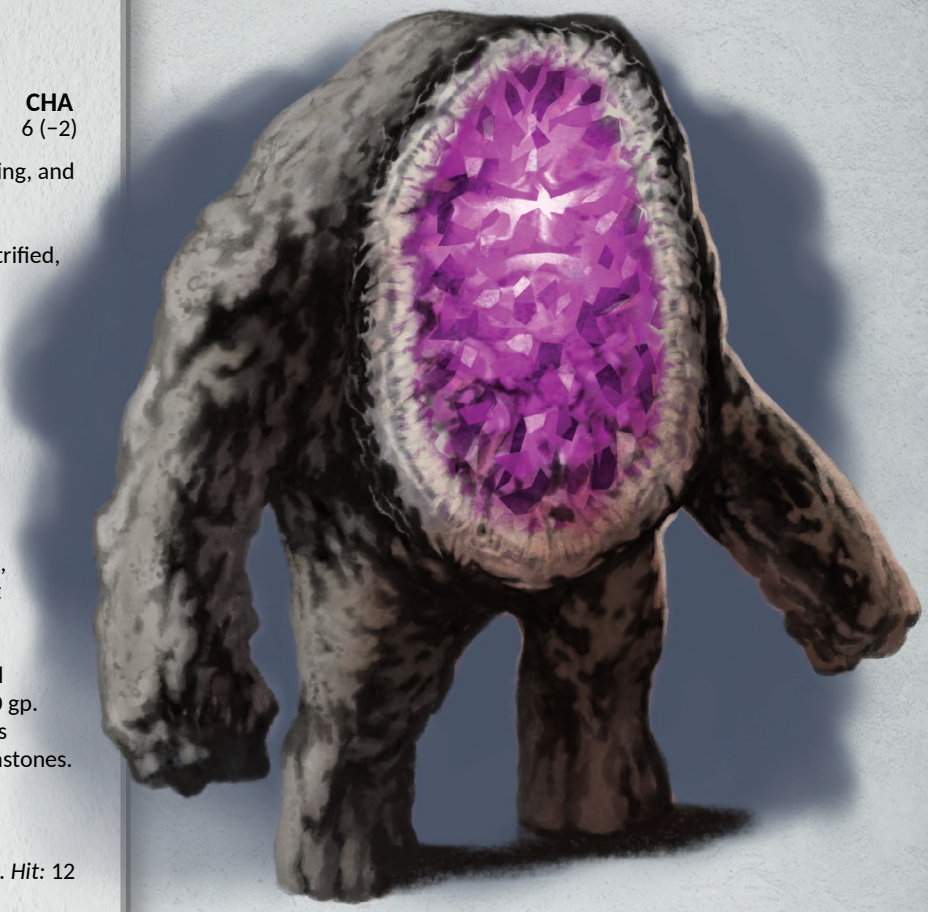
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Gemstone Brilliance. Bright light gleams from the elemental. Each creature within 10 feet of it must succeed on a DC 14 Constitution saving throw or take 9 (2d8) radiant damage and have disadvantage on the next attack roll it makes before the elemental's next turn. A creature that is immune to the blinded condition does not suffer this disadvantage.

-REACTIONS-

Refract Radiance. If the elemental takes radiant damage, it can deal an equal amount of radiant damage to a target it can see within 30 feet of it, or half damage if the target succeeds on a DC 14 Dexterity saving throw.

The boulder stands on stony limbs, brandishing a pair of heavy fists. The frontal portion of its bulk has no rocky skin, but rather is open, exposing an interior of gemstones. A few gleaming facets in the center of the crystals form the indication of a glaring face.



Lucas Perdomo

Geode Elemental

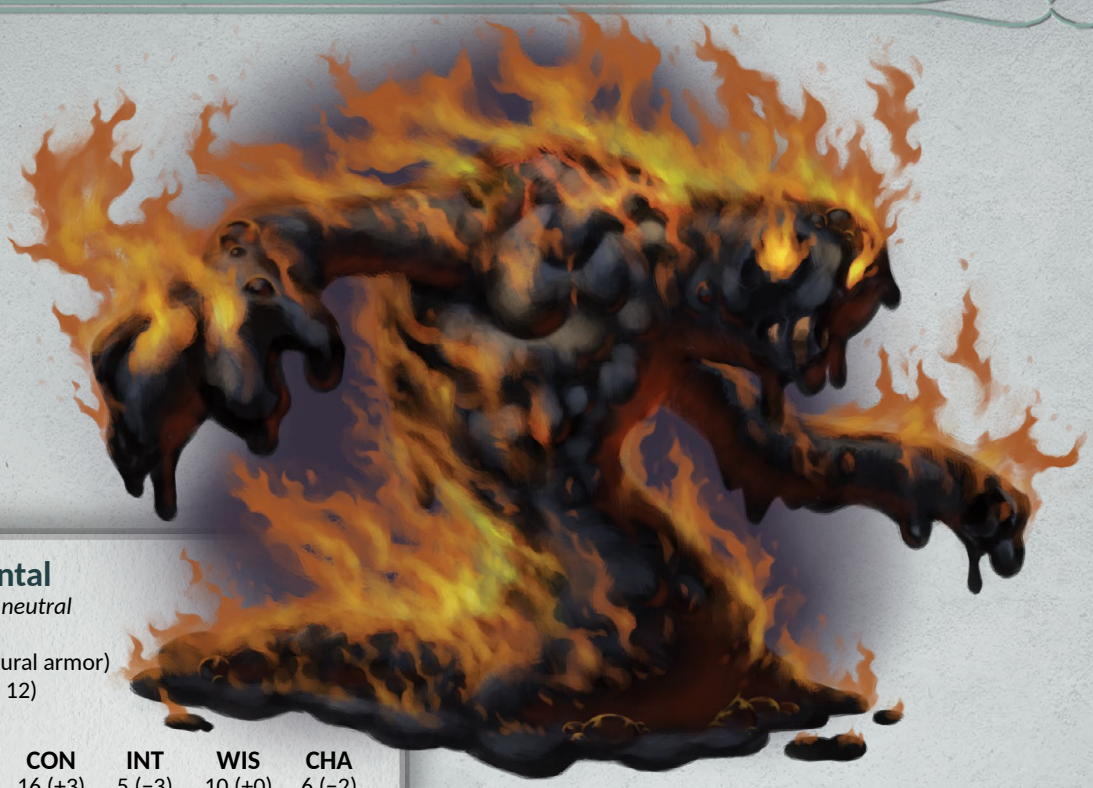
Listen, my friends, what I have to say will be of interest to daring sorts such as yourselves. My most hated foe, the behir Natraq, does not dwell in any mere cave, you see. Oh no, she is a serpent of taste, even if that taste is for lightning-charred flesh.

Surely you have heard of a geode, yes? Well, Natraq dwells in an oasis cave full of them. Living geodes, they are, elemental creatures of crystal that line the walls of every chamber. I hear that when she sleeps, she rests her head on one such living boulder of precious beryl. Imagine what all the gemstones in that cave must be worth. A fortune, no?

Now be warned, these are not just rocks that walk. Their fists hit harder than warhammers, and light refracts through their cores, bursting out in flashes of overwhelming brilliance. Natraq will doubtless also have some way to use this reflective ability to her advantage, so be most wary.

Why yes, of course you may keep as many of the gems as you can harvest, or else I will pay you a princely price for any you wish to sell. So, what do you say, shall you claim the riches of the Aqaraddi Oasis? Is not this quest its own reward?

—Odion Jabal Lazrak, Lord of the House of Eleven Stars



Tarfire Elemental

Medium elemental, neutral

Armor Class 12 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (−1)	16 (+3)	5 (−3)	10 (+0)	6 (−2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan, Terran
Challenge 2 (450 XP)

Burning Tar. A creature takes 3 (1d6) fire damage whenever it touches the tarfire elemental, hits it with a melee attack while within 5 feet, or starts its turn grappled by it.

Flowing Form. The tarfire elemental can move through a space as narrow as 1 inch wide without squeezing.

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

-ACTIONS-

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (escape DC 12).

Hurl Glob. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 3 (1d6) fire damage, and the target takes 3 (1d6) fire damage at the start of each of its turns (not cumulative in the case of multiple hits). The target or another creature can put the fire out by spending an action to scrape off the glob of burning tar. Alternatively, dousing the fire with at least 1 gallon of water puts it out.

Blurp and bubble, spitter and spatter
Tar flows thinner, tar flows fatter
Flaming hot, mucky matter
Rise O child of smoldering batter

Tarfire Elemental

Conjurations of the Swamp Druid. The first observation of a tarfire elemental was recorded by the Emerald Mages, a small sect of swamp dwarf wizards and lorekeepers who dwell in Norgal's Rock, a hill-city on the verge of a wetland. According to them, Kivish, a druid from their city known for his dream journeys, mushroom growing, and fey confabulations, was able to summon an elemental creature out of the tar bogs he often spent time around. Not only was the creature a sticky, malleable sort of brute, but it readily crackled with flame and could sling globs of burning tar.

Seeking the Secret. For those who crave the mystical words and ingredients needed to summon a tarfire elemental, one must seek out the swamp dwarf Kivish. His last known whereabouts were at the end of a nearby peninsula, where he endeavored to found his own settlement. But, as wandering, fungus-tending, nymph-loving druids are want of, he is just as likely to be tromping through some other region on one errant quest or another. If one is skillful or lucky enough to locate this Kivish, certainly a test will be in order, as magical knowledge is never given away for free. A quest of sorts might be required, or perhaps assistance in a precarious delve. Whatever the case, one of the greatest challenges involved will be enduring Kivish's longwinded tale-telling.

Lucas Perdomo

Embergeist

Burning Anger. An embergeist is a spectral entity invisible to mundane eyes. It is a spiteful thing that animates fire and ash, and it sends living targets into fits of violence, often causing them to suspect that they have fallen unto madness or demonic possession. The most common origin for an embergeist is a person who was enslaved or severely oppressed. They lived their life in shackles (perhaps even literally), seething with hatred for those who tyrannized them. Upon meeting their brutal demise, their body was quickly disposed of in an unceremonious fire, but their spirit would not rest. It seeks out fiery revenge, then it moves on to spread mayhem elsewhere.

The hot coals rise up into the form of some frightful being. For a moment, you glimpse a face in the smoke wafting from it, a dread presence of rage and malevolence.



Embergeist

Medium undead, chaotic evil

Armor Class 13
Hit Points 27 (5d8 + 5)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	15 (+2)

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but cannot speak; telepathy 60 ft.
Challenge 3 (700 XP)

Invisibility. The embergeist is invisible.

Incorporeal Movement. The embergeist 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-

Possess Embers. The embergeist targets ashes, coals, or fire within 5 feet of it, which become animated embers under its command. The embers remain animated until the embergeist uses this action again or until either are slain. The target must be at least the size of an urn, hearth cinders, or a small campfire. If slain, the embers cannot be animated again. The animated embers takes its turn directly after the embergeist. If the embergeist gives no commands, the animated embers defends itself, but otherwise it takes no actions. If the animated embers dies, the embergeist takes 9 (2d8) psychic damage.

Vehemence. The embergeist targets a creature it can see within 30 feet of it, which must make a DC 12 Wisdom saving throw. On a failed save, the target is filled with rage, and on its next turn, it makes a melee attack against a target chosen by the embergeist, moving up to its speed if necessary (though it will not enter harmful terrain). If it cannot make the attack, the creature does nothing on its turn but shout wildly. A creature immune to the charmed condition is unaffected by Vehemence.

Animated Embers

Small elemental, neutral

Armor Class 12
Hit Points 18 (4d6 + 4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	14 (+2)	12 (+1)	3 (−4)	8 (−1)	7 (−2)

Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Ember Form. The animated embers can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the animated embers takes 5 (2d4) fire damage.

-ACTIONS-

Burning Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

Floating Embers. The animated embers flies up to 20 feet without provoking opportunity attacks. During this movement, it can pass through the spaces of hostile creatures. The first time it enters a creature's space this turn, that creature must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) fire damage.

Lucas Perdomo



The fey woman is both rustic and majestic, a being of the wilds with a refined posture. A wooden tiara rests upon her turquoise hair, and the frost-sheen from her twin daggers reflects in her icy eyes.

Emerald Bellatrix

Legendary Infiltrator-Warriors from an Order of Fey Mystics. The Emerald Enclave is an all-female sect of mystics from the Plane of Faerie. Their monastery is secluded within a great forest where blossoms of frost sprout upon the whorls of 500-foot-tall conifers. There are several ranks within the enclave, but the bellatrices are its greatest and most well-known. An emerald bellatrix is an arcane warrior that possesses incredible agility, magical abilities, and a pair of ice-infused daggers. One bellatrix may be found as an elite guardian at a fey castle, another as a scout and infiltrator of extraordinary prowess, and another still as a free agent who adventures throughout the wild realms of faerie.

Emerald Bellatrix

Medium fey, neutral

Armor Class 18 (unarmored defense)
Hit Points 127 (17d8 + 51)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Dex +10, Int +6, Wis +8, Cha +8
Skills Acrobatics +15, Athletics +6, Insight +8, Nature +6, Perception +8, Sleight of Hand +10, Stealth +10
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish, Sylvan
Challenge 13 (10,000 XP)

Evasion. If the bellatrix is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Frostclaw Warrioress. The bellatrix's weapon attacks are magical and deal an additional 7 (2d6) cold damage on a hit (already included). Immediately after she makes a ranged attack with a dagger, it returns to her hand. If she ever loses contact with one or both of her daggers, she can summon them back into her hands as a bonus action.

Innate Spellcasting. The bellatrix's innate spellcasting ability is Wisdom (spell save DC 16). She can innately cast the following spells, requiring no material components:

3/day each: *knock* (as 4th level), *silence*
1/day each: *freedom of movement*, *meld into stone*, *speak with animals*, *speak with plants*

Legendary Resistance (3/Day). If the bellatrix fails a saving throw, she can choose to succeed instead.

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

-Actions-

Multiattack. The bellatrix makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 7 (1d4 + 5) slashing damage plus 7 (2d6) cold damage.

Whispering Portal. The bellatrix focuses on a door, portal, or container she can see within 10 feet of her (whether mundane or magical). She learns what is on the other side or within.

-Legendary Actions-

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

Fey Jump. The bellatrix teleports up to 20 feet to an unoccupied space she can see.
Strike. The bellatrix makes a dagger attack.
Tears of the Frost Star (Costs 3 Actions). The bellatrix calls down magical rain in a 10-foot-radius, 40-foot-high cylinder centered on a point she can see within 60 feet of her. Each creature in the area takes 10 (3d6) cold damage plus 10 (3d6) radiant damage, or half damage on a successful DC 16 Constitution saving throw. For each damage die that results in a 6, roll an additional damage die and add it to the total.

Cande Moffatt

Leaping from out of thin air is a small lynx-like cat with vividly-colored fur and glowing eyes.



Lucas Perdomo

Enigma Cat

Tiny fey, chaotic neutral

Armor Class 13
Hit Points 14 (4d4 + 4)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Arcana +2, Deception +4, Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan, telepathy 60 ft.
Challenge 1 (200 XP)

Innate Spellcasting. The enigma cat's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only), *minor illusion*
2/day: *misty step*
1/day: *color spray*

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 4 (1d8) psychic damage.

-REACTIONS-

Curious Arcanum. When the cat sees a creature cast a cantrip or 1st-level spell, it can learn that spell. In order to cast the learned spell, the cat must expend one use of its *color spray* or *misty step*, unless the spell is a cantrip. Material components are not required unless they have an indicated cost. The cat forgets the learned spell after 24 hours or if it learns a different spell.

Enigma Cat

Not every cat from the Plane of Faerie is a brightly-colored, talking, spellcasting trickster. But this one is. An enigma cat truly is a mystery. It disappears in the blink of an eye, and who's to say when and where it will return? When it does, it will likely be to play some capricious ruse. The cat will find a target and proceed to prank them by speaking into their mind or mimicking the voice of a nearby person. Or it will go about old-fashioned feline jiggery-pokery and simply knock things off tables and shelves—while invisible, mind you. How many people have thought they were being haunted by a poltergeist because of one of these rascals? But beyond the high jinks, an enigma cat is a creature of magic. Its curiosity draws it to spellcasters of all stripes. It is a crafty little thing, capable of learning how to cast virtually any minor spell. For a time, that is, because after all, how long can a cat's attention span last?

—Meriol Tunder, Keeper of Candlegarden

Variant: Enigma Cat Familiar
While enigma cats are independent by nature, they are also immensely curious when it comes to magic and spellcasters. Should an enigma cat meet a spellcaster it likes and trusts sufficiently, it can utilize the following trait.

Familiar. The enigma cat can become the familiar of a spellcaster, if both are willing, which forms a magical bond between them. While bonded, the spellcaster can sense what the enigma cat senses as long as they are within 1 mile of each other. The enigma cat can end this bond at any time.

Her headless body hangs in the tree, and cloth drapes down from her, longer than any gown or robe. Upon taking a better look, you see she is not hanging from the tree, but rather she is fused to it, with gnarled twigs sprouting from the stumps of her severed members.

Estrava, Dread Spirit

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	17 (+3)	18 (+4)

Saving Throws Int +3, Wis +6
Skills Deception +7, Nature +3, Perception +6, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16
Languages understands all the languages she spoke in life but can only speak by way of *minor illusion*
Challenge 8 (3,900 XP)

Dread Spirit of the Forest. The estrava is adjoined to a tree. She is immune to forced movement unless the effect is mighty enough to also move the tree.

From Tree to Tree. As a bonus action, the estrava teleports up to 60 feet to a tree, and she adjoins to it.

Headless Horror. The estrava is unaffected by enchantment and illusion spells and effects.

Innate Spellcasting. The estrava's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no components:

At will: *minor illusion*
3/day each: *entangle*, *lignify*[EEE]
1/day each: *control weather*, *major image*, *speak with plants*

-ACTIONS-

Rake. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Deathly Drain. The estrava targets a creature within 60 feet of her, which must make a DC 15 Constitution saving throw. On a failed save, the target takes 27 (6d8) necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target completes a long rest. The target dies if its hit point maximum is reduced to 0. On a successful save, the target takes half damage and suffers no other effect.



Ajla Huseinovic

Estrava

The Witch Queen and the Inquisitor. Many years ago, the town of Skender Bastion was the subject of an awful scandal. The settlement itself is a fortress-town, a hold at the forested border of the nation, and it is known for its militaristic mindset. Contrary to the orderly and dependable reputation of Skender Bastion, a group of townswomen began secretly meeting in the woods to practice magic. According to the official report, "These once-devoted grandmothers, wives, and daughters had been consumed mind and soul in occult obsessions. They came to lust after overthrowing the local authority in favor of their own leader, Estrava Zerina. Estrava in this case being an ancient title meaning 'witch queen' or 'dread sorceress who reigns.'"

Two of the younger members of this group, daughters of soldiers, were caught rehearsing sorcerous incantations and drawing evil symbols upon the written names of their fathers. They were apprehended, then interrogated by Inquisitor Mirsad, who managed to extract confessions from the girls that revealed much about their blasphemous coven.

The ensuing witch hunt was as righteous as it was terrible. Many of the women, including Estrava Zerina, fled into the nearby forest. The search ended in a direful battle in which the apostates wielded their spellcraft against the soldiers. They called up grasping brambles and loosed terrifying shrieks. The high sorceress conjured wailing specters that panicked several men, and she turned two others into trees. Inquisitor Mirsad finally subdued her with a smiting stroke, and had it not been for his miraculous prowess, the soldier company would have fallen.

The initial intention was to capture the witches and put them to trial, but even in shackles and bindings, they continued to chant their foul hexes, going so far as to slay a man with an eruption of rot throughout his body. At the Inquisitor's command, the soldiers cut the witches' heads and limbs from their bodies, desperate to stop their cursed words and gestures. The women's heads were burned, and their bodies were impaled upon trees to serve as a warning to others who might gather in the woods to practice evil magic. This gruesome warning did not remain, however, for within but a few days, a woodsman reported that the bodies were not to be seen.

Inquisitor Mirsad organized another expedition into the forest. They found no trace of the witches' bodies. By the end of the search, two of the company's scouts had disappeared. A young militiaman said that he and one of the scouts had spotted a woman in a long, trailing dress walking between the trees. The scout had followed her and never returned.

A few days later, the scouts' bodies, drained and pale, appeared in trees at the verge of the woods. The forest was declared haunted and forsaken. After a heated debate in Skender Bastion, it was decided that the woods would be burned down, despite the fact that it served as a plentiful resource for lumber, game, and wild fruit. They put brush and tree to the torch, but shortly after the flames rose up, a brooding storm descended and quenched the fire. Throughout the month, the authorities of Skender Bastion attempted three times to burn down the woods, and each was met with a soaking downpour.

Dread Spirit of the Forest. The spirit of Estrava Kerina lingers in its state of turmoil and grief. She and others of her kind all share the title estrava, each being a terrible matriarch of her own grove, mutilated and crucified to a tree, though capable of jaunting away to join other trees, for such arboreal vessels are freedom as much as they are prisons.

With illusions, she calls, entices, and terrifies. With a touch she learns secrets from plants. With her wrapping garment she imparts the terror she experienced when she was bound and decapitated. She is one with the very forest she afflicts, and she desires that which she has always desired—to reign as a sorceress queen, even if her only subjects are the dead.

Estrava, Weaver of Despair

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	17 (+3)	18 (+4)

Saving Throws Int +4, Wis +7
Skills Arcana +4, Deception +8, Perception +7, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17
Languages understands all the languages she spoke in life but can only speak by way of *minor illusion*
Challenge 10 (5,900 XP)

Dread Spirit of the Forest. The estrava is adjoined to a tree. She is immune to forced movement unless the effect is mighty enough to also move the tree.

From Tree to Tree. As a bonus action, the estrava teleports up to 60 feet to a tree, and she adjoins to it.

Headless Horror. The estrava is unaffected by enchantment and illusion spells and effects.

Innate Spellcasting. The estrava's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no components:

At will: *minor illusion*
3/day each: *phantasmagoria*[EEE]
1/day each: *control weather*, *major image*, *speak with plants*

-ACTIONS-

Rake. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Phantasm Raiment. The estrava draws her draping cloth over a creature within 15 feet of her, which causes illusory images of dreadful foes binding the creature. It must make a DC 16 Wisdom saving throw. On a failed save, the creature believes the illusions are real, and it is blinded and paralyzed until the end of its next turn, at which point it repeats the saving throw. If it fails this second saving throw, it then believes the foes have decapitated it, and it falls unconscious for 24 hours. Whenever the unconscious creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. If it remains unconscious within 15 feet of the estrava for 8 hours, she drains the creature's lifeforce, and it dies.

Flesh Ooze

Foul Thing from the Flesh Pit. Beneath the temple was a horrid pit that collected the sloughed-off flesh of those victims turned into skeletal minions through necromantic rites. In that fetid well, a slime creature collected the viscera over time, until it emerged as a single quivering mass. Echoes of the former victims' terror compelled it onward, hungering for the mages and priests who committed the atrocities.

The stench comes first, then the slopping noises, and finally the awful sight--a dripping mass of gore interspersed by strands of slime.



Flesh Ooze

Large ooze, neutral evil

Armor Class 7
Hit Points 114 (12d10 + 48)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (−3)	19 (+4)	3 (−4)	6 (−2)	1 (−5)

Damage Resistances acid, necrotic; piercing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Grotesquery. The gruesome sight, disgusting sounds, and repulsive stench of the ooze is overwhelming. Whenever a non-ooze creature enters within 30 feet of the ooze or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, the creature is incapacitated until the beginning of its next turn. On a successful save, the creature is immune to the ooze's Grotesquery for 24 hours. Creatures immune to the poisoned condition are unaffected by Grotesquery.

-ACTIONS-

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 13 (3d8) acid damage, and the target must succeed on a DC 15 Constitution saving throw or contract the disease crypt blight.

Until the disease is cured, the infected creature cannot recover from exhaustion or regain hit points except by magical means. Every 24 hours, an infected creature must make a DC 15 Constitution saving throw. On a failed save, the creature suffers one level of exhaustion. If the creature succeeds on three consecutive saves, it recovers from the disease.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature avoids being engulfed by the ooze. On a failed save, the creature is engulfed. It takes 13 (3d8) acid damage and must succeed on a DC 15 Constitution saving throw or contract crypt blight. The engulfed creature cannot breathe, is blinded and restrained, and takes 27 (6d8) acid damage at the start of each of the ooze's turns. The engulfed creature has three-quarters cover against attacks and other effects, and the ooze cannot make slam attacks against it. When the ooze moves, the engulfed creature moves with it.

As an action, an engulfed creature can try to escape by making a DC 15 Strength check. On a success, the creature escapes, prone in a space of its choice within 5 feet of the ooze.

The ooze can be engulfing 1 Large creature, 4 Medium or Small creatures, or 8 Tiny creatures at a time.

Esper

Flush Viper

I'm afraid it's too late. I can do a great many things, but waking a dead man is not one of them. Look at your fallen comrade's face. He was not the color of a ripe cherry when you first came to the islands, now was he?

That was no ordinary serpent you met in those waters. It was a flush viper. Its venom has taken complete hold, as you can see by the color, and I have little hope he'll last the night.

If you wish, I may feed him a decoction of charcoal, arrowroot, and quina bark, that may give him the best chance at a possible recovery. Right now, though, his heart is failing as his entire body remains unable to move.

I know what you are about to say, and let me remind you that I did warn you about venturing to Cavera Isle. You are lucky that any of you escaped with your lives. As you saw, that island is home to things even more dangerous than flush vipers, although none that kill quite so ... spectacularly.

Forgive my morbid curiosity, but may I ask how the serpent struck him? Was it a bite, or did it spit?

Well, let's not linger. If your comrade does recover, then I am more than happy to outfit you for your next expedition. If he does not, I shall arrange a ship to take you back to the mainland. You are honored guests of the Emerald Cove, after all."

—Tyra Tavoros, Princess of Tertulia

Blue scales hide slithering death in the water. Venom from dagger-fangs leaves the prey's skin crimson.

Flush Viper

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	2 (−4)	12 (+1)	3 (−4)

Skills Perception +3, Stealth +6
Senses blindsight 10 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Amphibious. The viper can breathe air and water.

-ACTIONS-

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half damage on a successful one. If the target fails the saving throw by 5 or more, it has disadvantage on all Dexterity-based attack rolls, saving throws, and ability checks until it completes a short rest.

Venom Spit. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* The target takes 17 (5d6) poison damage, or half damage on a successful DC 13 Constitution saving throw. If the target fails the saving throw by 5 or more, it has disadvantage on all Dexterity-based attack rolls, saving throws, and ability checks until it completes a long rest or is cured of the poison.



Alessandro Grosso

Gargoyles

Animated Statuary. Ordinary gargoyles are grotesque statues with integrated spouts designed to drain water from the roofs of temples, towers, and keeps. Animated gargoyles are artificial beings of stone bound to specific purposes, though they are often considered closer to organic life than other constructs such as golems. It is widely thought that gargoyles are one of the few constructed creatures capable of a form of reproduction. Indeed there have been several high-profile, if dubiously documented, cases in which a gargoyle was described as having assembled another out of available stone to assist in its own endeavors. In this sense, they can be said to possess some innate ingenuity capable of affecting their otherwise simple behavior.

Basilica Imp

Small construct, lawful neutral

Armor Class 15 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	5 (−3)	13 (+1)	14 (+2)

Skills Intimidation +4, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Damage Immunities poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands one language of its creator but cannot speak
Challenge 1 (200 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Haunting Shriek. When a creature reduces the gargoyle to 0 hit points, it lets out a shriek. The creature that slew it must make a DC 12 Wisdom saving throw. On a failed save, the creature suffers disadvantage on attack rolls and ability checks for 1 minute. At the end of each of its turns, the affected creature repeats the saving throw, ending the effect on itself on a success.

-ACTIONS-

Multiattack. The gargoyle makes a bite and a claws attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Water Spout (Recharge 5–6). The gargoyle projects a blasting stream of water in a 15-foot line that is 5 feet wide. Each Large or smaller creature in the line must make a DC 12 Strength saving throw. On a failed save, a creature takes 4 (1d8) bludgeoning damage and cannot move closer to the gargoyle until the start of the gargoyle's next turn. On a successful save, a creature takes half damage and suffers no other effect.

The statue appears as a little wild-eyed fiend that was subdued into servitude. A gurgling sound emanates from its open mouth.

Belfry Sentinel

Medium construct, lawful neutral

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	5 (−3)	13 (+1)	14 (+2)

Skills Intimidation +4, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Damage Immunities poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands one language of its creator but cannot speak
Challenge 3 (700 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

-ACTIONS-

Multiattack. The gargoyle makes a bite attack and a claws attack. Alternatively, it can use Stony Wings and Restorative Touch if possible.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Stony Wings. The gargoyle enters a defensive stance that lasts until the start of its next turn. During this time, attack rolls made against it and all allies within 5 feet of it suffer disadvantage. In addition, the gargoyle and all allies within 5 feet of it have advantage on Dexterity saving throws during this time. Stony Wings does not function if the gargoyle is incapacitated.

Restorative Touch (2/Day). The gargoyle targets itself or a construct, object, or structure within its reach. The target regains 11 (2d8 + 2) hit points.

Stony wings sprout from the back of the statue. It is fashioned into the form of some monstrous watchguard.

Guardian Grotesque

Medium construct, lawful neutral

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	5 (−3)	13 (+1)	16 (+3)

Skills Intimidation +7, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Damage Immunities poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands one language of its creator but cannot speak
Challenge 4 (1,100 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

-ACTIONS-

Multiattack. The gargoyle can use Fearsome Gaze if possible. It then makes three attacks: tail, claws, and bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is frightened, it takes an additional 3 (1d6) damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is frightened, it takes an additional 5 (2d4) damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is frightened, it must succeed on a DC 13 Dexterity saving throw or fall prone.

Fearsome Gaze (Recharge 5–6). The gargoyle emanates magical fear. Each enemy within 30 feet of it that can see it must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

-REACTIONS-

Guarding Sweep. When a creature within 10 feet of the gargoyle takes a hostile action toward one of the gargoyle's allies, the gargoyle can make a tail attack against that creature. On a hit, a Large or smaller creature must succeed on a DC 13 Dexterity saving throw or fall prone.



Joan Maldonado

A scowling face juts forward from the statue. It has clawed hands and feet, bat-like wings, horns and fangs, and a long tail. The entire thing is crouched into a severe pose.

Accounts diverge on the origin of these gargoyles that have crafted others of their kind. One tale recounts the exploits of a famous cleric who beheaded a dragon that had terrorized the countryside. The head was then taken to the local temple, where a circle of five powerful wizards turned it to stone so that it would forever serve as a reminder of the heroic deed. Through the dragon's own innate magical energy, it is said to have become the first living gargoyle.

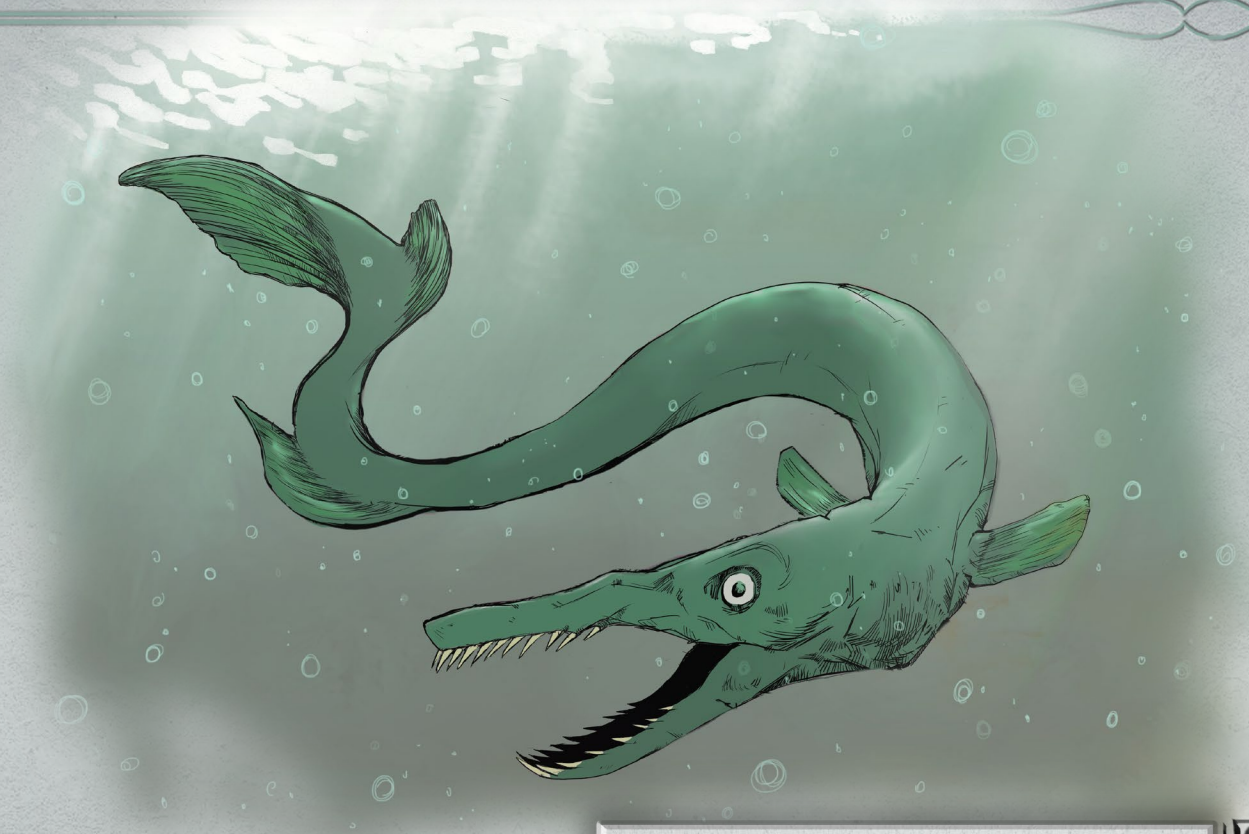
Such a creature often serves the role of guardian at a sacred site. It is thus rarely hostile unless attacked. Nonetheless, it is wise not to meddle in the affairs of gargoyles, for they are holy terrors if disturbed.

On the Road to the Spire. You lot look like wizards, no? Then for sure you know the place where you go, to Highhand Spire atop the hill-o?

What if I told you there dwells a stone beast, atop every turret, north, west, south, east. Do you know upon what they feast, in Highhand Spire, atop the hill-o?

A gargoyle feasts on overheard words, and grows stony hide tough enough to stop swords. Do you know who speaks the most words, in Highhand Spire, atop the hill-o? Why, Picaroon of course ...

—Albevazin the Extraordinary,
from *Overture of a Surprise Roadside Performance*



Alessandro Grosso

From an obscured recess strikes a predatory fish. Its mouth is a lengthy snout filled with sharp teeth, and its scaled body is easily as long as a man is tall.

Garfish

Hard-Scaled Aquatic Carnivores. Garfish are ambush predators that live primarily in fresh or brackish water, though sometimes they are found in coastal waters. Their scales are particularly strong and can be used to make scale mail or arrowheads. While the garfish itself has no venom, its eggs are highly poisonous if consumed.

A Fishy Story. Listen closely now, and I will tell you how I lost my hand (the magician points to his empty sleeve). I saw something glimmering, there at the lake bottom, like a lost ring or necklace. I reached slowly for the pretty thing ... my fingers dipped into the cold water ... and—*AAARRRGGGHHH!* (from his empty sleeve pops out a false garfish head, pretending to bite the nearest onlooker) Oh no! It's come back for my other hand! (the garfish chases the magician's one hand from side to side, then around his back) I've learnt a great deal since last we crossed paths, and my oh my, have I got a surprise for you! *RRRGGGHHH!* (the magician strains, the garfish's eyes bulge, a new hand bursts out the garfish's mouth from within, and the garfish ruptures into a shower of confetti) Ha! Who has the last laugh now? I am complete once again, and wouldn't you know, I feel fantastic for it! Say, who'd like to go fishing?

—Albevazin the Extraordinary, Wandering Mage

Garfish

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	1 (−5)	10 (+0)	4 (−3)

Skills Stealth +3
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Ambusher. While underwater, the garfish has advantage on Dexterity (Stealth) checks. If it hits with its bite while hidden from the target, it deals an additional 3 (1d6) piercing damage.

Aquatic. The garfish can breathe only underwater. While out of water, it can hold its breath for 2 hours.

-ACTIONS-

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

-REACTIONS-

Defensive Maneuver. When the garfish takes damage, it can swim up to half its speed without provoking opportunity attacks and make Dexterity (Stealth) check to hide.

Golem, Adamantine

The Greatest Work of Golemcraft. Adamantines are considered by many to be the most powerful of golems, representing the limits of what is possible when it comes to the engineering of constructs. As such, they are only fashioned by the mightiest and wealthiest of beings, those rare magical entities who possess abilities and arcane secrets of legendary rank. An adamantine golem is a bulwark of defenses that shrugs off most spells and weapons, much to the dismay of its enemies. Its fists strike like falling boulders, it seizes targets at a range with bindings of magical force, and if a foe should manage to stymie the golem, it soon surges back into action, releasing a devastating shockwave as it does.

A Tale of Shadows and Deathly Steel. I will not go into detail about how the Soulforge functioned, but suffice it to say it did not burn coal. There, in my castle within the Plane of Shadow, I fashioned wonder after wonder, each greater than the prior. My preferred material was adamantine, as much for its dark beauty as for its incredible strength. After completing my armor and sword, I could not rest. My mind crackled with inspiration. I had made a few enemies over the years, thus it was time I make an ally. An ally like none other.

For one year, I fashioned Shadowsteel, bit by bit. I had crafted golems many times before, but never with adamantine. The Soulforge had proven an effective means of working the metal, which, due to its extreme hardness, is excruciatingly difficult to forge without magic.

Upon Shadowsteel's completion, I looked at him and marveled. Truly, a walking fortress of metal, as though an avatar of some outer god whose mere presence caused the air to thrum with eldritch energy. His face was like the mask from my own helm, though with a scowl in place of a grin. He was too large and too heavy to stay inside the castle, thus he kept to the gloomy hills that lurched beyond the ringwall. My every command he heeded with cold precision, and to him I gave the power to summon my beloved armor and sword, should the need arise. And as tensions between the Night Queen and I were building, I foresaw that the need would indeed arise.

I will admit that artifice was my second love. My first love was power. And not just any power, but great power won by my own cunning and ambition. For some time, I had treated with Nergoy, a three-headed giant lord with his eyes set on usurping an icy region of the Underworld. I executed a spectacular scheme in which I captured the Prince of Frost from the Plane of Faerie and delivered him to Nergoy in exchange for a stygian shard that enhanced the properties of Sombras, my greatsword. The whole affair was made all the more delectable by the fact that the Prince of Frost was the paramour of the Night Queen. I had struck a deep wound

Adamantine Golem

Huge construct, unaligned

Armor Class 22 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	9 (−1)	25 (+7)	5 (−3)	13 (+1)	5 (−3)

Damage Resistances bludgeoning, piercing, and slashing that is magical but not adamantine
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 11
Languages understands the languages of its creator but cannot speak
Challenge 22 (41,000 XP)

Adamantine Form. Critical hits scored against the golem are instead normal hits. The golem is also immune to any spell or effect that would alter its form.

Adamantine Weapons. The golem's weapon attacks are adamantine and magical, and they automatically score a critical hit whenever they hit an object or structure.

Limited Magic Immunity. The golem cannot be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

-ACTIONS-

Multiattack. The golem uses Doom Grasp then makes two slam attacks or uses Mighty Leap.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 42 (6d10 + 9) bludgeoning damage.

Doom Grasp. The golem targets one creature it can see within 150 feet of it that is not currently affected by Doom Grasp. The target must make a DC 22 Strength saving throw. On a failed save, the target takes 19 (3d12) force damage and for 1 minute, it cannot climb, fly, jump, or teleport, and its speed is reduced by 20 feet. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. This effect also ends if the golem dies.

Mighty Leap. The golem jumps up to 40 feet horizontally and 20 feet vertically (even without a running start). It can land in the spaces of creatures of smaller size categories. When it does, each such creature must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 42 (12d6) bludgeoning damage and is knocked prone.

Colossal Surge (2/Day). The golem ends any effects and spells currently affecting it (as it chooses). It can take this action even if incapacitated. Then, a wave of power surges from the golem, extending 30 feet from it in all directions. Each creature in this area must make a DC 22 Constitution saving throw, taking 77 (14d10) thunder damage and falling prone on a failed save, or taking half damage on a successful one.

Each structure and unattended nonmagical object in this area is destroyed. If the golem is standing on the ground, this effect creates a 75-foot-diameter, 15-feet-deep crater.

Dark, lustrous metal covers the giant construct. Its plates meld together in an array of severe shapes and menacing points, and its gaze is that of emotionless imposition. When it walks, the ground trembles, and when it closes its fists, it seems capable of toppling whole castles.



Ashkan Ghanbari

to my long-standing nemesis, and I do not deny that it gave me such pleasure. Recoil in disgust if you will. The brightest gods of light cast the longest shadows. The cosmos would be incomplete without me.

Then came my demise. The forces of the Night Queen tracked me down, and as I battled her, a cadre of invisible assassins slew me. My sweet delight met a bitter end. When I perished, my faithful Shadowsteel called Sombras and the parts of my armor to him. He gave them to my servants, who followed a shadow crossing into the Material Plane, into a misty realm known as Drekkengrim. Throughout that Land of Dreams and Nightmares they hid the pieces. As for Shadowsteel, it pains me to say that he did not survive the siege of my castle and the destruction of the Soulforge. But he must have slain scores of the Night Queen's thralls in the fight, and that does make me grin.

I slunk and stumbled through blind blackness for so long … a broken spirit, a fragment of what I once was.

At last, I heard a voice of tormented pleas, and I followed it through the ether. I came upon a man in anguish, a pirate, in fact. My spirit had come to the ethereal border of the Material Plane. Surely it was due to my dear artifacts hiding there.

The man gave me one of his eyes. He gave me sight again. In exchange, I gave him a sliver of power and an opportunity to rise from the hopeless circumstances he was in. The pact was mutually beneficial.

And what did this pirate proceed to do? He cast off his piteous self-loathing and took up the blade of ambition. He framed the ship's captain for the murder of the first mate, then in a duel of so-called honor, he killed that bastard who had tormented him for so long. Power was his to claim, and I smiled from the shadows as he took it. He became captain of the ship, *Storm's Eye*, donning the new name I gave him when he made his pact—Noxiqual.

"Find my sword and the parts of my armor. And learn what became of my defeated golem. That which was broken can be remade. You can become a champion the likes of which this realm has never seen."

—The Masked One

An ursine beast stalks near, a snowy shadow among the trees, whose eyes radiate a primal glare.



Guardian of the Hollow (Seiki)

Large fey, neutral

Armor Class 16 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	9 (−1)	14 (+2)	11 (+0)

Saving Throws Con +7, Wis +5
Skills Perception +5, Survival +5
Damage Resistances acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Druidic, Sylvan
Challenge 5 (1,800 XP)

Spirit Strikes. The seiki's weapon attacks are magical.

Primal Essence. As an action, the seiki can meld into the land or back out. While it is melded into the land, it has total cover against all attacks and effects, it can see out to 120 feet in the Material Plane and Ethereal Plane, it moves at half speed, and it cannot affect other creatures in any way. If the seiki is slain, its essence scatters into the land.

-ACTIONS-

Multiattack. The seiki makes a bite attack and a claws attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target must succeed on a DC 16 Strength saving throw or be moved up to 10 feet.

Winter Breath (Recharge 5–6). The seiki exhales magical frost in 30-foot cone. Each creature in this area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 27 (6d8) cold damage and suffers a level of frostwhelm (see below). On a successful save, a creature takes half damage and suffers no other effect.

Frostwhelm. This special condition is measured in three levels, with cumulative effects. Completing a long rest reduces a creature's level of frostwhelm by one, as does *lesser restoration*. *Greater restoration* removes all levels of frostwhelm.

Level 1: The creature takes 4 (1d8) cold damage whenever it takes a hostile action.
Level 2: The creature moves at half speed.
Level 3: The creature is unconscious.

Guardian of the Hollow

Winter Spirit. A guardian of the hollow, also known as a seiki, is a primal spirit of winter, forest glades, and hibernation. It is an embodiment of nature that watches over woodlands, groves, and valleys, and it becomes angered by disrespectful interlopers and those who disrupt the natural cycles of the world.

Appease the Guardian. In a certain region, several bears hibernate through the worst of the cold season. Recently, a group of opportunistic hunters have been preying upon the slumbering bears. Are they orcs? goblinoids? humans? or some other folk? Whoever they are, they have slaughtered too many of the beasts. The bears that have survived the killings suffer from the disruptions to their winter sleep.

A seiki now stalks the area, seething with a rage that will only settle once the hunters have been slain or driven away. The angry spirit is likely to attack anyone who travels through the region, regardless of their true intentions. However, with sufficient tact, an adventuring party could convince the seiki to allow them to pass through—or better yet, these brave souls might strike against the cruel hunter band. If the adventurers manage to defeat the killers, the seiki would certainly be pleased and return to its restful state within the land.



Hags

In a bronzen brazier, on a bed of ash,
Sits a wicked woman with a wicked lash.
Her whips drive those who pull her cart
And feed the desires of her charcoal heart.
With scouring stone and eyes blazing red,
She'll scrape your face right off your head.
As a nameless slave, her wheels you'll turn,
Till the next town falls under flaming spurn.
Scrubbing, drubbing, purging, urging ...
Pray you'll be spared the fire hag's scourging.
--Armstrong Aldersson, Folk Songs of Fey and Fiend

Cinder Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Con +6, Wis +4
Skills Deception +6, Intimidation +6, Perception +4
Other Proficiencies Land vehicles
Damage Immunities fire
Condition Immunities blinded, frightened
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, Common, Infernal, Primordial
Challenge 7 (2,900 XP) or 9 (5,000 XP) if part of a coven

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *command*, *fire bolt* (2d10)
3/day each: *fear*, *hellish rebuke*, *hold person* (as 3rd-level)

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

Soulburn. Fire damage dealt by the hag ignores resistance to fire (but not immunity).

-ACTIONS-

Multiattack. The hag makes two flaming knout attacks.

Flaming Knout. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 9 (2d8) fire damage, and the hag can cast *command* upon the target as a bonus action if able.

Burning Breath (Recharge 5–6). The hag exhales flames and smoldering smoke in a 30-foot cone. Each creature in this area must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save or half damage on a successful one.

Scouring Stone. The hag uses her scouring stone against an incapacitated or restrained humanoid within 5 feet of her. The target must succeed on a DC 14 Constitution saving throw or take 35 (10d6) slashing damage. If this damage reduces the target to 0 hit points, it becomes an ashen servitor[EEE] under the hag's control. The hag can have up to thirteen ashen servitors under her control at a time. Only a *wish* spell can restore a transformed creature to its original form, though if the hag and her scouring stone are destroyed, *greater restoration* can also restore a transformed creature.

Ashen Servitor

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	7 (−2)	8 (−1)	2 (−4)

Skills Athletics +5
Damage Immunities fire
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands all the languages it spoke before being transformed but cannot speak
Challenge 2 (450 XP)

Ashes for the Mistress. As a bonus action, the ashen servitor loses 4 (1d8) hit points and grants an equal amount of temporary hit points to the cinder hag that controls it, as long as she is within 60 feet.

Ignited by Her Flames. If the ashen servitor is in the area of Burning Breath produced by the cinder hag that controls it, it can spend its reaction to immediately move up to half its speed and make a slam attack that deals an additional 4 (1d8) fire damage on a hit.

-ACTIONS-

Multiattack. The ashen servitor makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the ashen servitor grapples the target if it is a Large or smaller creature (escape DC 13). A target grappled by two or more ashen servitors is restrained while grappled.

Ashkan Ghanbari (left)

Cinder Hag

Night of the Inferno. It took Marius much longer than the ranger to reach the top of the hill. Caelo had been the one to find the sheep that had wandered astray, but he left Marius to carry the beast on his shoulders all the way up the slope.

"I didn't know this was to be a race." Marius set the sheep down and wiped the sweat from his brow.

"It wasn't. Look." Caelo pointed. A mile off, in the lowland, their town was ablaze. The houses were as a hundred torches in the night, with columns of smoke billowing up into the darkness.

"No!" Marius shouted. The sheep mattered no longer. His wife's name flew from his lips, and a string of others followed, but when he planted his first stride for the downslope, Caelo grabbed him.

"Don't go there," the ranger said.

"My family needs me! All of Torrazzo needs me!" the shepherd pulled free.

"Wait! Do you not hear that?"

"I heard screaming." But there was another noise. A cracking, snapping sound, too sharp and quick to be the breaking of beams. Its echoes popped across the expanse and diffused into the hills.

"There is something unnatural about this fire." Caelo reached to hold Marius back.

"I can't wait here." Marius swatted his companion's hand away and hastened down the hill. *Siprina, I'm coming.*

He sped along until the flaming houses neared. Waves of heat struck him at a surprising distance. His lungs labored from the run, and when he breathed in the sweltering air, he paused. A large house, little more than an arrow's flight from his own, heaved in the grips of the conflagration. Its roof collapsed, sending a shower of embers to the ground. *My house is no stronger than theirs.* He pushed himself ahead, ignoring another series of sharp cracks issuing from beyond a wall of burning homes.

Marius reached his house. It was a raging inferno, already half fallen. *They must have escaped. They would have fled. Where are they?* He looked one way, then another. Roaring sheets of yellow-orange against the night sky were all he saw. His skin stung from the heat, his eyes watered, and his breath came weak.

"Siprina!" His voice battled against the shrieking flames. He coughed and moved towards the stony mill that was slow to catch fire. The smoke was less oppressive there. Marius crouched low and drew in the air close to the ground. Pain was building in his chest. *Waste no time,* he told himself. "Siprina! Nona!" *Get to your feet. You have no time.*

Someone moved inside the mill. A figure emerged from the shadows. Man, woman, it could have been anything or nothing. It had no face, only a coarse plane like embers long burned out.

A new terror gnashed at Marius. He staggered out of the mill, back onto the road betwixt blazing houses. The smoke and heat were too much, and he faltered. Someone caught him … hands like roasted twigs after a wildfire … a featureless face of charred grey …

Swak! Chok! The whip cracks jolted Marius back to consciousness.

"Bring him to me!" Her voice squealed like hot coals.

"*What …*" The shepherd's own voice withered into a wheeze. His throat was raw, and his lungs burned.

The ashen drudges brought Marius before the crone. If she were a living woman, there was no telling. Her skin was parched and taut, her eyes were flame, and a fell glare shone within as though her innards were a furnace.

Marius's limbs did not obey his command to break free from the clutches of the ash-men. Lying on the ground were a number of bodies. He scanned them, hoping desperately that none were his family. *There's young lady Lilly. She had been so happy with her child to come.* But why was her stomach flat?

The hag licked her lips with a sizzling tongue and gave another crack of her multi-tailed scourge. Each of its lashes ended in a smoldering flame. "I said bring him here, now! Before he keels over like the others!"

The drudges held Marius before the hellfire crone. Her gaze bore into him, singing away his eyelashes. All went to fiery blurs. A pumice stone struck his cheek and went into a frenzy of scrubbing. Pain screamed through his face, though it did not last, for as it tore away his identity, a great numbness came to dwell in him. *Caelo … please …* His prayer fell away, unfinished and forgotten.

Shadow Hag

Dark Tragedy. The Svichka family once governed a rural town. They were quite successful until a sudden series of catastrophes struck. The new baby came stillborn, their hounds ran away, one of their houses burned down, and their cows' milk came out spoiled.

One day, young Lavana Svichka was fetching water from the well, when a crone appeared. This old woman told Lavana that a member of a rival noble family was a witch and had placed a curse upon the Svichkas. The crone said the only way to combat this was for Lavana herself to become a witch and learn how to counter the curse. The girl was loath to accept such an unholy offer, but she could no longer bear to see her family's demise, so she agreed.

Lavana became the crone's apprentice and was made to carry out all manner of nasty chores, from cleaning her spider-infested shack and scouring filthy pots, to plucking warts from toads and eyes from newts. And with each passing week, pretty Lavana lost a bit of her beauty. Worst of all, her family's troubles only exacerbated. The eldest son died when his horse fell down a ravine, a plague of locusts ate their crops, and the family matriarch went mad from a brain fever.

"When are you going to teach me how to counter the witch's curse?" cried Lavana, her voice no longer sounding sweet as before.

"Soon, my dear," replied the crone. "Now, clean out this pot and boil up some worm broth."

"What's the only thing worse than seeing shadows attack? Seeing the one who controls them."
--Haduwig of Vorgorac, puppeteer

Onyx Pendant. If the shadow hag loses her onyx pendant, she cannot use Animate Shadows or Whipping Shadows. In order for her to create a new pendant, she must perform a 1-hour nighttime ritual and expend 500 gp worth of onyx and magical components.

Shadow Hag

Medium fey, neutral evil

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +4
Skills Arcana +4, Perception +4, Religion +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 14
Languages Common, Elvish, Sylvan, Undercommon
Challenge 6 (2,300 XP) or CR 8 (3,900 XP) if part of a coven

Gloomsight. The hag can see through magical darkness as though it were normal darkness.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

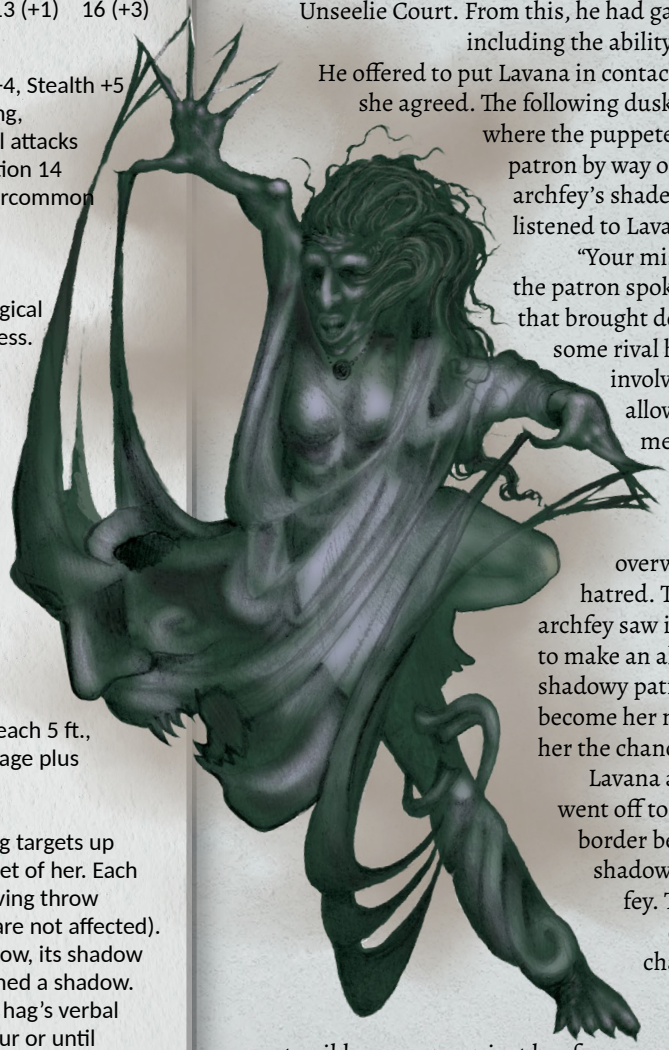
At will: *chill touch* (2d8), *disguise self*
2/day each: *darkness*, *feather fall*
1/day each: *blindness/deafness*, *fear*

-ACTIONS-

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage plus 9 (2d8) necrotic damage.

Animate Shadows (1/Short Rest). The hag targets up to four creatures she can see within 60 feet of her. Each creature must make a DC 14 Charisma saving throw (incorporeal creatures and shadow hags are not affected). For each creature that fails this saving throw, its shadow animates, as though the hag had summoned a shadow. The shadows roll initiative and follow the hag's verbal commands. A shadow lasts for up to 1 hour or until reduced to 0 hit points, upon which it returns to being a normal shadow as it was before.

Whipping Shadows. The hag teleports up to 60 feet to a space she can see that has dim light or darkness. She can then cast *chill touch*.



The Puppeteer and the Shadowy Patron. Years passed, and the Svichka family dwindled away to its bitter end. Lavana grew uglier and uglier, until she was even more wretched than the crone. One day, she saw a traveling puppeteer performing in the town square. His amazing talents captivated her, especially his shadow puppets. She longed to again be a maiden, to be able to allure the puppeteer.

She spoke with him after his performance, using what minor magics she had learned from the crone to appear more comely and to charm him. To Lavana's surprise, the puppeteer saw right through her tricks.

"But I am not angry with you," said the puppeteer, "for I see in your eyes a great sadness ... Why, you have the eyes of a young maiden, not this old wretch before me!"

"It is true, my heart has drowned in sorrow."

The puppeteer listened to Lavana's tale. He shared with her his secret—he had made a pact with an archfey of the Unseelie Court. From this, he had gained eldritch powers, including the ability to animate shadows. He offered to put Lavana in contact with his patron, and she agreed. The following dusk she went to a woods, where the puppeteer called his shadowy patron by way of warlock magic. The archfey's shade appeared. He listened to Lavana's story.

"Your mistress is a green hag," the patron spoke. "It was her curses that brought down your family, not some rival house's. Your involvement with her allowed her a more direct means by which to weave her vile webs."

Lavana's heart broke. She shrieked, overwhelmed by grief and hatred. The puppeteer and the archfey saw in this an opportunity to make an ally of Lavana. The shadowy patron offered to become her new master and give her the chance for vengeance.

Lavana accepted, and she went off to a grim castle at the border between the realm of shadows and the realm of fey. There, she received an onyx pendant to help channel this new power. After learning the dark arts, she exacted terrible revenge against her former mistress. She animated the green hag's own shadow, which drained away the crone's strength, and Lavana rent her with claws of cold darkness. Thus she became the first shadow hag. Lavana later founded her own coven and taught other witches her shadow magic. She went on to become a powerful matron who dwells in a lair where the Plane of Faerie meets the Plane of Shadow.

Esper



Harbinger of Madness

Large aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (−1)	14 (+2)	16 (+3)

Skills Deception +6, Intimidation +6
Damage Resistances acid, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Deep Speech
Challenge 5 (1,800 XP)

-ACTIONS-

Multiattack. The harbinger of madness makes a bite attack and a talons attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) acid damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Dread Wailing. The harbinger makes a loud sound, often that of a crying child or ghastly shrieking. Each non-aberration creature within 30 feet must make a DC 14 Wisdom saving throw. On a failed save, a creature takes 11 (2d10) psychic damage, and on its next turn, it must move its speed toward or away from the harbinger (as chosen by the harbinger). A creature will not enter harmful terrain during this movement, though neither can it move in a different direction for the rest of its turn.

Rain of Foul Ichor. The harbinger flings a volley of tar at a point within 120 feet. Each non-aberration creature within 10 feet of the point must make a DC 14 Constitution saving throw. On a failed save, a creature is restrained, or if it is already restrained by Rain of Foul Ichor, its condition worsens to paralyzed. At the end of each of its turns, an affected creature repeats the saving throw, ending the effect on itself on a success.

Ashkan Ghanbari

The creature resembles a horrid cross between a vulture and a drake, but eyeless and with tar dripping from its wing feathers. From its back grows a single arm with a hand that clutches--or fuses to--a skull. From within its dark eye sockets ignite fell yellow lights.

Harbinger of Madness

Heralds of the Mad King. Wherever the harbingers fly, the Wandering King is set to follow. His true identity is unknown and unspeakable, a being that dwells beyond the stars and between the threads of the fabric of reality.

To his delight, his ichor-winged children go about reaping flesh and rending minds. They exist to torment mortals, particularly those deemed weak or unworthy. Their presence sows chaos, quickly scattering all but the staunchest of wills.

In Deep Speech, a harbinger is called an "Omalum" (plural "Omalia"). This name is related to when oracles and mages are tricked by the Wandering King during their divination rituals and inadventently call harbingers into the world.

The Abandonment of Haskoville. My initial impression of the town was one of serenity. I had visited Haskoville a number of times over the years, always finding it to be an industrious place with the sort of provincial naivety that charms visitors from the city. When my company and I set foot amongst the nestled houses, and the sun beamed brightly overhead, it seemed the whole community was simply gathered for a merry celebration in the feast hall. But such was not the case. Haskoville had been abandoned.

When night came, an ill wind descended over the settlement, rattling shutters and howling across rooftops. The air fell to a stale-scented frigidness.

Above the gusts rose the cries of a child, a babe in distress. Some poor soul still remained in the town! Perhaps it was a young family. Did they have answers regarding the townsfolks' sudden disappearance? We bundled up and went out into the night, bearing torches and lanterns. Following the cries, we arrived at a home of stately proportions, the lord's manor. The wailing came from there. An unusual apprehension shook my companions, who were men of no frail stock.

It is impossible to fully describe the chaos that then ensued. Skulls appeared throughout the manor, from windows and atop the roof. Pale, deathly faces, crying out in a twisted mockery of an innocent babe. These visages of bone and grave-skin were gripped by hands, which led to arms, which led to vulture-like bodies. Avian grotesqueries burst from the house. Their rotted wings dripped with tarry ichor, which they slung in a putrid rain over my company. Men seized up with paralysis, others broke in terror. The horrors dove onto us with obsidian talons and acidic beaks. Their wailing drove madness into the minds of otherwise hale explorers. Above the pandemonium, an endless shrieking resounded into the night, foreboding of an even more dreadful coming.

Only through sheer genius of alchemy did I escape the slaughter. A draught furnished by my associate Catelyn Weirman transmuted me wholly into a gaseous form. No more than a puff of mist, I slunk away from the carnage.

If you find me a coward, I take no offense, for I know you cannot comprehend—nor would I wish you to—that last and terrible vision burned forever into my mind. As I slipped off into the night, I glimpsed a figure, a presence, an entity, staring at me through space and shadow, seated atop a throne of bone and sinew, a king of madness with eyes of blazing yellow stars.

—Mortimer Vondekirk, letter to Elgar the Arcane

Ceaseless Questions, Dreadful Answers. Ho Mortimer! Friend, friend, if you are to be considered a coward, then I'll be counted as one too, and so will virtually every living person. I also have fond memories of Haskoville from years past, and it grieves me to know that it has come to ruin. But please, tell me, what of your company? How many survived the attack in the night? And you, how are you holding up after enduring such a nightmare?

Viviane sends you her best regards as well. She speaks highly of Catelyn of the Grennedoa Forum, though I don't share the same level of enthusiasm. The wares at the forum are quality, yes, but the prices they demand are outlandish. Well, that's beside the point.

My mind has been simmering with questions since I received your letter. Have you any suspicions as to how these horrid creatures came to Haskoville? From your description, I reckon them to be vrocks (vulture demons). We both know this would not be the first time some crazed occultists called demons into the world then failed to keep them under control. Who could control such embodiments of carnage anyway? And of this fell king you saw in a vision, what knowledge have you come upon about him? It was only a vision, yes?

—Elgar the Arcane, letter to Mortimer Vondekirk

When aboleths swam in lightless depths,
and the gods were yet undreamt,
When the moon was set over the seething world,
and it wept in envy of sun and star,
When rivers of blood flowed from the bodies of the sacrificed
in the pyramids of Albali-Kath,
When the pale-skinned tribesmen of Dusk Isle
carved out their brutal rituals in the full moon's light,
I was there.
When you heard whispers in the darkness,
it was my own voice.
When your mind filled with doubts as to who you are,
that was my offering of another face.
I am the nightmare that crawls into you from chaos
and the corridor that gives you escape from it.
You who wander, without rest and without a sense of home,
I am your king.

The mule's steps strike with a bone-rattling cacophony. Its hooves are shod in silver, which spark into flames as its hoofbeats intensify. But the most horrid feature is its headless stump of a neck. As the creature nears, fire spews from its neck cavity, momentarily taking the form of a flaming mule head.



Headless Mule

A Strange Curse For Impassioned Sins. A headless mule is in fact a woman cursed for grievous sins against a temple. Most commonly this occurs when she fornicates with a priest or monk who has sworn himself to a life of purity and devotion, though instances of headless mules have also stemmed from women who committed severe blasphemy or even infanticide.

The affliction is divine in origin, a punishment for violating sacred law. The accursed soul appears one night a week, always within a few miles of the temple where the offenses took place. It gallops the roads, fields, and hills until dawn, making an awful clamor and attacking all those it comes across. Should some brave person manage to remove the affliction, the mule reverts to the woman she was before, who typically breaks down in repentance on the spot.

Headless Mule

Large fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (−1)	8 (−1)	15 (+2)

Skills Athletics +7
Damage Immunities fire, psychic
Condition Immunities blinded, charmed, deafened, frightened, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands Common and Infernal but cannot speak
Challenge 7 (2,900 XP)

Cursed Soul. If the headless mule is reduced to 0 hit points, it disappears in a flash of fire and sulfurous smoke. One week later, at nightfall, it reappears in an exterior location one to four miles outside its hometown. The only way to remove its curse is for someone to ride the mule and fasten the holy symbol of a good-aligned god about the stump of its neck. As an action, a creature can attempt a Strength (Athletics) contest to mount the mule against its will. While mounted, the creature takes 10 (3d6) fire damage at the end of each of its turns. As a further action, the mounted creature can attempt a Strength (Athletics) contest to fasten the holy symbol, taking 10 (3d6) fire damage whether the attempt succeeds or not. If the holy symbol is successfully fastened in this way, the mule returns to its original form—a humanoid woman.

Headless Horror. The mule is unaffected by enchantment and illusion spells and effects.

Hideous Hoofbeats. Any creature that starts its turn within 60 feet of the mule and can hear it must make a DC 13 Wisdom saving throw. On a failed save, a creature is frightened until the start of its next turn. On a successful save, a creature becomes immune to the mule's Hideous Hoofbeats for 24 hours. If the mule is unable to move, this trait does not function until it moves again.

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

-ACTIONS-

Multiattack. The headless mule makes two hoof attacks.

Hoof. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) silvered bludgeoning damage plus 10 (3d6) fire damage.

Flame Spout (Recharge 5–6). Fire spouts from the mule's neck in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save or half damage on a successful one.

Trampling Charge. The mule moves up to its speed and can enter the spaces of Large and smaller enemies when it does. The first time it enters a creature's space during this movement, it makes a hoof attack against that creature. On a hit, the creature must succeed on a DC 15 Strength saving throw or be knocked prone and left unable to take reactions this turn.

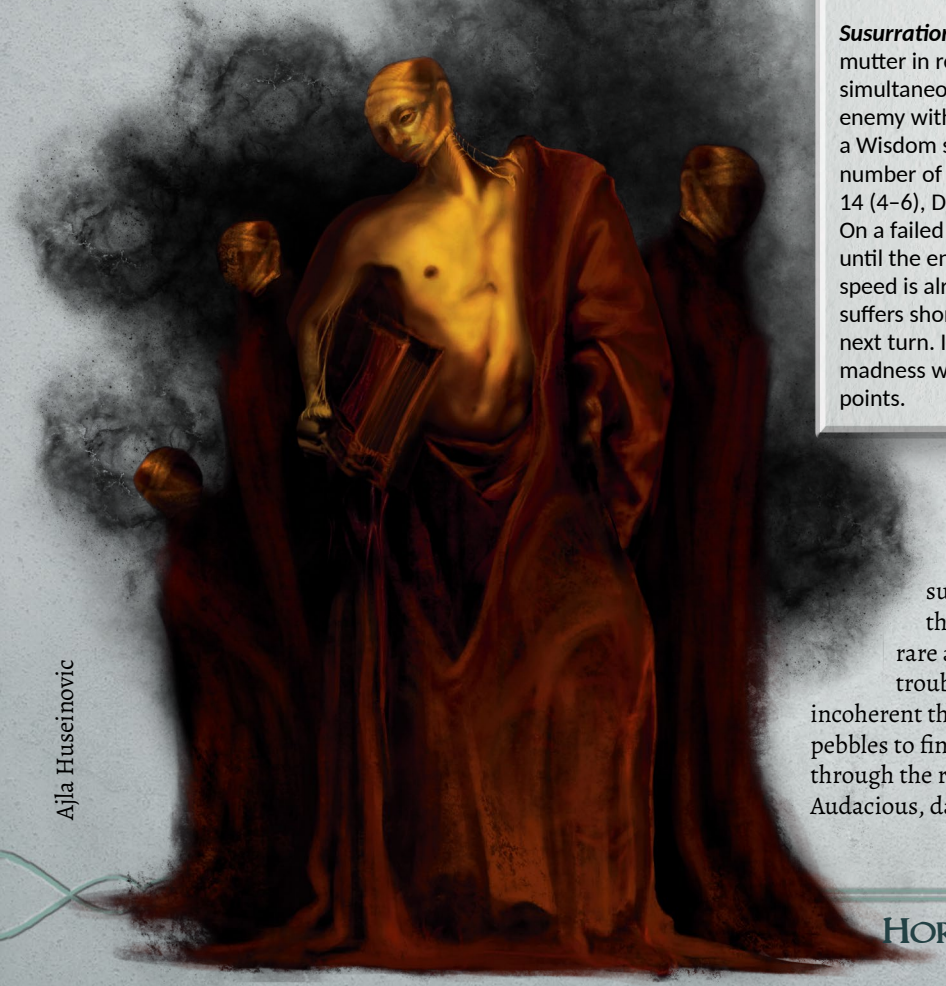
Miqueias Silva

A group of robed figures cease their whispered conversation and turn their heads toward you. Some of their faces are shaded by hoods, whereas others are exposed, with fully-black eyes that seem to have spent a lifetime staring into the abyss.

Horrid Councilor

Preternatural Minds Made Manifest. Horrid councilors serve as advisors and attendants to aberrant lords. Some dwell in the unreal palaces of outer beings that drift beyond the cosmos, some are found in the world as retainers in strange lairs, of even stranger masters. The origin of the councilors is not entirely certain, though many scholars believe they were initially created by the Wandering King.

The councilors appear as humanoids, but they have surreal, warped features, and their eyes are like wells of ink. They debate mad philosophies and utter blasphemous claims, enough to crack the sanity of a mortal person. Their very essence is composed of such direful thoughts. Striking down a horrid councilor with a blade or spell blast is no more effective than attacking an abstract idea. While certain magics can neutralize or banish them, the surest way to eradicate these demented minds is to engage them in a duel of wits. Through arcane theory or metaphysical rhetoric, one can prove that a councilor should not or does not exist, and thus, it unravels into oblivion.



Ajla Huseinovic

Horrid Councilor

Medium aberration, lawful evil

Armor Class 11
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	13 (+1)	13 (+1)	13 (+1)

Skills Arcana +3, Deception +3, Intimidation +3, Religion +3
Senses passive Perception 11
Languages Common, Deep Speech; telepathy 60 ft.
Challenge 1 (200 XP)

Council-Hive. A councilor can have up to 31 other councilors with which it is allied. They all take their turns simultaneously.

Death, the Dream. A councilor cannot deal damage. If damage reduces a councilor to 0 hit points, it teleports up to 60 feet to an unoccupied space and regains all its hit points.

Existential Unraveling. As an action, an enemy within 60 feet of a councilor can attempt an Intelligence (Arcana or Religion) skill contest to mentally defeat it. If the councilor loses this contest, it unravels from existence and disappears. If the councilor is incapacitated, it has disadvantage on its ability check for this skill contest.

-ACTIONS-

Susurrations of the Void. The councilor and its allies mutter in reverberating echoes, each using its action and simultaneously contributing to this singular effect. Each enemy within 60 feet of any of the councilors must make a Wisdom saving throw. The DC depends on the total number of allied councilors: DC 12 (1), DC 13 (2–3), DC 14 (4–6), DC 15 (7–12), DC 16 (13–20), DC 17 (21–32). On a failed save, the creature's speed is reduced by half until the end of the councilors' next turn. If the creature's speed is already reduced when it fails this save, it instead suffers short-term madness until the end of the councilors' next turn. If the creature is already suffering short-term madness when it fails this save, it instead drops to 0 hit points.

I find them beautiful, the councilors. Most find them disturbing, but I find them beautiful. We live surrounded by people suppressed with muzzles and filters, terrified to think or speak, sedated by their leaders. How rare a thing it is to hear unfettered thought. It troubles me not that the councilors utter mad, incoherent things. A prospector will sift through a thousand pebbles to find one nugget of gold. A seeker will comb through the rubble of perilous ruins to find buried treasure. Audacious, dangerous thinkers—that is a beautiful thing.

—Praetor of the Undercity



Host of Angels

Gargantuan horde of Medium celestials, lawful good

Armor Class 17 (natural armor)
Hit Points 148 (9d20 + 54)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Str +10, Int +7, Wis +9, Cha +8
Skills Insight +9, Perception +13, Religion +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 23
Languages Celestial, Common
Challenge 11 (7,200 XP)

Horde. The host occupies a 30-foot cube. It can share this space with other creatures, and enemies treat the space as difficult terrain. It can move through any opening large enough for a Medium creature.

The host can take one reaction every creature's turn in combat. No effect (positive or negative) functions on the host unless it applies to at least half the host's space, except for damage and healing, which function normally.

Heavenly Host. The host's space is filled with bright light that dispels magical darkness, and it sheds 30 feet of dim light beyond. Allies within the space are immune to being frightened, charmed, and possessed.

Innate Spellcasting. The host's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

3/day each: *cure wounds*, *lesser restoration*

-ACTIONS-

Multiattack. The host makes four weapon attacks, or two if it has 74 hit points or fewer. It can swap any of these attacks for an innate spell.

Radiant Blades. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) radiant damage.

Arrows of Light. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 12 (2d8 + 3) radiant damage.

Rank on rank the host of heaven
Spreads its vanguard on the way,
As the Light of Light descending
From the realms of endless day,
Comes, that powers of Hell may vanish,
As the shadows pass away.
--Let All Mortal Flesh Keep Silence

Ashkan Ghanbari (left)

Host of Angels

Warriors of Light. The terrors of existence are numberless. Man-eating beasts stalk the wilds, savage raiders pillage whole towns, fiends scheme to corrupt good folk, hags invoke their foul curses, and horrors lurk in misbegotten crypts. Worst of all, the seed of evil lies within the heart of each person, threatening to grow and choke out that which is good, if left unchecked. One's own mind can degenerate into a monster, as much as external monsters prey upon whatever victims they find. From the depths of the mortal soul to the farthest reaches of the cosmos, everywhere in between, malevolent forces constantly encroach. If there is so much darkness, there must also be light. If terrible, ugly things stalk humankind, then wonderful, beautiful things must exist to aid us.

A host of angels is a company of luminous beings who are able to turn the tides in desperate situations. These are creatures of grace and radiance, exalted children of a god, many of whom are the souls of exalted people who died and ascended to the celestial realm. At times, a powerful highpriest or archcleric summons the angels. Though in other circumstances, their coming is miraculous, a glorious salvation to those of true faith and goodness.

You come before me as a miserable one, for your eyes have lost their light, and from your lips echoes the malcontent of forlorn souls. Do you curse the gods because they allow demons and other evil spirits to exist? Do you spite them because of the cruelties and injustices you have suffered? Do you judge the holy ones' creations as insufficient? Do you hide in shadows, as a spider, biting and spreading the venom of your hatred? Do you lust for the destruction of the temples and the toppling of the statues of old? Then verily I say unto you, you are the demon. The wicked forces of the world, for which you denounced the Divine, are you and all your ilk. Bitterness flows from you as a river of maggots, infesting all it touches. Each house which bears your affliction shall fall, and terrible shall be its fall. Hell shall be your fate, for it is Hell that you have created.

To those who have not fallen to such corruption, heed my words. In your darkest hour, you will make a choice, and this choice will shape the fate of your very soul. It is a choice between deception and truth, between animosity and humility, between fear and courage. If you rid yourself of all lies, if you call upon the strength of the Divine and face the monstrosity that has grown to awful magnitude, then rays shall beam from above, casting away the darkness. The host of the heavens shall lift you up among their company, and victory shall be yours.

—Elka, Truesilver Justiciar,
Of Heaven and Hell

The mass of black liquid slimes ahead, quivering as though in agony--or ecstasy.



Ink of Pain

Medium ooze, unaligned

Armor Class 8
Hit Points 22 (3d8 +9)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (−2)	16 (+3)	2 (−4)	7 (−2)	1 (−5)

Damage Immunities all damage (see Vicissitude of Pain)
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 5 (1,800 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Vicissitude of Pain. Whenever a hostile creature would deal damage to the ink of pain, it takes no damage and instead invigorates. Its ground speed and climb speed each increase by 10 feet, to a maximum of 50 feet.

Magical healing has the opposite effect on an ink of pain. Instead of regaining hit points, it loses hit points. If a healing effect can only be delivered by touch (such as *cure wounds*), the healer must attempt a melee spell attack against the ink of pain. On a miss, the healer still expends its spell slot or feature. A *potion of healing* can be used as an improvised finesse weapon, either in melee or at a thrown range of 20/60 feet.

-ACTIONS-

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 22 (5d8) acid damage.

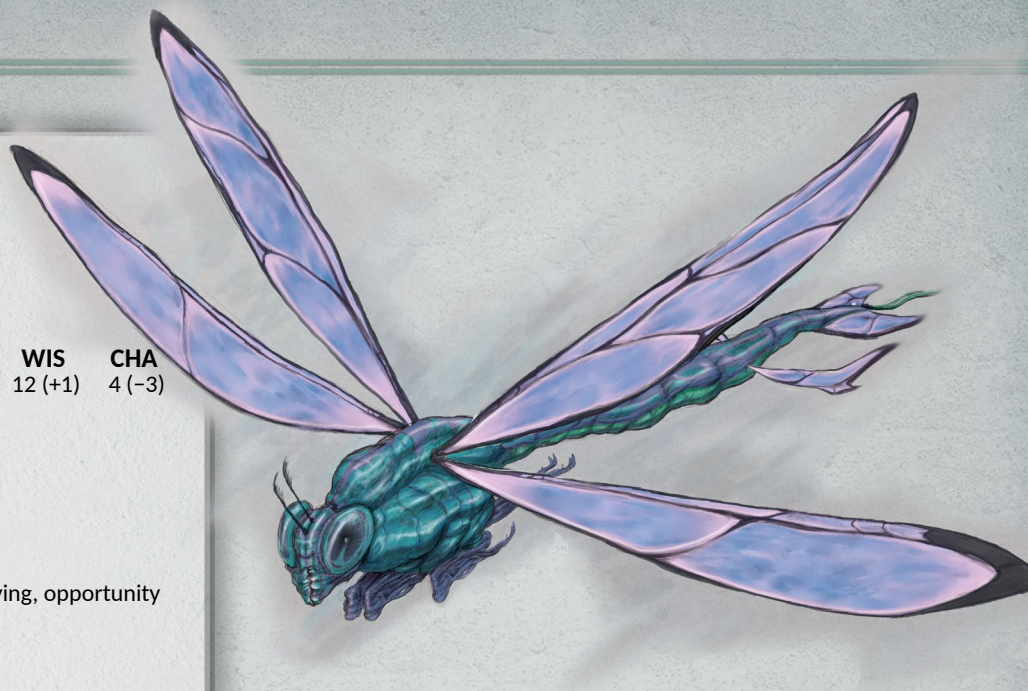
Unexpectedly Startling. When adventurers first encounter this ooze, they typically believe it to be a black pudding. If they engage the slime in combat, they quickly discover that the creature absorbs their assaults. Rather than suffer damage, it invigorates, flowing more swiftly. The inky monster seems unstoppable! All the more horrifying is how the creature emulates the shapes and sounds of creatures in agony—a veritable mockery of all those the ooze has consumed throughout its life.

Ink of Pain

Inversion of Healing and Harming. Whether through reasoning, experimentation, or obscure knowledge of oozes, a character might discover that the way to damage this creature is through curative magic. A healing spell or potion causes the ink to bubble as though it were boiling off. Yet, this is not always the surest way to deal with this monster. Adventurers who are particularly keen on self-preservation might attempt to simply avoid or flee from it. Others employ spells that deal no damage, but rather stymie the target. Those who possess cunning will quickly adapt and find a way to defeat or circumvent the ink of pain. Those who persist in attacking it will soon find themselves overwhelmed. This disturbing slime flips the script, and those who cannot read while inverted will be drowned in the ink.

Divine Origin. The beginning of the ink of pain is a spiritual one. Phantakh the Reveler was a god of trickery who delighted in all manner of pranks, and none so much as those he played on the most serious cultists of other gods. A particularly unique creation of his was a slime creature made from his own blood. It epitomized his penchant for trickery in that it could not be slain by weapons or elemental blasts, but rather by healing. It was a subversion of the self-righteous might found in gods of war or strength. Phantakh placed the original inks of pain in dark places where dwelt the most dour devotees of rival gods—in shadowed temples, macabre catacombs, and fiendish shrines. These bizarre oozes slunk through dark crevices until they found their prey, who unfailingly fortified the inks by lashing out in aggression. The oozes took to mocking their opponents' agony and death throes, and in the end, the only one laughing was Phantakh.

Esper



Jinkwing Dragonfly
Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 25 (3d10 + 9)
Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	2 (−4)	12 (+1)	4 (−3)

Saving Throws Dex +6
Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 1 (200 XP)

Aerial Control. While the dragonfly is flying, opportunity attacks automatically miss it.

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

-REACTIONS-

Elusive Maneuver. The dragonfly adds 4 to its AC against one attack that would hit it while it is flying.

The water ripples as a giant dragonfly skims the surface. It darts one way, then another. Its jaws gnash into a swath of water lillies, before it buzzes upward, bullfrog legs dangling from its mouth.

Jinkwing Dragonfly

Sorry to intrude, but I couldn't help but notice you looking at that spellbook there. That's a great piece. You know the pages are made from the wings of a jinkwing dragonfly, yes? They're see-through, so you can overlay the text from one onto another. Oh, you haven't heard of a jinkwing dragonfly? Well then grab yourself a beverage, I've a story or three for you, but I'll warn you, they may get deeply wordy.

Jinkwings are remarkable for their prodigious size, even among other meganisopterans. It's certainly not every day you come across a dragonfly the size of a horse. What you might not know if you've never seen one up close, is that they're also bloody fast, and nigh impossible to hit if you end up fighting one. If I hadn't had my staff handy, I might not have caught the one that became that book there.

Even in their larval stages, jinkwing nymphs are capable swimmers that can snare fish with ease. Adults are quicker still. If you do try to catch one, you'd better bring something to help you deal with their incredible speed. I'd personally suggest an alchemical glue.

Oh, you wish to purchase that tome? Well, before you do, is there anything else you'd like to hear about? I've spent quite some time assembling my collection of wares, and every item has a story if you have time to hear ...

—Picaroon the Lorekeeper

Eric Rasmussen

Jinkwing Nymph
Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (−4)	12 (+1)	4 (−3)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Amphibious. The jinkwing nymph can breathe air and water.

-ACTIONS-

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sudden Strike (Recharge 5–6). The jinkwing nymph swims up to its speed without provoking opportunity attacks and makes a bite attack.

The hunched woman is a walking collection of trinkets, with jangling pieces of beaded jewelry and a bulging bag upon her back. Her eyes are both childlike and wizened all at once, and they bear a familiarity you somehow cannot place.

Keeper of Lost Things

Medium fey, neutral

Armor Class 14 (motley armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	15 (+2)	18 (+4)	11 (+0)

Saving Throws Con +5, Int +4, Wis +6
Skills Arcana +4, History +4, Investigation +6, Perception +8, Sleight of Hand +6, Survival +6, Stealth +4
Other Proficiencies Thieves' Tools +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 18
Languages Common, Dwarvish, Gnomish, Goblin, Sylvan
Challenge 4 (1,100 XP)

Innate Spellcasting. The keeper's innate spellcasting ability is Wisdom (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *identify*, *prestidigitation*
3/day each: *locate object*, *misty step*, *sanctuary*, *sleep* (as 3rd level), *suggestion*
1/day each: *knock*, *meld into stone*, *see invisibility*

Keeper's Allies. Within the keeper's pack are four creatures: a candelabracadabra[EEE], a fork knight[EEE], an old scolls[EEE], and a ring worm[EEE]. Any of these creatures can instead be a tatterdemalion[EEE]. She can release any of them or conjure any of them back into her pack as a bonus action. The allies take their turns immediately after the keeper during initiative. While inside her pack, these creatures are in an extradimensional space.

Uncanny Packrat. The keeper's carrying capacity is double that of a creature her size. She suffers no drawbacks for being encumbered or heavily encumbered.

-ACTIONS-

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Never Here (1/Day). The keeper becomes invisible and sends out a wave of magic that extends 60 feet in all directions. Each creature of her choice in this area must make a DC 14 Intelligence saving throw. On a failed save, a creature loses all memory of the keeper from within the past hour. The keeper remains invisible for 1 hour or until she takes any hostile action.

Keeper of Lost Things

Nostalgic Hoarder. Sometimes, things disappear—a necklace from a friend, a blanket woven by your mother, a toy you used to play with every day. When you miss that which was once dear to you, the longing becomes a weight within your heart. You wonder, "Where did it go?" Sometimes, no matter how long you search, you can never find the lost object. But someone does find it eventually. In neglected corners she walks, collecting the misplaced and the abandoned. She sees in a rag the clothes that once swaddled a baby, a thousand home-cooked meals in a rusty spoon, the light that illuminated a home in a candlestick, and a promise of devotion in a tarnished ring. Even an ordinary object can be a well of memories, and in such memories she is drenched.

Mother Saudity. One keeper of lost things is known by the name Mother Saudity. Folk speak of her in children's rhymes and faerie tales, portraying her as an eerie, thief-like character who also has maternal qualities. In one story, she helps a little girl who is lost in the woods and being stalked by hungry wolves, taking the child through the fey paths that serve as hidden shortcuts. In another tale, she slinks through the cellars and attics of noble houses, taking for herself all manner of trinkets and faulting the owners for forgetting how important the baubles once were. A further story features a scene in which Mother Saudity produces animated objects from her bag, which help her fight off a band of goblins.



Marlies Draaisma

Candelabracadabra

Tiny construct, neutral

Armor Class 14
Hit Points 7 (3d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	18 (+4)	10 (+0)	12 (+1)	9 (−1)	12 (+1)

Damage Resistances fire; piercing
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses passive Perception 9
Languages Common, Sylvan
Challenge 1/8 (25 XP)

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

Innate Spellcasting. The candelabracadabra's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation, produce flame*

Fork Knight

Tiny construct, lawful neutral

Armor Class 17 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	13 (+1)	7 (−2)	12 (+1)	9 (−1)

Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses passive Perception 11
Languages Common, Sylvan
Challenge 1/4 (50 XP)

False Appearance. While the fork knight remains motionless and prone, it is indistinguishable from a normal pile of silverware.

I Shall Defend Thee! As a bonus action during combat, the fork knight can move up to its speed. It can then choose an ally within 5 feet of it, and the next enemy attack roll made against that ally before the start of the fork knight's next turn has disadvantage.

-ACTIONS-

Fork. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Old Scrolls

Small construct, lawful neutral

Armor Class 13
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−3)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	9 (−1)

Skills History +6
Damage Vulnerabilities fire
Damage Resistances bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses passive Perception 11
Languages Common, Sylvan
Challenge 1 (200 XP)

False Appearance. While the old scrolls remains motionless, it is indistinguishable from a normal bundle of scrolls.

-ACTIONS-

Wind of Tomorrow. The old scrolls targets a creature it can see within 60 feet of it with a magical enchantment effect. The target must make a DC 12 Wisdom saving throw. On a failed save, the target takes 6 (1d12) psychic damage, and on its next turn, any action or bonus action it takes does not occur until the start of its following turn.

Ring Worm

Tiny construct, neutral

Armor Class 15 (natural armor)
Hit Points 7 (3d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	14 (+2)	11 (+0)	6 (−2)	9 (−1)	7 (−2)

Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses passive Perception 9
Languages Common, Sylvan
Challenge 1/8 (25 XP)

False Appearance. While the ring worm remains motionless, it is indistinguishable from a stack of simple rings.

Worm Its Way In. If the ring worm hits a creature with its slam attack, its next slam attack made against the same creature on its next turn automatically hits.

-ACTIONS-

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

Lithomachus

An Arcane Solution to the Problem of Mortality. After a lifetime dedicated to the study of magic and the attainment of arcane power, wizards often become frustrated with their failing bodies. Their physical forms diminish while their magical prowess flourishes. If only the body could be transformed into a sturdier state.

Some mages turn to the art of necromancy in order to achieve lichdom, thus prolonging their existence through undeath. Others pursue a solution within the school of transmutation, becoming lithomachuses. Such a wizard prepares for years, building structures that focus his power and practicing spells that turn flesh into stone and metal. When the wizard is ready, he begins making changes to himself, replacing his skin with a mineral membrane, substituting his bodily organs with gemstones that maintain bodily needs, and eventually, he becomes a living statue of his own creation. The lithomachus seals his soul within the body itself, creating a material prison where his soul is kept forever—or until something or someone breaks it out.

The figure's flesh is stone, with various mineral growths rising up about its head and shoulders. It has six arms, some of which end in crystalline bunches, and its eyes are pinpoints of light within shadowy sockets.



Aleksandar Kostic

Gems of Power. Lithomachuses have weaponized their use of gemstone foci and craft elaborate magical crystals that fuse with their own limbs. Every lithomachus employs different stones, depending on its preferences. When in the company of other lithomachuses, they identify and judge each other based on what stones they have affixed to themselves.

Hand of Creation. While a lithomachus's own body is considered the pinnacle of its achievement, it typically has other constructs in its retinue, be them animated objects, golems, or other engineered servitors. It is not uncommon to find new and experimental equipment in the lair of a lithomachus, which pushes the boundary between the physical and the magical.

Petrified Mind. While not as likely to fall into the depths of evil as a lich, lithomachuses are highly eccentric and tend to be disconnected from contemporary trends and popular opinion. Their minds, much like their bodies, are very much stuck in the time they sealed themselves away from death. With each passing year, a lithomachus loses touch a little more with the spirit of the culture from which it originated.

Soul Trapped. A lithomachus prevents its death by imprisoning its soul within its body, and thus it has an infinite lifespan, assuming that its body is not destroyed. Any magic that attempts to target its soul directly automatically fails, as there is no way to access the soul while the body is still intact.

Lithomachus

Medium construct, neutral

Armor Class 20 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	20 (+5)	15 (+2)	11 (+0)

Saving Throws Con +11, Int +11, Wis +8, Cha +6
Skills Athletics +11, Arcana +17, History +11, Insight +8, Nature +11, Perception +8
Other Proficiencies Alchemist's Supplies, Jeweler's Tools, Tinker's Tools
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 18
Languages Common, Dwarvish, Gnomish, Primordial
Challenge 18 (20,000 XP)

Arcane Prism. As a bonus action, the lithomachus conjures a Small crystalline prism on an unoccupied surface it can see within 60 feet of it. The prism is an object with AC 15, 15 hit points, and it lasts for 1 hour or until the lithomachus conjures another one. The lithomachus can see through, cast spells through, and make spell attacks through the prism, as long as they are both on the same plane.

Innate Spellcasting. The lithomachus's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*
3/day each: *cloudkill*, *dimension door*, *dispel magic*, *slow*
1/day each: *forcecage*, *hold monster*, *prismatic spray*, *prismatic wall*, *teleportation circle*, *true seeing*

Legendary Resistance (3/Day). If the lithomachus fails a saving throw, it can choose to succeed instead.

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

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

-ACTIONS-

Multiattack. The lithomachus makes four attacks. It cannot use the same attack option more than twice. If a target is hit two or more times by these attacks in a turn, it must succeed on a DC 19 Strength saving throw or be moved up to 20 feet horizontally as the lithomachus chooses.

Emerald Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 3 (1d6) acid damage.

Sapphire Morningstar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) cold damage.

Amethyst Prism. *Ranged Spell Attack:* +11 to hit, range 150 ft., one target. *Hit:* 17 (5d6) force damage.

Ruby Orb. *Ranged Spell Attack:* +11 to hit, range 150 ft., one target. *Hit:* 17 (5d6) fire damage.

-LEGENDARY ACTIONS-

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

Strike. The lithomachus makes one attack.
Energy Resistance (Costs 2 Actions). The lithomachus chooses a damage type other than bludgeoning, piercing, slashing, or thunder. It gains resistance to the chosen damage type for 1 minute or until it uses this legendary action again.
Great Resilience (Costs 2 Actions). The lithomachus can make a saving throw against an ongoing effect that has a repeated saving throw at the end of its turn.



Out of the darkness looms an enormous, malformed head of shifting flesh and a brow crowned in spindles of bone or calcified flesh. It regards you with infinite malice, before its multitude of voices command you alternatingly to kneel, flee, or offer it praise.

Lord of Heresy

Revenge Against Reality. The Lord of Heresy is what became of an arrogant archmage who was consumed by his hatred of the gods. During his mortal life, he transgressed against the foundations of divine order and trespassed beyond the bounds of the cosmos. The Lord of Heresy is now nothing more than a floating head, crowned with brittle bones representative of the colossal pride in the knowledge he possesses. Driven mad by his experiences, mutated and warped by the strange forces and unknown depths he braved in life, this enormous aberration spews blasphemies and sophistries in a discord of voices, each an echo of his shattered mind.

Hieromania. Within his great head lies a warren of madness. Blasphemous denials of the gods clash with his own delusions of achieving the very same godhood. The Lord of Heresy believes he is owed the same affordances the gods are given, chiefly power and subjects. His immense intellect, twisted by resentment, is bent solely on domination or destruction of everything in his path. Not content with pursuing his ambitions alone, he entices as many others to his cause as possible. Through powerful spells, vengeful decrees, and seductive pseudo-rationales he brings thralls under his sway, requiring foot soldiers and servants for his capricious plots that change as quickly as they are concocted. Viewing himself alternatingly as the savior of reality, the pinnacle of reason, and the possessor of secret knowledge, he is nigh impossible to negotiate with. Those who come before the Lord of Heresy would do well to ignore his whispering casuistry and avoid his hollow gaze.

Heresies

The Lord of Light attracts devout followers with ideals of enlightenment, but when they die, their souls arrive in his realm to find he is actually a horrifying outer god who consumes the psychic energy of their well-developed minds.

Civilization in the world was initially founded by devils. They control society, which serves as a massive apparatus to tempt and funnel souls into Hell.

Beneath the Temple of the Lady of Grace and Healing are chambers where a mad cult meets to participate in depraved rituals. They control the temple and influence all who visit.

The God of War was born a mortal man. He grew to tremendous power because he was infused with the souls of demons. Those who partake in the rites of his religion bring demonic souls into themselves as well.

Lord of Heresy

Huge aberration, chaotic evil

Armor Class 20 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	22 (+6)	20 (+5)	21 (+5)	23 (+6)

Saving Throws Dex +9, Con +12, Wis +11, Cha +12
Skills Arcana +11, Insight +11, Intimidation +12, Perception +11, Religion +11
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone
Senses truesight 120 ft., passive Perception 21
Languages Abyssal, Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 20 (25,000 XP)

Innate Spellcasting. The Lord of Heresy's innate spellcasting ability is Charisma (spell save DC 20). He can innately cast the following spells, requiring no components:

At will: *dispel magic*, *mage hand*
3/day each: *counterspell*, *darkness*, *dominate person*, *hold monster*, *lesser restoration*
2/day each: *dominate monster*, *dust to dust*[EEE], *greater restoration*, *mass cure wounds*
1/day each: *exile to oblivion*[EEE]

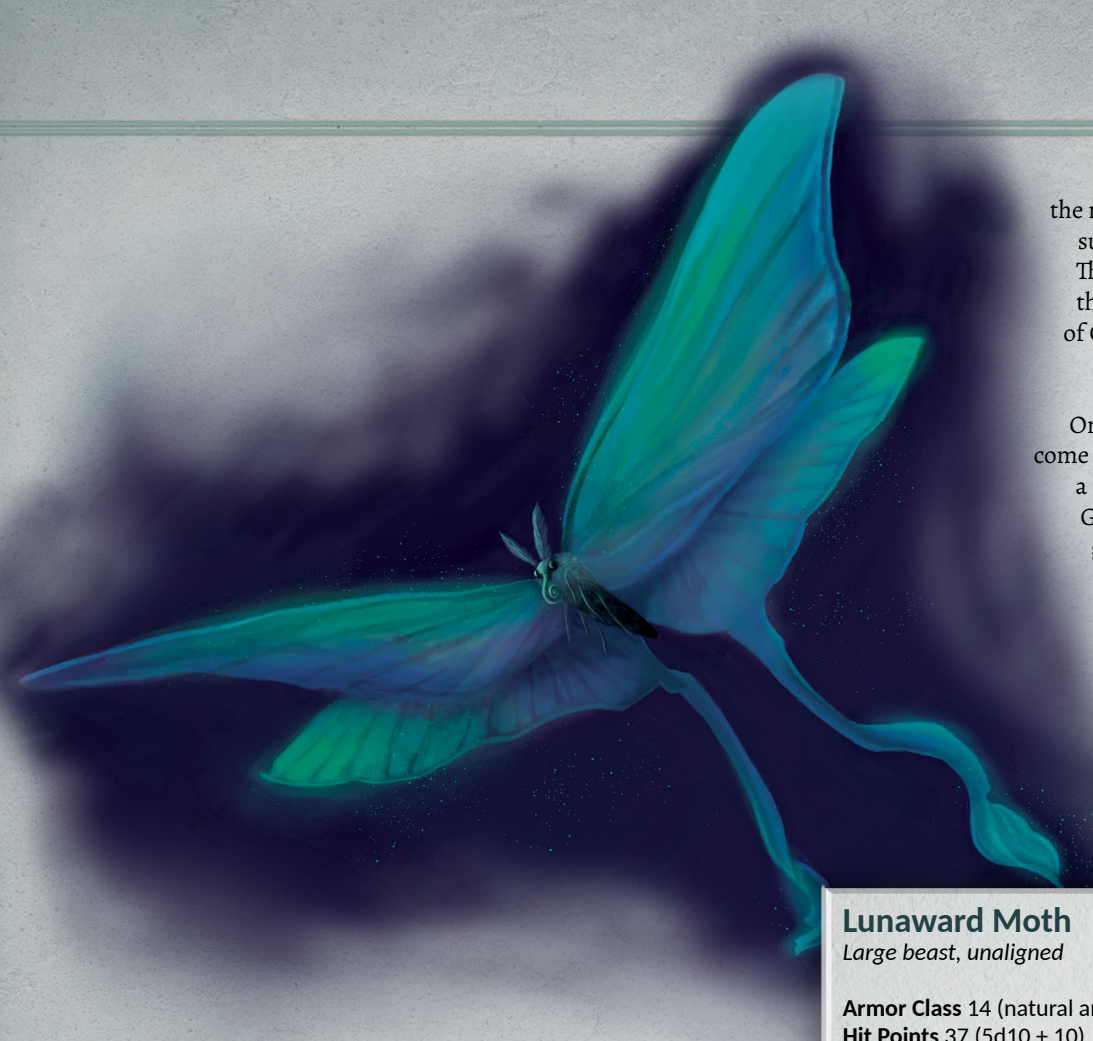
Maddening Heresies. When the Lord of Heresy casts *dominate person* or *dominate monster*, he can target two creatures with the spell.

Magic Resistance. The Lord of Heresy has advantage on saving throws against spells and other magical effects.

-ACTIONS-

Throes of the Downward Spiral. The Lord of Heresy targets any number of creatures he can see within 60 feet of him. Each creature must make a DC 20 Charisma saving throw. On a failed save, a creature's Wisdom and Charisma scores are each reduced by 2 (1d4). Whether the save fails or succeeds, each creature experiences the grip of despair. If it willingly moves 5 feet or more before the Lord of Heresy's next turn, the creature's Wisdom and Charisma scores are each reduced by an additional 2 (1d4). If a creature's Wisdom or Charisma score reaches 0, it is unconscious until the ability score rises to at least 1. An affected creature recovers 2 points to each reduced ability score per long rest it completes.

Ajla Huseinovic (left)



Each of the giant moth's wings is as long as a man is tall. Its graceful form is colored in blues and greens that fade into silvery pale. Fine dust coats its entire body, and two long tails undulate from the bottom tips of its wings.

Lunaward Moth

Insectile Pilgrims. A lunaward moth is a giant nocturnal insect. It subsists on nectar and favors warm climates with large flowering plants. However, it is a hearty creature able to survive long stretches of time without eating due to internal food stores built up throughout its larval stage. Lunawards make annual migrations, even crossing arid badlands at times, and are known to cross great expanses to reach their destinations. They are not aggressive creatures, though if threatened, they release clouds of light-reflecting dust and attack with stabs from their proboscises.

Flight of the Moon Dancers. The midsummer full moon brings us special visitors. Moths the size of griffons arrive in the night, sailing on nocturnal winds, with their wing-tails waving like banners of lunar silk. They gather on the mountainside, in the largest of the trees and upon boulders. In pairs, they take turns flying to the top of our monastery. A couple will alight upon the roof, encircle one another, then flutter their wings and waver their antennae. They dance in the moonlight, for a time, then return to let the next two come up. We watch in quiet wonder until drowsiness overtakes us. The moon moths rest throughout the morning and afternoon, and come sunset, they continue their journey. They fly to the peak of Mount Brave, then the following night to the peak of Grandfather Viridian, which is the tallest in the region. That is where they lay their eggs.

One month later they hatch, and out come green caterpillars, each the size of a person's leg. They eat and eat until Grandfather Viridian becomes bald grandfather. By this time, autumn has sunk into winter, and the caterpillars wrap themselves in great cocoons. That is how they stay, through frost and snow, until spring comes, when they emerge as majestic silver-green moths and take flight.

—Theosis, Headmaster of Mount Brave Monastery

Lunaward Moth

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 20 ft., climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	1 (−5)	11 (+0)	4 (−3)

Skills Perception +2
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Dispersal Tails. The moth cannot be perceived with blindsight.

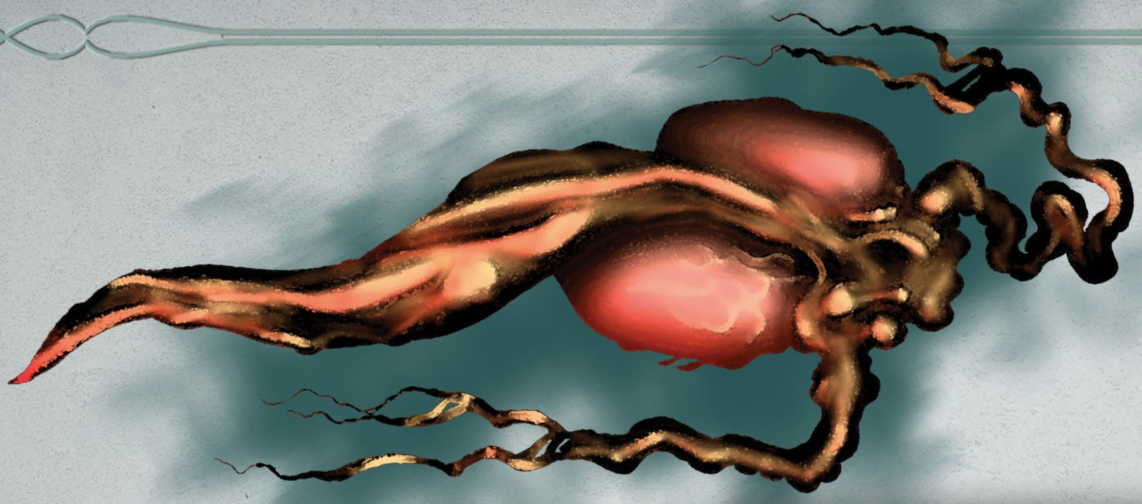
Dust Release. A creature that touches the moth or strikes it with a melee weapon while within 5 feet of it must succeed on a DC 12 Dexterity saving throw or be affected by the moth's dust as described in Dust Cloud.

-ACTIONS-

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Dust Cloud. The moth releases dust out to 10 feet in all directions. Each creature (other than lunaward moths) in this area must succeed on a DC 12 Dexterity saving throw or be covered in the dust. While an affected creature is in bright light or dim light, it cannot hide and all attack rolls made against it have advantage. Cleaning off the dust takes a creature 1 minute, though a thorough soaking of water or the *prestidigitation* spell can clean it off immediately.

Bevin Akers



At first, you mistook it for a jellyfish, with its puffing membranes and trailing strands. But it slinks like an eel, moving through the water much faster than a jelly. The closer it gets, the more you see it is organ and flesh, spine and sinew, and it has no head at all.

Lung Eel

Reanimated Organs. Necromancers have a special kind of creativity. There is no end to their experimentations, and in a mocking echo of Nature herself, they abhor waste, viewing every part of every corpse as potential for new thralls—and seaside scavenging turns up some unique finds.

Lung eels are reanimated lungs and spinal segments which come from whales and other giant sea creatures that breathe air. They follow their masters' commands with zombie-like determination, and they are infamous for sneaking aboard ships or into coastal settlements and quickly suffocating sleeping targets.

"Be wary of where you rest, for you might find yourself resting forever."

—Sahara of the Will-o'-Wisps Tavern

"Somewhere is a necromancer walking along the beach picking up whatever he finds and putting parts together. The lungs of drowned sailors or beached whales are of particular interest to him. Gods, I don't want to know what he does with the rest of the body parts …"

—Captain Skutknuk of *Red Dog*

Lung Eel

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., climb 10 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	5 (−3)	10 (+0)	4 (−3)

Skills Stealth +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities blinded, charmed, exhaustion, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but cannot speak
Challenge 4 (1,100 XP)

Puff Up. As a bonus action, the lung eel swells and thickens. Until the end of its next turn, its speed is halved, and it gains resistance to all damage except piercing and psychic. Whenever a creature the lung eel is grappling fails its save against Suffocating Suction, Puff Up recharges. Otherwise the lung eel must complete a long rest to regain the use of this feature.

-ACTIONS-

Multiattack. The lung eel makes two tendril attacks, or it makes one tendril attack then uses Suffocating Suction.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage and the target is grappled if it is a Medium or smaller creature (Escape DC 14). The lung eel can grapple up to two creatures simultaneously, and any creature it is grappling cannot breathe or speak.

Suffocating Suction. The lung eel targets one creature it is grappling. The target must make a DC 13 Constitution saving throw. On a failed save, all air is drawn from its lungs. It can survive for a number of rounds equal to its Constitution modifier (minimum 1 round), then at the start of its following turn, it drops to 0 hit points. A creature that does not need to breathe air is unaffected by this ability.

Esper

From the lantern emerges a creature of light, no bigger than a hawk or large butterfly, with a glowing core and a surreal form.

Luxite

Minor Celestials. Luxites are tiny spirits of light, also referred to as lantern spirits or star moths. They are simple creatures easily called into the world through mystical rituals, sometimes temporarily aiding a summoner or priest, other times coming to dwell permanently at holy sites.

Luxites are generally good-natured, with a desire to bring hope to those in despair and to bring illumination to those who must pass through darkness. A luxite experiences gratification in attracting other creatures to itself. It glows pleasantly at something as simple as a nocturnal insect flitting around it for a few minutes.

Luxite

Tiny celestial, neutral good

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (−4)	17 (+3)	12 (+1)	9 (−1)	14 (+2)	12 (+1)

Skills Insight +4, Perception +4
Damage Immunities poison
Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, petrified, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common
Challenge 1 (200 XP)

False Appearance. While the luxite is within a lantern, lamp, or other such object, it appears to be a normal object lit for illumination.

Illumination. The luxite sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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

-ACTIONS-

Fiery Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage.

Flare. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 7 (2d6) radiant damage.

Purge Darkness (1/Day). The luxite dispels all magical darkness within 30 feet of itself, as long as the darkness was created by magic no stronger than a 2nd-level spell.



The Silent Shrine. It stands there atop a high hillock, a small temple with arching architecture that culminates in graceful peaks. The shrine has been abandoned for decades, and its interior is dim and quiet. Indeed, within its walls even shouts come out as little more than whispers. This shrine was originally dedicated to the Goddess of Fate, the Weaver, but throughout years of war, the shrine was repeatedly looted and eventually, its attendant priestess fled. She has made due within a nearby city during these intervening years, and is now an elderly woman who sadly reflects upon the days when the Shrine of Fate resounded with glorious hymns and passionate conversations.

While the priestess recalls the savages who raided the shrine, she is unaware that after the raiders had desecrated the sanctuary of the Weaver, a barbarian witch placed a curse over the place. According to these wild folk, the goddess is a spider demon, and defiling her shrine was an honorable act.

Should the curse be broken, the star patterns on the ceiling of the shrine will shine again, filling the space with holy light. These bright flames in fact come from luxites returning to dwell within the shrine. Should a company of brave souls manage to restore the shrine, one of the luxites will accompany them as an ally or even the familiar of a spellcaster. It does so out of genuine affinity and curiosity, not an oath or vow.

Lucas Perdomo

At first glance, the statue is a magnificent work of art, a figure standing in an engaging pose. But its countenance bears a subtle foreboding, as though its stony eyes are piercing into you.

Malugeist

Phantom Statues Crafted by a Mad Artist. Haqamar was a gifted sculptor whose works of marble and bronze seemed as living persons. His talent was only eclipsed by his madness. After a series of disappearances occurred in his city, an inquisitive managed to connect the abductions to Haqamar. The city overseer was reluctant to order a raid on Haqamar's manor, as he himself possessed some of the beloved statues. When the hammer of justice finally fell upon Haqamar's house, the guardsmen made a horrifying discovery—the bodies of all the missing people. Haqamar's routine was to capture a person, use poison to subdue and kill them, then cut out their heart and place it at the core of the sculpting material. He posed the corpse and fashioned a statue in its likeness, with the victim's heart inside. He then preserved the body in a mummification-like process, and mounted it in his undercroft gallery.

They executed Haqamar shortly after. He said not a word until the moment of his death outside the Palace of Law. "There is no creation without destruction," he uttered before being impaled on a nine-foot spike. Upon his death, all of his statues vanished from the various houses, temples, and plazas where they had stood. This mysterious happening took a dark turn when people began to report sightings of Haqamar's statues. Their mind-piercing gazes drove people mad, some even collapsing dead from the psychic assault.



Miqueias Silva

Malugeist

Medium undead, chaotic evil

Armor Class 13
Hit Points 26 (5d8 + 4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (−2)	17 (+3)	13 (+1)	10 (+0)	6 (−2)	16 (+3)

Skills Deception +5, Intimidation +5, Stealth +7
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 8
Languages the languages it knew in life
Challenge 2 (450 XP)

Shift Form. As an action, the malugeist enters its statue form or returns back to its geist form. While in statue form, it cannot move, and it is immune to any instance of damage lower than 15. While in geist form, the malugeist is incorporeal: It can move through other creatures and objects as if they were difficult terrain, and it takes 5 (1d10) force damage if it ends its turn inside an object.

Spiral of Madness. When a living creature that can see the malugeist starts its turn within 30 feet of the malugeist, it must make a DC 13 Wisdom saving throw. A chaotic-aligned creature makes this saving throw with disadvantage. On a failed save, the creature's Wisdom and Charisma scores are each reduced by 2 (1d4), as it experiences a fit of madness. If a creature's Wisdom or Charisma score is reduced to 0 in this way, it dies. Otherwise, this reduction lasts until the creature finishes a long rest.

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 cannot see the malugeist until the start of its next turn, when it can avert its eyes again. If the creature looks at the malugeist in the meantime, it must immediately make the save.

-Actions-

Psychic Disturbance. The malugeist targets a living creature it can see within 30 feet of it. The creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened and cannot avert its eyes until the end of the malugeist's next turn.

RUNNING THE MALUGEIST

A malugeist often only assumes its geist form when no one is looking at it. Due to this, the characters might never see its geist form and believe it to be some manner of cursed statue that continually reappears near them. Alternatively, the statue only appears to a single character, repeatedly, creating a paranoid sense of that character descending into madness.

The GM is encouraged not to reveal that a chaotic alignment is what imposes disadvantage on a character's saving throw against Spiral of Madness, but rather allow the players to figure this out on their own. Ideally, the GM will discreetly make note of the characters' alignment in advance.

The hulking bute is part man and part bull. He has a pair of sharp horns, and in hand, he wields a heavy flail made from a spinal column and a skull with spikes protruding from it.



Doomslaught Minotaur

Rage-Empowered Minotaur Champions. A doomslaught is a mighty minotaur warrior who has grown in power through deadly battles and fell rituals. The rite of passage to achieve this status requires the minotaur to defeat two ogres in combat, then construct a flail from their bones. A minotaur priest then imbues the newly-advanced doomslaught with abyssal strength, such that it can enter battle rages and inflict its foes with unholy wounds.

A Warning from the Delta Queen. Beware the caves of the Jumjuma Gorge. Those who enter quickly find themselves lost in a confounding labyrinth of twisting tunnels and monster-haunted pits. The minotaurs are the keepers of those caves, and their doomslaught champions are infused with the souls of demons.

—Akket, Queen of the Golden Palace.

Doomslaught Minotaur

OC

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	8 (−1)	17 (+3)	10 (+0)

Saving Throws Con +7, Wis +6
Skills Perception +9, Survival +6
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal, Common
Challenge 7 (2,900 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Rage (2/Day). As a bonus action, the minotaur enters a rage for 1 minute. The rage ends if the minotaur is knocked unconscious. While raging, the minotaur cannot take any defensive actions, such as Disengage, Dodge, Hide, fleeing, or drinking a potion. It gains the following benefits for the duration of the rage:

- It has advantage on Strength ability checks and saving throws.
- It has resistance to bludgeoning, piercing, and slashing damage.
- It can make an attack with its bone flail or gore as a bonus action on each of its turns (including as part of the bonus action used to enter the rage).

-ACTIONS-

Multiattack. The minotaur makes a bone flail attack and a gore attack.

Bone Flail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) piercing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Whirling Doom (Only while raging). The minotaur makes a bone flail attack at each creature within 10 feet of it. Each target that is hit must succeed on a DC 15 Constitution saving throw or suffer an abyssal wound. An affected creature loses 7 (2d6) hit points at the start of each of its turns and cannot regain hit points. As an action, the affected creature or a creature within reach can cure this wound by spending a use of a healer's kit and making a successful DC 15 Wisdom (Medicine) check. Any effect that cures disease can also cure the wound.

Eric Rasmussen

Gleaming eyes appear in the mist, followed by a lupine snout and ears.



Mistveil Wolf

Large fey, neutral good

Armor Class 14 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +5, Wis +4
Skills Insight +4, Perception +4, Stealth +6, Survival +4
Senses Blindsight 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Mist Form. As a bonus action, the wolf enters its mist form or reverts back to its wolf form. While in mist form, it cannot attack, it can enter and occupy the spaces of other creatures, it has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. In addition, it can pass through tiny openings and minuscule cracks without squeezing. It reverts back to its wolf form if it is incapacitated.

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone and grappled (escape DC 13). While grappling a creature, the wolf cannot attack other creatures.

Fey Mists (2/Day). The wolf creates a 20-foot-radius sphere of fog centered on a point within its own space. The fog spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until a moderate wind disperses it.

Revitalize (2/Day). The wolf touches another creature within 5 feet of it. The target regains 11 (2d8 +2) hit points and can make a saving throw against an ongoing effect that a save can end.

Mistveil Wolf

Fey Guardian. Far away in the Realm of Faerie dwell Lirinea the Lady of Mists and her husband Alletir the Prince of Wolves. For many long years, the noble pair were childless. They beseeched the fey courts, seelie and unseelie alike, seeking any remedy for their barrenness.

No one was able to resolve their plight, no matter what advice or magical cure was given. Lirinea eventually discovered her own solution, a scheme that involved pilfering every faerie dragon egg from the courts and delivering them all to the peak of Mount Sheehallion. At the mountaintop, the Monkey King received the eggs and praised Lirinea for her craftiness. However, he also informed her that she had missed one egg, and thus she would conceive only a single child.

Not long after, Lirinea indeed gave birth to a daughter. She and Alletir were overjoyed, but their happiness was not without a sense of dread. What if something happened to her? The thought of any tragedy or evil befalling their only child was as a thorn in Lirinea's heart. Furthermore, the fey courts were all in a storm over the sudden disappearance of the faerie dragon eggs, and Lirinea worried that her theft would be exposed.

She wept from her anxieties, and her tears fell upon her little daughter's face. At that moment, the large she-wolf that had Alletir placed to guard the room came and licked the tears from the babe's cheeks. Fey power bloomed within the beast, filled with the immense drive to protect.

From that moment on, whenever the need arose, the wolf would aid her lady and lord, whether it be by concealing them in mists, or soothing their ailments, or shifting into a fog-like form to spy on those who conspired against them in secret.

Esper



Charging toward you is what appears to be a dead ram. Areas of raw flesh are exposed in a way that seems almost deliberate. Elongated bone spurs protrude through its skin at sinister angles, and from its open mouth comes an unnerving bleating.

Mortling

Medium undead, chaotic evil

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	2 (−4)	7 (−2)	3 (−4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/8 (25 XP)

Charge. If the mortling moves at least 15 feet straight toward a target and hits it with a ram attack, the target takes an extra 2 (1d4) bludgeoning damage and must succeed on a DC 11 Strength saving throw or fall prone.

-Actions-

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Dreadful Bleating. Each living creature within 30 feet of the mortling that can hear it must make a DC 11 Wisdom saving throw. On a failed save, a creature is frightened and has disadvantage on Strength saving throws until the end of the mortling's next turn. On a successful save, a creature is immune to the Bleating of all mortlings for 24 hours.

Mortling

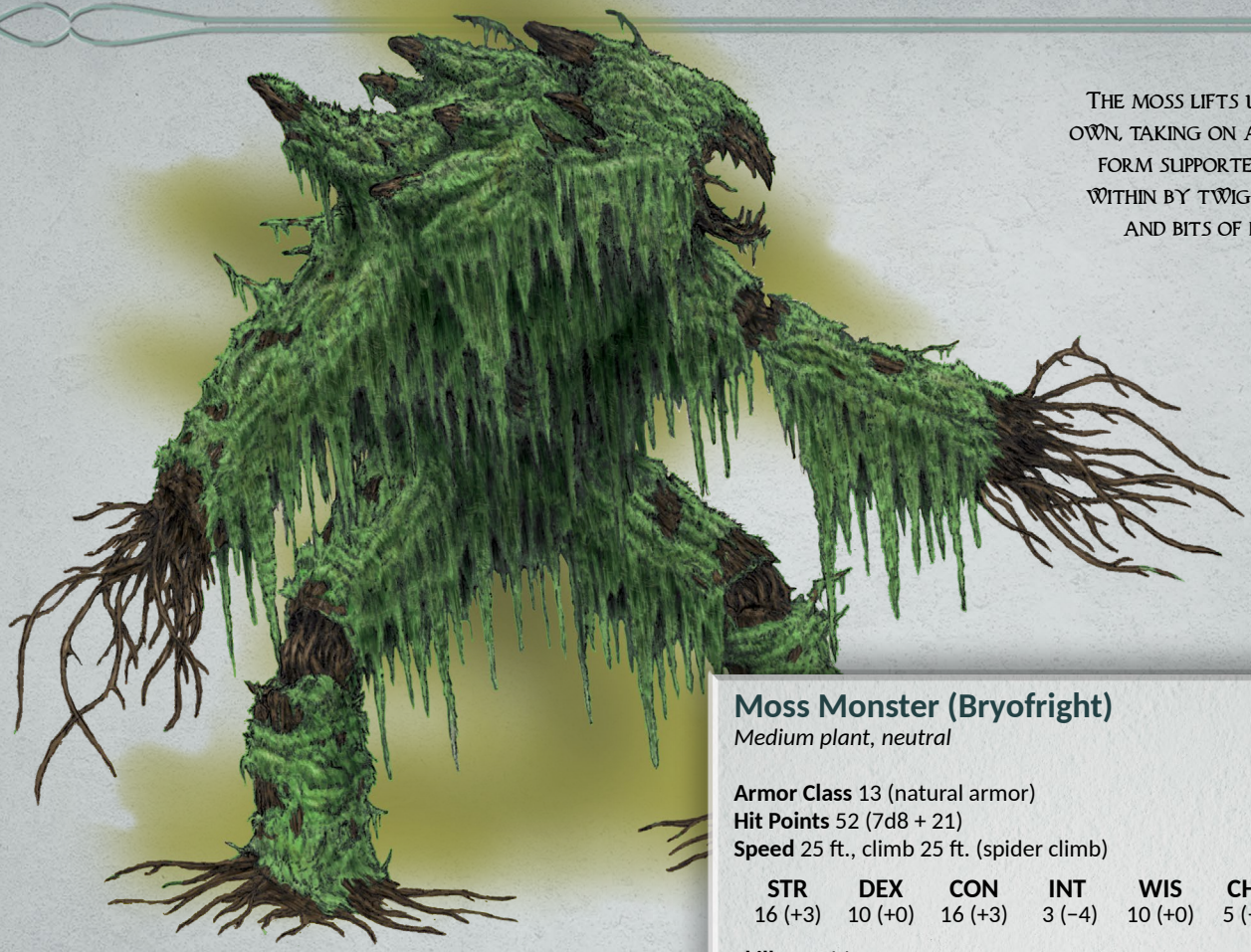
Undead Ungulate Anomalies. As any alchemist, wizard, or scholar will report, entropy is a nonnegotiable part of reality, but it must be balanced by order. The mortling is one of the more pertinent examples often cited in erudite circles of this principle. Not created through the inexpert tampering of a necromancer, nor the result of terrible experiments, the mortling is a product of inexplicable phenomena.

Some claim it is the natural world correcting for wasted resources. As order compounds on order, so too does entropy compound upon entropy. In areas where herd animals die en masse as a result of some crisis, the bodies are left to rot alongside roads or in fallow fields. Mortlings spawn out of the calamity, a curious case of spontaneous reanimation to reclaim wasted flesh.

Others speculate that the predominantly necrophagic mortling is actually the work of a god who sends down a curse or dark blessing that reanimates the decimated flock.

However they came to exist, these unusually aggressive and carnivorous sheep or goats can be found scavenging anywhere from farmlands to hillsides, battlefields to graveyards. They are easily located by their terrifying, distorted bleating. Adventurers be warned: where there is one mortling, more are surely close by. They are, after all, herd creatures.

Eric Rasmussen



The moss lifts up on its own, taking on a ghastly form supported from within by twigs, roots, and bits of logs.

Moss Monster

Death Creeping among the Moss. Found mostly in humid forests or swamps, the moss monster is a curious combination of flora, fauna, and loam. Bryofright is the actual name of this plant horror, but it is commonly referred to as the moss monster. Its origins—natural or unnatural—are unclear, but what is known is the tremendous danger it presents to anyone seeking a shortcut by traversing through areas in which it dwells. While slow over distance, the moss monster is startling fast over short ranges, attacking from ambush and attempting to overpower its prey with grasping appendages. It then crushes the restrained subject with a plethora of mossy tendrils and devours it.

Should one survive this attack, they may discover the terrible mechanism behind the moss monster's reproduction. The moss adheres to flesh, invading the living tissue. Over several days, tendrils and root structures overwhelm the victim's muscle and skeleton, until the seedlings have exhausted the host as a food source. It then tears free from the empty husk of the infected subject, and a fully-formed moss monster shambles off to join others of its kind, waiting in the dark of cypress trees for its next meal.

Moss Monster (Bryofright)

Medium plant, neutral

Armor Class 13 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 25 ft., climb 25 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (−4)	10 (+0)	5 (−3)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

False Appearance. While the moss monster remains motionless, it is indistinguishable from a normal patch of moss.

-Actions-

Multiattack. The moss monster makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage, and the target is grappled if it is Large or smaller (escape DC 13).

The Moss Feasts. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target that is grappled, restrained, or incapacitated. *Hit:* 17 (4d6 + 3) bludgeoning damage, and the target must make a DC 13 Constitution saving throw. On a failed save, moss patches begin to grow on the target, reducing its Dexterity score by 2 (1d4) (to a minimum of 1). Celestials, elementals, fiends, and oozes are immune to this effect.

The moss patches can be removed by any effect that cures disease, which also restores the target's Dexterity score. Otherwise, an affected creature must repeat the Constitution saving throw every 24 hours. On two consecutive successes, the effect ends on the target, and it recovers its reduced Dexterity. On two consecutive failures, the target dies, and a moss monster arises from its corpse.

Eric Rasmussen

Muckspawn

Foul Elementals. Muckspawn are elemental horrors that emerge from bogs and muddy swaths. These sites always have planar influence, such as the Elemental Planes, the Plane of Faerie, or the Plane of Shadow, with such influence bearing the more noxious and uglier aspects of the plane. These filthy creatures loathe that which is beautiful and that which is whole, for they are grotesque things made from flowing sludge. The lowliest and most common form of muckspawn is the mudman, which vaguely resembles a humanoid. A typical muckspawn seeks to spread the area of its mire and trap living things within, as their death and decay will add to the morass. This impetus strengthens even further when in the presence of beauty. Attractive persons, graceful beasts, exquisite artwork, magnificent architecture—nothing provokes muckspawn more than the prospect of dragging such fairness down into the slop.



From the mud emerges a face, half-formed,
at once both human and inhuman,
a fell thing of shambling sludge grasping
to pull you down into the mire.

Muckspawn Mudman

Medium elemental, neutral evil

Armor Class 11 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (−1)	15 (+2)	5 (−3)	11 (+0)	6 (−2)

Skills Stealth +1
Damage Resistances acid, fire
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands Aquan and Terran but cannot speak
Challenge 1 (200 XP)

False Appearance. While the muckspawn remains motionless, it is indistinguishable from normal mud.

Mud Stalker. The muckspawn can move through a space as narrow as 1 inch wide without squeezing, and it ignores difficult terrain composed of mud or bogs.

-ACTIONS-

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the muckspawn grapples the target if it is a Large or smaller creature (escape DC 12). While grappled by the muckspawn, the creature takes 4 (1d8) bludgeoning damage any time it attacks or casts a spell.

Fling Mud. The muckspawn flings mud at a Large or smaller creature within 60 feet of it. The target must make a DC 12 Dexterity saving throw. On a failed save, the target's speed is reduced by 10 feet until the end of the muckspawn's next turn, and all muckspawn have advantage on attack rolls against the target during this time. Multiple instances of Fling Mud combine to further lower the target's speed.

Lucas Perdomo

Greater Muckspawn. Two larger and more powerful varieties of muckspawn are known, the invoker and the abomination. They are less common and more perilous than mudmen. The muckspawn invoker appears as a giant mudman the size of an ogre. Like its lesser kin, it can easily flow through small spaces, move unhindered by swampy ground, and appears as nothing more than normal mud while lying still. Strikes from its appendages hit as heavily as mauls and allow the muckspawn to seize hold of its victims. It also possesses the ability to launch eruptions of trapping mud and call up additional mudmen thralls from the ground.

The muckspawn abomination is a nightmarish thing to behold, a flowing mass of ever-shifting heads, limbs, and pseudopods. Its most gruesome aspect is its power to transform people into mudmen.

The Contention of Braglamech the Quagsire and Maealine the Priestess. In a certain swamp within the Realm of Faerie, Maealine the elven priestess treated with Braglamech, quagsire of the toad-people.

"The mud flow encroaches ever farther into our realm," said the elf. "Trees sink and rot, animals flee, and hunting grounds are reduced to bogs. Worst of all, foul things arise from the mud. Things which carry good folk away to their doom in the murk and filth. If you withdraw this onslaught immediately, our retaliation shall be tempered with mercy. If you do not, the full wrath of the Court of Dusk shall descend upon you." Her company of elven and fey warriors displayed mightily their bows and blades.

The toadman blinked his bulbous eyes incredulously. "You speak of vengeance, but it is vengeance that drives onward the mud flow. Listen when I say that after slaying or imprisoning the primordials, the gods of light beheld the world they had won. They saw fit to impart their blessings upon the fair races and noble beasts, but gave only disdain and curses to all others. Do not the maggot and the humus play their role in the greater order of things? Does not life necessitate decay? The gods of grace bestowed beauty upon those such as the elves, yet we children of the primordials were given nothing. Stripped of our titan-kings, to whom were we to turn? The gods of darkness? fiends? Shunned by the Divine, were we also to betray our own? No, O priestess, we clung to what little remained—the obliterated remains of our primordial parents. Now that muddy ichor mobilizes, hungry and seething, and we say it is your turn to give your due to those you have spat upon from the beginning."

"You refuse to cease your intrusion into our realm?" asked Maealine.

Braglamech replied, "Primordial it was before. Now they reclaim it."

"So you have sealed the fate of your paltry tribe." The priestess raised her signal, and the warriors readied to strike.

"Our force is less paltry than you imagine. In fact, it is set to grow this very day." The quagsire gave a thrumming trill.

From the ground rose up a host of mudmen, surrounding the fey company. A fierce struggle erupted. Arrows flew, as did clumps of trapping muck. Amidst the frenzy appeared a massive horror of flowing sludge with shifting faces like toads or elemental brutes. The mud it slung not only bound the fey, but remade them into more of the bog shamblers. Maealine's final glimpse was that of her own hands melting into mud.

Muckspawn Invoker

Large elemental, neutral evil

Armor Class 13 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (−1)	18 (+4)	5 (−3)	13 (+1)	8 (−1)

Skills Stealth +2
Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Aquan and Terran
Challenge 5 (1,800 XP)

False Appearance. While the muckspawn remains motionless, it is indistinguishable from normal mud.

Mud Stalker. The muckspawn can move through a space as narrow as 1 inch wide without squeezing, and it ignores difficult terrain composed of mud or bogs.

-ACTIONS-

Multiattack. The muckspawn makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage, and the muckspawn grapples the target if it is a Huge or smaller creature (escape DC 14). While grappled by the muckspawn, the creature takes 6 (1d12) bludgeoning damage any time it attacks or casts a spell.

Muck Invocation (2/Long Rest). The muckspawn launches a mass of trapping mud that erupts in a 10-foot radius centered on a point it can see within 60 feet. Each creature in this area must succeed on a DC 15 Strength saving throw or become restrained. A creature restrained in this way cannot take bonus actions or reactions, and it cannot make more than one attack per turn. As an action, the restrained creature or another within reach of it can make a DC 15 Strength check, freeing the creature on a success.

Summon Thralls (1/Long Rest). 2 muckspawn mudmen appear in unoccupied spaces within 30 feet of the muckspawn invoker. They roll initiative and are allies of the muckspawn invoker. Each one exists for 10 minutes or until it or the muckspawn invoker dies.



Muckspawn Abomination

Large elemental, neutral evil

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	19 (+4)	7 (−2)	16 (+3)	8 (−1)

Skills Stealth +5
Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Aquan and Terran
Challenge 8 (3,900 XP)

False Appearance. While the muckspawn remains motionless, it is indistinguishable from normal mud.

Mud Stalker. The muckspawn can move through a space as narrow as 1 inch wide without squeezing, and it ignores difficult terrain composed of mud or bogs.

-ACTIONS-

Multiattack. The muckspawn makes three slam attacks. It can replace up to two of the slams with *clinging mire* attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage, and the muckspawn grapples the target if it is a Huge or smaller creature (escape DC 15). While grappled by the muckspawn, the creature takes 6 (1d12) bludgeoning damage any time it attacks or casts a spell.

Clinging Mire. *Ranged Weapon Attack:* +8 to hit, ranged 40/120 ft., one creature. *Hit:* The creature is restrained. While restrained in this way, the creature cannot take bonus actions or reactions, it cannot make more than one attack per turn, and at the end of each of its turns its Charisma score decreases by 2 (1d4). As an action, the restrained creature or another within reach of it can make a DC 15 Strength check, freeing the creature on a success. This reduction to Charisma recovers by 2 points per long rest the creature completes.

A humanoid whose Charisma reaches 0 immediately transforms into a muckspawn mudman allied with the muckspawn abomination. Only a *wish* spell can restore a transformed creature to its original form. A non-humanoid whose Charisma reaches 0 is incapacitated until its Charisma raises to 1 or higher.

Esper

Four heron heads on long necks sprout from the body of the massive avian, each bearing a knowing gaze.



CJ Marsh

Muwatrep

Children of the River God. A sole muwatrep is born each year, always hatching during the flood season. The father of muwatrepsus is Khnemuhap, a river god ever eager to see many children born, both his own and those of the people who dwell in the region. From the will of this water-fertility deity come a number of fantastical creatures.

Philosophers' Riddles. Muwatrepsus fill various roles, from heralds and guardians, to sages and philosophers. Explorers who discover a muwatrep's lair find a water temple complete with gardens and reed-lined walkways. If a traveler shows proper regard, he can speak with the muwatrep, or rather the quartet of personalities that comprise it. Each of the four heads represents an aspect of existence: Law, Chaos, Good, and Evil. Though the heads often disagree, they maintain an overall balance and recognize that each plays a role in a bigger story. These wise ones may pose a riddle to the intrepid adventurer, and a correct answer earns the character the right to sleep at the temple using a *pillow of cerulean sleep*[EEE], made from the muwatrep's own feathers. In addition to the pillow's usual effects, the character has a dream of their future spouse or children. This assumes the character survives and maintains their current trajectory. The GM can randomly generate the quantities of these future people and randomly select traits or flaws they will have (as though character background options).

It stepped from the temple and stretched its enormous wings, with all the colors of water and sky painting its feathers. When the four heron heads looked upon me, I was no longer a queen. Not even a noble woman. I was a small thing. A simple-minded, half-blind mortal, wrapped up in her petty affairs. It was the most beautiful thing I had ever seen. As great a moment as it was, it was equally awful, for coming into contact with such beauty makes you immediately aware of your own terrible insufficiencies.

—Akket, Queen of the Golden Palace

Muwatrep

Huge monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	17 (+3)	18 (+4)	18 (+4)

Saving Throws Int +7, Wis +8, Cha +8
Skills History +11, Insight +12, Investigation +7, Perception +12, Religion +11
Senses Darkvision 120 ft., passive Perception 22
Languages Common
Challenge 9 (5,000 XP)

Many-Headed. The muwatrep has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Attackers gain no benefit from flanking it.

Innate Spellcasting. The muwatrep's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no components:

4/day each: *create or destroy water*, *detect evil and good*, *tongues*
1/day each: *chaos rift*[EEE], *deific visage*[EEE], *edict of law*[EEE], *tendrils of corruption*[EEE]

-ACTIONS-

Multiattack. The muwatrep makes four attacks: any combination of bites and quills. Alternatively, the muwatrep casts an innate spell and makes one bite attack or quill attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage.

Quill. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Wellspring River (1/Day). The muwatrep chooses a point on the ground that it can see within 120 feet of it. Water flows from the point as a river that is 5 feet deep, 15 feet wide, and up to 500 feet long. The muwatrep determines the shape of the river, which can include bends. The river is difficult terrain for Large and smaller creatures, and any such creature that enters the river or starts its turn there must succeed on a DC 16 Strength (Athletics) check or be knocked prone and carried 15 feet downstream. If the muwatrep starts its turn in the river, it gains 15 temporary hit points and can make one saving throw against any ongoing effect that a save can end. The river lasts for 1 hour or until the muwatrep dies.

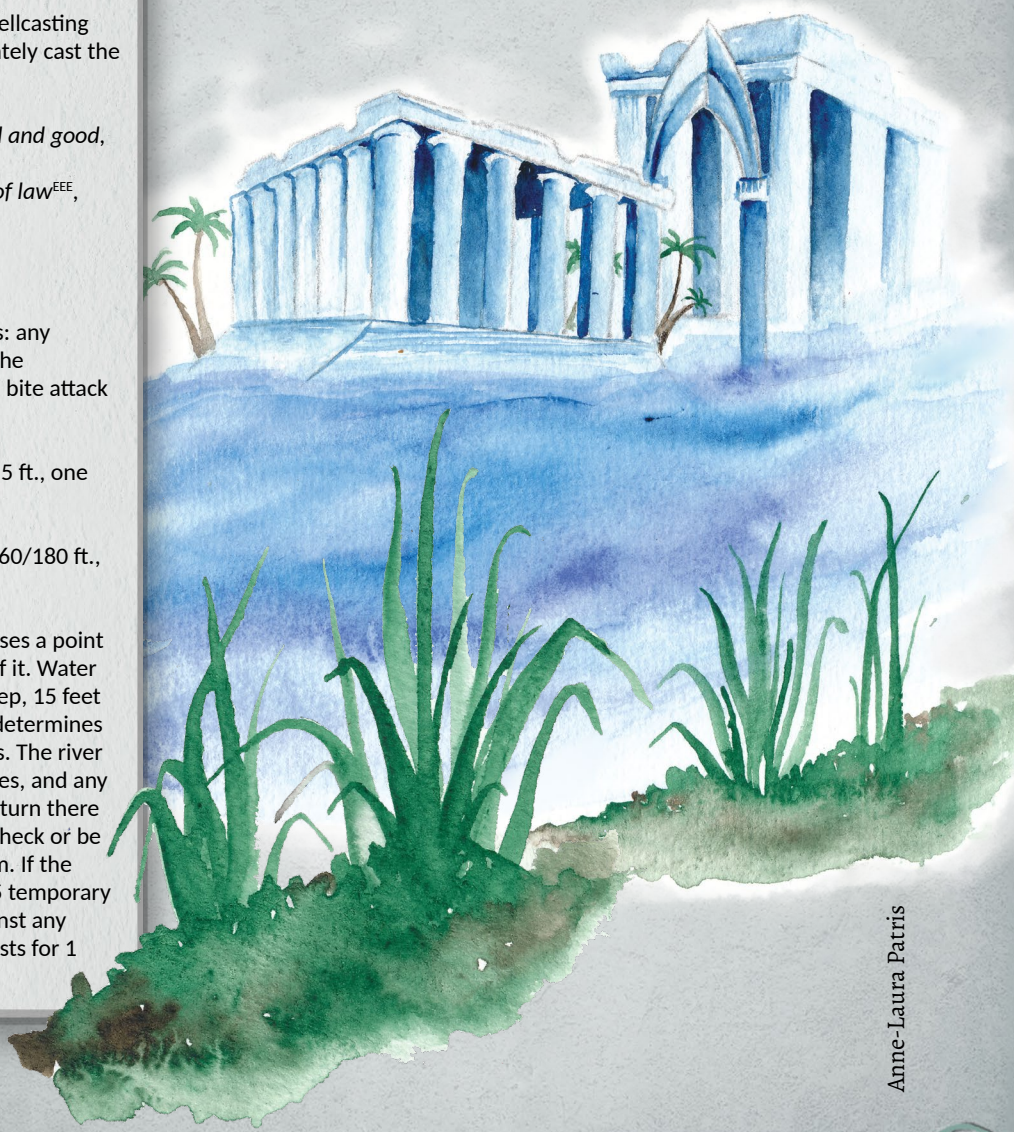
Muwatrep Riddles

Where is the place that all women and all men give birth? *(the mind)*

I can be delicate, though if you do not strike me, you will suffer. *(balance)*

I always run in the same direction, though I am always found in the same place, and even when I am high, I am low. *(river)*

Air, earth, and water I mastered, yet I was never able to control fire. Listen as I sing my own dirge. *(swan)*



Anne-Laura Patris

From below the surface she emerges, beauty incarnate, draped in sheer silk, crowned with a wreath of water flowers.

Naiad

Medium fey, neutral

Armor Class 15 (natural armor)
Hit Points 49 (11d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Wis +5, Cha +6
Skills Nature +6, Perception +5, Persuasion +6, Stealth +5
Senses passive Perception 15
Languages Aquan, Common, Sylvan
Challenge 3 (700 XP)

Amphibious. The naiad can breathe air and water.

Innate Spellcasting. The naiad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *water lash* (3d6)[EEE]
2/day each: *cure wounds* (as 2nd level), *lesser restoration*, *misty step*, *mystic shield*[EEE]
1/day each: *confusion*, *pass without trace*, *water breathing*

-ACTIONS-

Enchanting Beauty. The naiad chooses any number of creatures within 60 feet of her that can see her. Each target must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 minute. If a target's saving throw is successful, it is immune to the Enchanting Beauty of naiads for the next 24 hours. While charmed in this way, a creature is incapacitated and cannot willingly move farther away from the naiad. The effect ends for a charmed creature if it takes damage, if the naiad or her allies take a hostile action against it, or if the naiad dies.

Lovespell. The naiad kisses a humanoid within 5 feet of her who is charmed by her Enchanting Beauty. The target must make a DC 14 Charisma saving throw. On a failed save, the target is overcome by a deep passion for the naiad, regarding her as precious and beloved. Its charmed condition becomes indefinite, it is no longer incapacitated or restricted in its movement, and it obeys the naiad's commands. The effect ends for the target if the naiad or her allies take a hostile action against it, if the naiad dies, or if she ends the effect as a bonus action. A naiad cannot have more than one creature under the effects of Lovespell.



Miqueias Silva

Naiad

One Afternoon at Hopper's. "The trail ends in the river. We searched and searched, but ... nothing." Aaren shook his head wearily. "Why couldn't he have waited for us?" He was the party leader and the first to take a seat at the tavern table.

"That's why I stick to being a wagon driver," said Mateus, pulling up a chair to join Aaren's group. He signaled to Kans Sterksel, the proprietor of the alehouse.

While delivering the drinks, the tavernkeep leaned in. "Lost the trail of yer man? If finding him is important enough that ye'd traffic in magic, there's a local fey what can help ye. She can find him, no doubt."

"What manner of fey?" Aaren raised an eyebrow.

"A water spirit."

Receiving nods from his companions, the leader continued, "Can you take us to her?"

"I can take ye to her, for a fee. She might've pulled him in herself if he came on menacing her."

Aaren checked with his crew again. "We'll go. And what of her price?"

Kans the tavernkeep twisted his mustache between his fingertips. "Could be she'll help ye for no more than a kiss or a song ... or a memory or a favor. We're fond of her though, so don't go making threats. If she did take yer friend, could be she's still playing with him, especially if he crossed her. Likes her pets, she does."



A bulbous and pearlescent bell pulsates through the water, trailing a mass of thin tentacles behind it. The creature is quite sizable, though it moves with a grace all its own.

Nebula Jelly

Large beast, unaligned

Armor Class 12
Hit Points 51 (6d10 + 16)
Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	1 (−5)	10 (+0)	1 (−5)

Skills Stealth +4
Damage Resistances psychic
Condition Immunities charmed, frightened
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Jellyfish Form. The jellyfish can move through a space as narrow as 4 feet wide without squeezing and squeeze through a space as narrow as 1 foot wide. On land, it is always considered prone.

Water Breathing. The jellyfish can breathe only underwater. It can survive up to 1 hour out of water.

-Actions-

Multiattack. The jellyfish makes two tentacle attacks. It can replace one of these attacks with Haze, if available.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 17 (5d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the target fails its save by 5 or more, it is paralyzed as long as it is poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Haze (Recharge 6). A 20-foot-radius cloud extends in all directions from the jellyfish underwater. The area is heavily obscured for 1 minute, though a strong current can disperse the cloud. A creature that ends its turn within the cloud has disadvantage on saving throws against poison until it ends its turn outside the cloud.

Aleksandar Kostic

Nebula Jelly

Restoration spells of a lesser variety are never to be overlooked, even by the mightiest of mages. Of the many things I know, this is one I learned the hard way.

I was on the hunt for the pearl of a pernicious pinctagrex, as per a promise made to a dear if sometimes pesky friend, one Ibbintwix Thassidon. During the excursion, a member of my party poked around in the wrong cove, provoking a jellyfish of giant proportion. Peril was upon us in an instant. I've since come to learn that the beast is a nebula jelly, also colloquially called "cloud medusa" and "death dumpling" by the tribes of the region. Now, I cannot speak directly to the beast's resemblance of any morsel of food encased in glass noodle and bathed in broth, but I can certainly attest to its fearsome potential. It is among the vilest of cnidarians, with a paralyzing venom nearly as potent as a basilisk's contained in each of its lengthy tentacles. Due to its prodigious size, it possesses a myriad of those.

By the time I was able to produce a spell to free my paralyzed friend, all thoughts of the pearl were forgotten. Our party was lucky to escape with our lives. The lesson remained that one can never understate the importance of a restorative spell, no matter its scope.

—Dagozai Dverulas, *The Logician and the Mysteriarch*

The ogre-like thing has two heads tilted in opposite directions and sharing the same mouth. Its expression roils with unease, and its voice is as a nightmare accented with thunder. In hand, the brute carries a heavy club with twisting, bending spines protruding from its head.

Neshnegug

Some Blessings Are Also Curses. Yavvakoz was a benevolent ogre, an anomaly among his kind. One day, after his clan had raided a settlement, brutalizing and devouring anyone they could, he felt a pang of revulsion and guilt in his heart. It was as thorns stabbing within him, which drove him to walk alone in the hills. He discovered an old shrine inside a hill cave, which contained a standing stone carven into the likeness of some great being. The features of the deity were worn into obscurity. Yavvakoz knew no holy words, but he prayed, and he touched the stone. And something touched back.

For months on end, he revisited the hill shrine from time to time, whenever he felt torn within or whenever his fellow ogres shoved him away, calling him "weakling." Every time he prayed, he felt the god in the cave drawing closer, more distinct.

After a particularly brutal raid, the clan warriors brought back a dwarven family. They began eating the dwarf children, one bite at a time, forcing the parents to watch. Yavvakoz cried out in horror. The clanmates threatened to bludgeon him with their clubs, and he ran from their lair into the hills. The warriors pursued him, all the way to the hill shrine, where they found him embracing a tall stone bearing the image of some mighty though indistinct being.

"Come, Great One!" shrieked Yavvakoz, and the entity responded. Was it a god? a demon? a horror from beyond the planes? It was some being of power, for certain, and it drew upon Yavvakoz's deep conflict between his conscience and his ogrish nature. His head split into two heads that shared a single mouth, compelled to spew vengeful curses that inflicted the same internal anguish he suffered.

He shouted in an otherworldly voice, terrifying a warrior. From the panicked clanmate he took a greatclub, and the thorns from his heart went into the weapon, sprouting into tendril-spikes from its head.

Yavvakoz went on to become the chieftain of his clan. Though he often was shocked and disgusted by the violence he wrought, he also attained closeness with his deity through revenge. He soon established a yearly tradition of bringing the worthiest clanmates to the hill shrine, where they too would receive a blessing as he did, transforming into something more, something greater, and yet, something worse. For as sadistic as an ogre might be, there is an almost animal-like naivety to its savageness. In contrast, a neshnegug possesses a higher level of awareness and is even revolted by its own malevolence, yet it chooses to commit atrocities. It sows terror and exacts mayhem out of spite and out of devotion to the faceless god in the cave.

Mario Teodosio



Neshnegug

Large giant, neutral evil

Armor Class 15 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	9 (−1)	13 (+1)	17 (+3)

Saving Throws Con +9, Wis +5, Cha +7
Skills Athletics +10, Intimidation +7, Perception +5
Senses passive Perception 15
Languages Giant
Challenge 9 (5,000 XP)

Dual Heads. The neshnegug has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Innate Spellcasting. The neshnegug's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *shatter* (as 3rd level)
3/day: *howl from the netherworld* (as 4th level)[EEE]

-ACTIONS-

Multiattack. The neshnegug makes two yavvakoz attacks and can use Curse of the Neshnegug.

Yavvakoz. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) piercing damage.

Curse of the Neshnegug. The neshnegug targets a creature it can see within 30 feet of it. The target must succeed on a DC 15 Charisma saving throw or be cursed. On a successful save, the target becomes immune to Curse of the Neshnegug for 24 hours. The cursed target takes 4 (1d8) psychic damage each time it makes a damage roll. The curse ends if the neshnegug dies.

Obâridan

Terror Incarnate. The Obâridan appears as a giant with two nightmarish weasel-like heads on long necks. Its eye sockets are empty and weep black tears, though its forked tongues each grip a pair of eyes.

This monster hungers for flesh, preferring foremost to consume divine characters, followed by arcanists and any who are religiously devout. It sees warriors as mere obstacles to overcome in order to reach its true prey. In combat, the Obâridan releases baleful eye rays, then flies into a frenzy of fangs and claws.

Shrouded in Legend. According to legend, there once lived twin princes, Obar and Obaia. They were heirs to the throne of a desert kingdom, though disputes abounded as to which one of them held priority.

They were raised in a highly religious family, which is not uncommon for such royal bloodlines. Their true passion, however, was war. Tall and strong they were, and known as callous brutes. Throughout the palace, they constantly fought with each other and with the retainers.

Years passed, priests and scholars tutored the princely brothers in the ways of religion, philosophy, and history. The twins passed through one divine rite after another. Despite all of their learning and ritual, no one ever observed them engaging in matters of the mind and soul. Quite the contrary, their reputation as antagonists only grew.

One day, a priestess confronted the twins after they slew her son in a sparring match. Not only did she berate them, she invoked a gaze of divine fury, glaring at the princes and uttering words of power. They seized her amidst her invocation and put out her eyes.

When the highpriest of the royal temple learned of this incident, he resolved to punish the princes. He summoned them to his private chambers in the temple, along with two priests condemned for heresy.

That fateful day, the highpriest brought vengeance upon Obar and Obaia for their perversion of religion. He rebuked them for all the suffering they had caused by their faithless hypocrisy and cruel hearts. The highpriest put out the twins' eyes, then made them swallow the eyes of the two apostates. He wove a divine curse that transformed the brothers into a single monster—forever bound together, brooding in the shadowy underhalls beneath the palace.



Inky tears drip from empty eye sockets and stain the facial fur of the two-headed horror. Its body appears part human and part beast, with weasel-like aspects. It opens its twin mouths and extends long, forked tongues that each grasp a pair of eyeballs.

Obâridan

Large monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +4, Con +7, Wis +6
Skills Perception +6
Damage Resistances radiant
Condition Immunities blinded
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common
Challenge 7 (2,900 XP)

Two Heads. The obaridan has advantage on Wisdom (Perception) checks and on saving throws against being charmed, deafened, frightened, stunned, and knocked unconscious. It also has two reactions per round, though it cannot take more than one reaction per turn.

-ACTIONS-

Multiattack. The obaridan makes four attacks: two bites and two claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage

Eye Rays (Recharge 4–6). The obaridan shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two creatures it can see within 120 feet of it.

1. Madness Ray: The target must make a DC 14 Charisma saving throw or suffer mania for 1 minute. On each of its turns, it makes one attack against a random creature (including possibly itself), moving up to its speed if necessary, and does nothing else. The creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Coruscating Ray: The target must make a DC 14 Constitution saving throw. On a failure, it takes 22 (5d8) radiant damage and is blinded for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the initial saving throw is successful, the target takes half damage and is not blinded.

3. Toxic Ray: The target must make a DC 14 Constitution saving throw. On a failure, the target takes 18 (4d8) poison damage and for 1 minute, it takes 9 (2d8) poison damage at the start of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the initial saving throw is successful, the target takes half damage and does not suffer the ongoing damage.

4. Damnation Ray: The target must make a DC 14 Wisdom saving throw. On a failure, the target takes 18 (4d8) psychic damage and for 1 minute, it loses all class features except for proficiencies. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the initial saving throw is successful, the target takes half damage and suffers no other effect.

-REACTIONS-

Accursed Hollow Gaze. When a creature attacks the obaridan or casts a spell against it, the obaridan can place a minor curse on the creature. The cursed creature suffers disadvantage on the next saving throw it makes within 1 minute. In order to use this reaction, the obaridan must be within 120 feet of the triggering creature and be able to see it.

A Variant Tale. There exists an alternate version of the legend of the Obâridan. The story goes much the same, except that the brothers' curse stipulated that they could attempt to separate once per year, given that they had found genuine divine grace. They attempted several times, but never could attain a state of redemption. Instead of splitting into two, they only created yet another twin-headed monstrosity. After years of struggling in this way and producing several like creatures, the Obâridan fell unto complete madness.



Ashkan Ghanbari (left)

The Old Woman of the Mountain

The Great-Grandmother of Mount Numbria. The valley was once a wild place, home to beasts and a single tribe of swinemen. A protective giantess kept watch over all from her mountain peak. As time passed, humans came into the valley to work the fields, lumber the trees, and mine for ore and precious gems. The giantess grew more and more displeased with each settlement that subdued the land. Pozo da Vermilion, Ponta Bast, Paladia-Mors, and other towns were erected over the course of a few generations, bringing their industry and their human ways.

The Old Woman of the Mountain laid her troubled head down, hoping to sleep and not wake up for a long, long time, after the human race had passed unto extinction. But after some years, her little great-grandchildren, the wolves, awoke her with their howling and yipping.

"The humans have slain most of the swinemen and destroyed the temple where they gave you worship!"

"The humans hunt us for our pelts and for sport!"

Great-Grandmother could abide the agitators no longer. Her rage sent foul winds and bitter weather throughout the valley.

Once she had replenished her strength, the Old Woman descended from Mount Numbria and sacked one town after another. She toppled the buildings. She swatted, smashed, and stomped the puny humans. And those who pleaded with her like weeping babes, she suckled with her motherly milk, turning them into swinemen who squealed to serve her will.

Her might was too great for the mortals to resist. There was only one—the witch Agnaldes—who knew the Old Woman's true name. As long as she guarded this secret, none could strike down the giantess. Soon the valley would return to as it was before.

The Old Woman of the Mountain

Huge giant, neutral evil

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Con +9, Wis +6, Cha +6
Skills Nature +4, Perception +6, Survival +6
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 12 (8,400 XP)

Innate Spellcasting. The Old Woman's innate spellcasting ability is Wisdom (spell save DC 14). She can innately cast the following spells, requiring no material components:

3/day: *speak with animals*
1/day each: *dominate beast*, *fear*, *sleet storm*

Legendary Resistance (3/Day). If the Old Woman fails a saving throw, she can choose to succeed instead.

-ACTIONS-

Multiattack. The Old Woman makes two slam attacks or one slam attack and one bite attack.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and if the target is a Large or smaller creature, the Old Woman can grapple it. She can have no more than two creatures grappled at the same time.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. The Old Woman has advantage on bite attacks against creatures she is grappling.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

-LEGENDARY ACTIONS-

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

Foul Breath. The Old Woman exhales breath in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or be poisoned until the end of the Old Woman's next turn. A creature who succeeds on this save becomes immune to Foul Breath for 24 hours.

Stomp. The Old Woman makes the following attack against a Large or smaller target: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Suckle (Costs 3 Actions). The Old Woman squeezes one humanoid that she is grappling. The target must choose to either take 20 (4d6 + 6) bludgeoning damage or suckle from the Old Woman. If the target suckles, it must succeed on a DC 17 Constitution saving throw or be permanently transformed into a swinefolk. All of its statistics are replaced by those of an orc (retaining its weapon and armor proficiencies), and it becomes loyal to the Old Woman. Its equipment is not transformed. *Greater restoration* or *wish* can return the target to its prior form.

The Old Woman of the Mountain's Lair-

The Old Woman lairs atop Mount Numbria, a cold mountain with pine trees, grey mists, and dusky foothills. Its slopes have many dangerous drop-offs and ledges. On a lower shelf of the mountain is a ruined shrine in her homage, which her swinefolk children are reconstructing. If encountered in her lair, the Old Woman has a challenge rating of 13 (10,000 XP).

-LAIR ACTIONS-

On initiative count 20 (losing initiative ties), the Old Woman can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- **Call the Pack.** 1d4 + 2 wolves appear at a distance of at least 80 feet from the Old Woman. They roll initiative and are her allies in battle.
- **Howling Gust.** A strong gust blows from the Old Woman in a 15-foot-wide, 120-foot-long line. All creatures in this area must succeed on a DC 14 Strength saving throw or be pushed back 20 feet and fall prone.
- **Chilling Mists.** A heavily obscured cloud appears within 120 feet of the Old Woman. The fog has a 20-foot radius and spreads around corners. A creature that enters the fog for the first time on a turn or starts its turn there must make a DC 14 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half that amount of damage on a successful one. The fog lasts until the Old Woman uses this lair action again, though it can be dispersed with a strong wind of at least 15 miles per hour.

-REGIONAL EFFECTS-

The region near the Old Woman's lair is a valley dotted with villages that has brooding mountains encircling it. Her ire against the encroaching settlements creates one or more of the following effects:

- Wolves are unusually populous and active in the region. Packs howl to one another, informing their lupine brethren and the Old Woman herself of the happenings in the area.
- Chilly drizzle and fog lightly obscure the land within 6 miles of the Old Woman's lair.
- An odor like that of bodies burning in a pyre fills the region. Folk who live here are restless, grumpy, and often feel a desire to move somewhere more pleasant.
- Thunderstorms come from the mountains, pelting the land with sleet, hail, foul winds, and lightning strikes.

If the Old Woman of the Mountain dies, these effects fade in 1d10 days.

She towers overhead, a spindly giantess wrapped in the wild tendrils of her hair.



Ajla Huseinovic

Ophan

Rare and Mighty Angels. Ophanim (singular "ophan") are among the loftiest of celestial beings, inferior only to the mightiest archangels and the gods. They are embodiments of life, justice, holiness, and divine magic, and have only appeared in the world during tremendous spiritual events. Mortals have reported visions of ophanim—waking dreams sent by the Divine for guidance or prophecy. Those who recall such visions often struggle to describe the creatures. "A ring of golden flame with numerous eyes that cast bolts with their gaze," "concentric wheels that hover and speed any which way," and "a winged band of heavenly eyes with a magnificent jewel core," are but a few attempts to put the ophanim's majesty into words.

Priestly scholars attempt to interpret such religious sights, tending to agree that the ophanim fill roles less commonly attributed to more standard celestials. If a typical angel is likened to a soldier, an opham is likened to a cleric.

Cradle of Celestials. One function of an ophan is that of the birthing place of celestial beings. Religious texts tell of angels, divine archons, and even in rare cases, actual gods spawning within the multi-banded "womb" of an ophan. Much debate exists as to the exact mechanisms at play here. Do such creatures spontaneously coalesce from astral matter that converges within an ophan? Do other celestials procreate, then place their "babes" within ophanim for incubation? Do the ophanim themselves collect divine energy across years and centuries until willing the birth of a new divine lifeform? These questions and more have prompted endless religious debates.

Chariots of the Gods. An additional role, which some claim as primary of the ophanim, is that of vehicles or mounts of the gods. Whether a single ophan or a pair are needed is another detail of discussion. A thread that does recur throughout all positions in these debates is that these angelic wheels herald the gods.



Esper

A great wheel appears in the air, composed of various rings of celestial gold, and covered with eyes that shed radiant flames. Four wings sprout from the being, and its movements are somehow both perfectly still and astonishingly rapid.

Ophan

Huge celestial, lawful good

Armor Class 21 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 60 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	23 (+6)	20 (+5)	25 (+7)	18 (+4)

Saving Throws Dex +11, Con +12, Wis +13
Skills Insight +19, Perception +19, Religion +11
Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, disease, exhaustion, frightened, prone
Senses truesight 120 ft., passive Perception 29
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

Cradle of Aeons. Whenever a living ally of the ophan starts its turn within 60 feet of the ophan, it recovers 20 (3d8 + 7) hit points. If that creature is a celestial, it instead recovers 25 (4d8 + 7) hit points.

Innate Spellcasting. The ophan's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *daylight*, *guidance*, *guiding bolt*, *spare the dying*
3/day each: *lightning bolt*, *sanctuary*
2/day each: *flame strike*, *magic circle*, *greater restoration*
1/day each: *heal*, *revivify*

Legendary Resistance (3/Day). If the ophan fails a saving throw, it can choose to succeed instead.

Sublime Being. The ophan's weapon attacks are magical. It does not need to eat, drink, breathe, or sleep. It knows if it hears or reads a lie.

-ACTIONS-

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 13 (3d8) radiant damage.

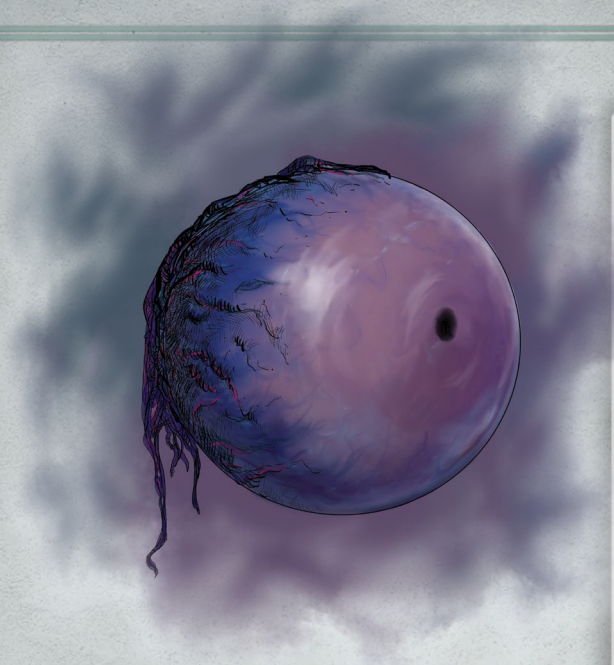
Godly Chariot. The ophan moves up to half its speed without provoking opportunity attacks. It can enter enemies' spaces during this movement, and it makes a slam attack against each enemy whose space it enters for the first time during this movement.

Celestial Whelm. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 38 (7d8 + 7) radiant damage. If the target is not good-aligned, it must make a DC 21 Charisma saving throw. On a failed save, it falls prone, and while it remains prone, it has vulnerability to all damage.

-LEGENDARY ACTIONS-

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

Eternal Eyes. The ophan focuses on one creature it can see within 120 feet. It chooses to either gain advantage on its next attack roll against that creature or to impose disadvantage on the next saving throw that creature makes against the ophan.
Cast a Spell (Costs 2 Actions). The ophan casts a spell, expending it as normal. It only uses one legendary action if it casts an at-will spell.
On Wings of Light (Costs 3 Actions). Each creature of the ophan's choice within 30 feet of it must succeed on a DC 21 Constitution saving throw or be blinded until the end of the ophan's next turn. It then moves up to half its speed.



A single eye floats through the air. Splotches of greys and purples tint its surface, and a few short strands hang from its back. Its pupil stares ahead with an unnerving gaze.

Optovoa

Animated Eyeball in Service to a Dark Mage. An optovoa is a hideous thing created through a macabre ritual in which a spellcaster removes one of their own eyes and animates it with fragments of their own lifeforce and nightmares. In many ways, it serves the spellcaster as would a familiar. While an optovoa is physically weak, its diminutive size and hovering ability make it an excellent spy. It is able to read thoughts, communicate telepathically, and assail enemy minds with its ghastly gaze.

From time to time it occurs that a spellcaster perishes but their optovoa lives on. In such a case, the aberrant eyeball can live for many years on its own. It foremost seeks a way for its master to be resurrected or reanimated. Failing that, it will likely take up a solitary life, pursuing goals that resemble its late master's. While it cannot bond to another spellcaster as a true familiar can, it might choose to ally itself with someone who bears similarities to its dead master.

Optovoa

Tiny aberration, neutral

Armor Class 16 (natural armor)
Hit Points 17 (5d4 + 5)
Speed 5 ft., fly 20 ft. (hover)

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

Saving Throws Dex +4
Skills Perception +4, Stealth +6
Damage Resistances psychic; piercing, slashing
Condition Immunities charmed, frightened, prone
Senses darkvision 120 ft., passive Perception 14
Languages understands the languages of its creator but cannot speak; telepathy 120 ft.
Challenge 1 (200 XP)

Diminutive Sphere. Attacks that deal piercing or slashing damage have disadvantage against the optovoa.

Innate Spellcasting. The optovoa's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spell, requiring no components:

1/day: *detect thoughts*

-Actions-

Eerie Gaze. The optovoa targets one creature it can see within 60 feet. The target must succeed on a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and be frightened until the end of the optovoa's next turn.

Brackish Ray (1/Day). The optovoa targets one creature it can see within 60 feet. The target must make a DC 12 Constitution saving throw. On a failed save, the target takes 7 (2d6) poison damage and is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the initial saving throw is successful, the target takes half damage and suffers no other effect.

d6	Goals of the Optovoa's Master
1	**Obsessed with books.** The optovoa searches for rare and strange books for the master to purchase or steal.
2	**Learn rivals' secrets.** The spellcaster tasks the optovoa with spying upon a rival party by listening to their private conversations, reading confidential documents, and probing into their thoughts.
3	**Locate lost siblings.** When the spellcaster was younger his siblings were all taken captive in a hobgoblin attack, then sold as slaves in various regions. The optovoa helps scout in dangerous locales for these lost brothers and sisters.
4	**Recover magic item.** The spellcaster has a gambling problem and lost a treasured magical item on a wager. The optovoa is helping find a way to steal it back.
5	**Find dungeon entrance.** The entrance to the Oubliette of Myrtanion lies hidden at the bottom of a river. The spellcaster and optovoa search for it frequently.
6	**Discover the patron.** The spellcaster's rival is the elf warlock Rosebrook Rhistle. The optovoa is aiding him in learning the truth of who her otherworldly patron is.

Alessandro Grosso

Overseer

Illus and the Void-God. It was an ancient age of cataclysms, when gods, titans, demon lords, and other mighty beings clashed upon the surface of the world. The laws of the cosmos had not yet been set in place, and the Material Plane provided ample battlefields. Throngs of humanoids worshipped directly at the feet of their deities.

Many tremendous beings perished throughout the conflicts, and their diminished spirits were flung to the farthest reaches of planes. Illus the Lantern, while searching the Astral Plane for the soul of the slain dragon god, Mitra-Satsil, came upon a lightless expanse that lay beyond a sea of nebulae. When his radiance pierced the void, something emerged. It was a colossal mass of oily blackness, from which appeared a set of glowing orbs. They shifted and swirled elaborately, and each held its own galaxy within it.

The god of light said, "I am Illus, called the Lantern and Lightbringer. Who are you, O great one, whose spheres bear light unlike my own?"

"I limit myself with no name, though take heed that I am an outer god of means you cannot fathom. As I will it to be, whatsoever I wish, so it is." The orbs pulsed with indescribable hues. "Answer me now, why have you crossed the threshold of my domain, trespasser? Why do you glare your light into the silent void?"

Illus took great care in considering his reply, for he knew that the wrong answer would have dire consequences. "The Material Plane roils with war. Gods, titans, and demons battle across the realms. I am certain that a supreme being such as yourself would desire to claim dominion there."

"The Material Plane? That is a place of such limitation. I am everything. I am perfection. Why would I stoop so low as to limit myself by taking form in the Material Plane?" The orbs thrummed with a building fury.

"You are indeed perfect, but you are not everything. As you are perfect, you lack flaws and limitations. If you are to be everything, you must include flaws and limitations."

The void entity was shocked, infuriated, yet intrigued. Illus had made a point that could not be refuted. The Lantern offered thusly, "I will show you the way to the place of which I have spoken, and there, you will assume the form that serves you best. After you incorporate the experience of limitation, then you will be everything."

Agreeing so, the two traveled through the astral expanses to the Material Plane. They arrived atop a ridge overlooking an encampment where an army was following the orders delivered by its god-king.

"See there, that humble potter making a vessel of clay? Surely you would learn much from taking such a form," spoke Illus.

"What a piteous creature," said the other, but curiosity overtook it, and it became a potter. After a week of making stoneware, the potter came to Illus. "Each day, I make pots for soldiers. They make use of *my* work! As I have no power to transform myself in this lowly state, I command you to make me a soldier, so that I may know this greater position."

Illus considered leaving the void entity as a potter, but he worried what terrible consequences would arise after the potter died and the outer god resumed its power. So, the Lord of Light transformed the potter into a soldier.

After a week of combat, the soldier came to Illus. "Each day, I fight as my commander orders. He has such authority over me! I want to be the commander." Illus did just so, and the soldier became the commander.

After a week of administrating the encampment, the commander came to Illus. "Each day, I sit through councils and analyze strategies in my tent, and the fire there makes me sweat and stings my eyes. I want to be the fire!" Without protest, the god made the commander into the fire.

After a week, the army emerged victorious in its campaign, and it moved on. A servant tossed water onto the fire, smothering it. The wisps of smoke drifted to Illus and said, "Truly, water is greater than fire. I wish to be water." Illus thus transformed the fire into a large basin of water.

After a week, the water had put out many fires. But each time, after being flung to the ground, it helplessly seeped into the dirt. A puddle of the water dribbled near to Illus, bubbling, "Earth is greater than water, for it drinks me down every time. Make me into earth!" And the god did just that, turning the water into earth.

The earth lay there, smug and satisfied. But it was only a short matter of time before a lowly potter came, dug it up, and used it to make clay pots. Illus waited and waited, but he received no demands from the clay pots, so he went to them.

"Have you no more wishes? There are many, many things which you could still be."

The pots replied with voices as though wind through a hollow void. "What we have experienced and learned here is enough to reflect upon for all of time. Do as you will, O Lord of Light, for it is through your illumination that we have seen."

With a word of power, Illus the Lantern transformed the clay pots into a group of celestial beings. They were tall, slender, and bedecked in noble attire. Each had three eyes, which glowed in serene white light.

"I name you Tessari'dekhana, for you have seen, truly. Let your minds be luminous, full of knowledge and wisdom." In order to initiate the celestials into their new form, they were given the power to create one new god. From their collective will sprang forth Argus the Watcher, a giant whose full armor and tower shield were covered in vigilant eyes.

The cataclysmic wars raged on for years. Deities and archfiends fell in earth-shattering clashes that wracked the world. One of the last gods to perish was Illus the Lantern, in battle with the titan Vorstbrand, who simultaneously met his end through Illus's magic. The Tessari'dekhana chose not to participate further. Their council had observed much, and they decided to retreat to the Astral Plane. Before doing so, they sealed a great concordance, stating that nevermore would the world be used as a battleground for beings such as gods and demon lords. This proclamation was accepted by the nature spirits of the world as well, who swore to never again participate in such devastating wars and to repel any attempt by colossal beings to stake direct claim on the Material Plane.

The Celestial Panopticon. In their astral realm, the Tessari'dekhana took up the role of celestial overseers, ensuring their concordance would not be broken. There they built the Shaktiat Panopticon, a majestic pagoda which includes their illustrious council chamber as well as a prison for aberrant lords, archfiends, and other doomful beings

IMMENSE POWER RADIATES FROM THE TALL FIGURE. HIS JEWELRY IS DIVINE, HIS CLOTHING BEARS COLORS AND PATTERNS UNLIKE ANY YOU HAVE SEEN BEFORE, AND HIS SKIN IS A SOFT SHADE OF CELESTIAL BLUE. HIS THREE EYES GLOW PURE WHITE, AND ABOUT HIM FLOAT DELICATE ORBS THAT EACH CONTAIN ASTRAL ESSENCE.



Overseer (Tessari'dekhana)

Large celestial, lawful neutral

Armor Class 17 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	25 (+7)	25 (+7)	20 (+5)

Saving Throws Dex +10, Con +11, Int +14, Wis +14
Skills Arcana +14, History +21, Insight +21, Nature +14, Perception +21, Religion +14
Damage Resistances force, lightning, psychic, radiant
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, frightened, stunned
Senses truesight 300 ft., blindsight 60 ft., passive Perception 31
Languages all, telepathy 300 ft.
Challenge 21 (33,000 XP)

Enigmatic. The overseer is immune to and cannot be detected by any divination effect, unless it chooses otherwise.

Legendary Resistance (3/Day). If the overseer fails a saving throw, it can choose to succeed instead.

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

Spellcasting. The overseer is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *shocking grasp*, *storm bolt*[EEE]
1st level (4 slots): *detect magic*, *identify*, *magic missile*, *shield*
2nd level (3 slots): *detect thoughts*, *hold person*, *invisibility*, *knock*, *misty step*
3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*, *slow*
4th level (3 slots): *banishment*, *dimension door*, *greater invisibility*
5th level (3 slots): *scrying*, *telekinesis*, *wall of force*
6th level (2 slots): *chain lightning*, *starfall*[EEE]
7th level (2 slots): *forcecage*, *plane shift*
8th level (1 slot): *sunburst*
9th level (1 slot): *foresight*, *wish*

-ACTIONS-

Psionic Pulse. The overseer targets one creature it can see within 100 feet of it. The target must make a DC 22 Wisdom saving throw. On a failed save, the target takes 21 (6d6) psychic damage, and the overseer moves the target up to 20 feet in any direction. On a successful save, the target takes half damage and is not moved.

-REACTIONS-

Freeze Time (Recharge with Chronomastery). The overseer can magically freeze time as a reaction to anything that happens within 300 feet of it. Common triggers are enemy attacks and spells. The overseer instantly stops the flow of time within 300 feet of it, and it immediately takes a turn, after which time resumes. It can avoid an attack that would hit it by moving, or it can avoid a spell that was targeting it by moving out of its range.

-LEGENDARY ACTIONS-

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

Essence Tamper. The overseer targets one creature it can see within 300 feet of it. The target must succeed on a DC 22 Constitution saving throw or it cannot benefit from damage resistances and immunities for 1 minute.
Tap into the Arcane (Costs 2 Actions). The overseer regains a 1st- or 2nd-level spell slot, then casts a spell of 2nd level or lower.
Chronomastery (Costs 3 Actions). The overseer recharges Freeze Time.

Joan Maldonado



Owlbear Dreadnought

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 264 (16d20 + 96)
Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	23 (+6)	3 (−4)	19 (+4)	10 (+0)

Saving Throws Dex +5, Con +10, Wis +8, Cha +4
Skills Intimidation +8, Perception +12
Senses darkvision 300 ft., passive Perception 22
Languages —
Challenge 12 (8,400 XP)

Acute Senses. As a bonus action, the owlbear can make a Wisdom (Perception) check.

Fearsome Hunter. The owlbear can hear a sound as quiet as a whisper at a range of 1,000 feet, and it can smell the exact location of a frightened creature within 120 feet of it. Ambient conditions such as storms and wildfires can reduce these ranges down to one quarter (250 feet and 30 feet respectively).

OC

-ACTIONS-

Multiattack. The owlbear makes two claw attacks and one beak attack.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the owlbear cannot use this claw on another target.

Cry of the Haunting Hunt (Recharge 5–6). The owlbear lets out a fearsome, owl-like screech. Each creature within 1,000 feet of the owlbear that can hear it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. In addition, when a creature first becomes frightened in this way, it makes a loud sound, such as a startled yelp or a moan of dread. At the end of a frightened creature's turn, it repeats the saving throw, ending the effect on itself on a success.

Miqueias Silva

A rasping screech splits the atmosphere and sends a pulse of panic through you. A scream escapes your lips, and the form of a gargantuan winged beast appears, descending from overhead. Its body is as some primeval bear-titan, and its head is that of a monstrous owl with massive ear tufts.

Feathers and fur, claws and cunning,
A creature of flesh and of the arcane,
Hunting, swooping, preying,
Screeching with urges beyond bestial hunger.

Owlbear Dreadnought

Frightful Hunting Beast of Epic Proportions. Also called the rocbear by some, the owlbear dreadnought is a colossal predator that hunts everything from humans to horses, elks to elephants. It is a rare mythical beast that lairs in far-flung wilds where plentiful animals live. Due to its immense size, it can eat staggering amounts of prey, though it also spends great stretches of time resting. Owlbear dreadnoughts sleep for longer and longer periods as they age, with older ones slumbering multiple months at a time. These prodigious monstrosities are feared not only for their size but also for their bloodcurdling screeches. Just as the owlbear's claws rend flesh from bone, its cries tear courage to shreds. It smells fear with pinpoint accuracy, and its hearing is keen enough to perceive even the slightest rustle from hundreds of feet away.

The Giant Feather in the Case. Yes, in fact that feather is real. It is not a mere bird feather enlarged with magic. Magic was used to clean it, though, for it was caked in mud. I was too, for that matter.

My expedition party and I were trekking through the ruins of Gildas when we found two of those feathers. Naturally, we wondered what sort of giant bird they had come from. Nearing sunset, we heard a terrible sound that stopped us in our tracks. It was a great rasp, hair-rising and vast. The thing came swooping from a high ridge. It had the head and wings of a raptor and the body of a bear. Its proportions were utterly unbelievable. A single one of its paws was the size of a grown man.

We broke into a terrified sprint and dove into a bog to escape the winged behemoth. It carried away our horses, poor things. We did not leave that noisome muck until long after it was gone. A wizard companion of mine cast a spell that created a small shelter for us to take refuge in till morning, and his prestidigitations rid us of that stinking mud. Our expedition ended there, and we thanked the Divine upon our safe return. That was the farthest away from civilization I have ever ventured, and never will I do so again.

—Catelyn Weirman,
Antiquarian of the Grennedoa Forum

Spellwarped Owlbear

Predators with Unstable Magical Blood. Owls and bears are both apex predators in their own realms, so a combination of the two was bound to produce a beast of consummate killing prowess. Or was it? As with many ideas, the concept and the reality are quite different. The wizard who created the first owlbears was Ygar Xygag. Or was it Velluvia the Spindly? Or perhaps Thelquasior the Lesser? Whoever it was, the infusion of arcane energy meant to provide the owlbears with supernatural capability ended up causing a slew of unpredictable effects. Wild animals and wild magic … who dares try to tame such forces?

Only the owlbears themselves know who their true creator was and why their genesis was such a mishap. If one listens as an owlbear snarls and screeches, it also strains to speak in the common tongue. The words are mispronounced, the grammar is awful, but the effort to express is there. Only a rare few individuals have beheld the truth of this chopped speech.

Trial of Identity. If one manages to survive an owlbear attack, to somehow calm the savage beast and find a way to communicate with it, the wild thing reveals a great truth. Under their uncontrollable ferocity and arcane surges, owlbears are tormented by a lack of purpose and direction. They are outcast by both animals and mortals. Their minds are too crude to reach full sapience, yet complex enough to possess a certain level of awareness. Their suffering drives them, as it does with people, yet they know not why they suffer nor what to do about it.

A person of sufficient resolve and skill can converse with the owlbear. He who leads an owlbear through this incredible moment witnesses a breakthrough. The owlbear discovers its capability to speak. Though unrefined in its communication, the owlbear finds the direction it seeks. It then tells the secret of its kind's creation and takes on the alignment of the person who led it to this transformation.



Spellwarped Owlbear

Large monstrosity, unaligned

OC

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	4 (−3)	14 (+2)	9 (−1)

Skills Perception +5
Damage Resistances thunder
Senses darkvision 120 ft., passive Perception 15
Languages Hoots, screeches, roars, and here or there a pained attempt at malformed words in Common
Challenge 5 (1,800 XP)

Acute Senses. As a bonus action, the owlbear can make a Wisdom (Perception) check.

Eldritch Reactions. Whenever the owlbear takes damage for the first time in a round, unstable arcane energy surges from within it. Roll 1d8 to determine the effect:

1. Exploding Eyes: The owlbear's eyes swell until they burst. It takes 7 (2d6) damage and is blinded until the end of its next turn, at which point its eyes magically regrow.

2. Scattering Feathers: Feathers burst from the owlbear. Until the end of its next turn, it cannot fly, but attack rolls made against it have disadvantage.

3. Violent Spasm: The owlbear takes 7 (2d6) damage, and it can use its reaction to make a beak attack.

4. Mad Rage: Until the end of the owlbear's next turn, it has advantage on all melee attack rolls, and all attack rolls made against it have advantage.

5. Extending Limbs: The owlbear's body contorts and stretches. Until the end of its next turn, its melee reach increases by 5 feet, it can Dash as a bonus action, and it does not provoke opportunity attacks when it moves out of an enemy's reach.

6. Awful Gas: A powerful stench emanates from the owlbear. Creatures within 10 feet of it must make a DC 15 Constitution saving throw. On a failed save, a creature is incapacitated until the end of its next turn. Owlbears and creatures immune to poison are unaffected.

7. Elemental Pellet: The owlbear coughs up an owl pellet, which emits colored smoke and crackles. From this emerges a mephit (kind determined randomly) in the nearest unoccupied space. The mephit rolls initiative and is an ally of the owlbear. It disappears after 1 hour or if it dies.

8. Erupting Screech: The owlbear ends all of the following conditions affecting it: charmed, frightened, incapacitated, paralyzed, prone, restrained, stunned, unconscious. Shattering Screech recharges, and the owlbear uses it immediately (no action required).

-ACTIONS-

Multiattack. The owlbear attacks with its claws and its beak.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage. The target is grappled if it is a Large or smaller creature and the owlbear does not have another creature grappled. The owlbear has advantage on beak attacks against the creature it is grappling.

Shattering Screech (Recharge 5–6). The owlbear lets out a screech in a 30-foot cone. Each creature in this area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 21 (6d6) thunder damage, and one potion it is carrying is destroyed (determined randomly). On a successful save, a creature takes half the amount of damage and suffers no other effect. Potions stored inside a *bag of holding* or extradimensional space are unaffected. The GM may decide that other glass objects, both carried and unattended, are similarly affected.

Aleksandar Kostic



The mist billows and floats forward. Parts of it condense into ghostly forms with glaring eyes.

Pernicious Mist

Where Dreams Meet Nightmares. Many lorekeepers believe this creature originated on the Plane of Faerie as a corruption of faerie mist—swirling fog banks that delight in befuddling people until they become hopelessly lost.

There is a point where the Plane of Faerie crosses into the Plane of Shadow. It is the borderland between dreams and nightmares. In this twilight region, it is possible that faerie mists transformed into something more frightful.

In the case of the pernicious mist, what once was a mischievous phenomenon is now a malevolent one. It is no longer enough to confound and waylay travelers. The dreadful mist wants to keep them forever, to make them part of itself, to expand ever more its collective of lost souls.

Wayward Spirits. Pernicious mist first appears as a fog bank rolling in. It soon engulfs a group of victims, and from its cloudy mass emerge the restless spirits of those it has claimed. The mist condenses into ghostlike figures that assail the living. It still retains its knack for trickery, at times muddling the minds of its victims, who then strike out against their own allies, possessed of momentary madness and believing their friends to be mistborn foes.

Defeating pernicious mist is an ordeal, as ordinary weapons are far less effective against it. Even certain types of magic fail to subdue this monster. But for those highly capable heroes who manage to slay the mist, they witness it dissipate as its forlorn souls disperse. These undead spirits will eventually regroup or join with other banks of pernicious mist. The only way to permanently lay this foe to rest is to lead its lost souls back to their respective homes.

When our victory stroke fell against the ghost-fog, the spirits wailed and made to disperse. I invoked the name of the Lord of Light and questioned the spectral host, "Why do you not rest in eternal peace?" One of them lamented, "Once when I was a child, I lost my way picking flowers in the woods. A group of tiny people came and led me back to my family. Where are they now? Why won't they show me the way back?" I knew then what we must do. Some stories, if not given a proper ending, will haunt us forever.

—Leo Apolonis, Priest of Light

Pernicious Mist

Gargantuan horde of Medium undead, neutral evil

Armor Class 13
Hit Points 148 (11d20 + 33)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (−3)	16 (+3)	16 (+3)	8 (−1)	16 (+3)	7 (−2)

Damage Resistances acid, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsight 60 ft., passive Perception 13
Languages Aquan, Common
Challenge 8 (3,900 XP)

Blinding Fog (1/Day). As a bonus action, the mist thickens. Until the end of its next turn, its space is heavily obscured terrain. Creatures are blinded while within its space.

Misty Horde. The mist occupies a cylinder that is 7 feet tall and has a 10-foot radius. It can share this space with other creatures. If air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs the mist 2 extra feet, rather than 1 extra foot.

The mist can take one reaction every creature's turn in combat. No effect (positive or negative) functions on the mist unless it applies to at least half the mist's space, except for damage, which functions normally.

-Actions-

Multiattack. The mist makes four slam attacks, or two if it has 74 hit points or fewer.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13) if it is Large or smaller.

Tendrils of Bewilderment (Recharge 5–6). Each enemy within the mist's space must make a DC 14 Wisdom saving throw. On a failed save, an affected creature suffers a magical confusion effect. On its next turn, it attacks one of its allies, moving up to its speed if necessary, and does nothing else.

Esper

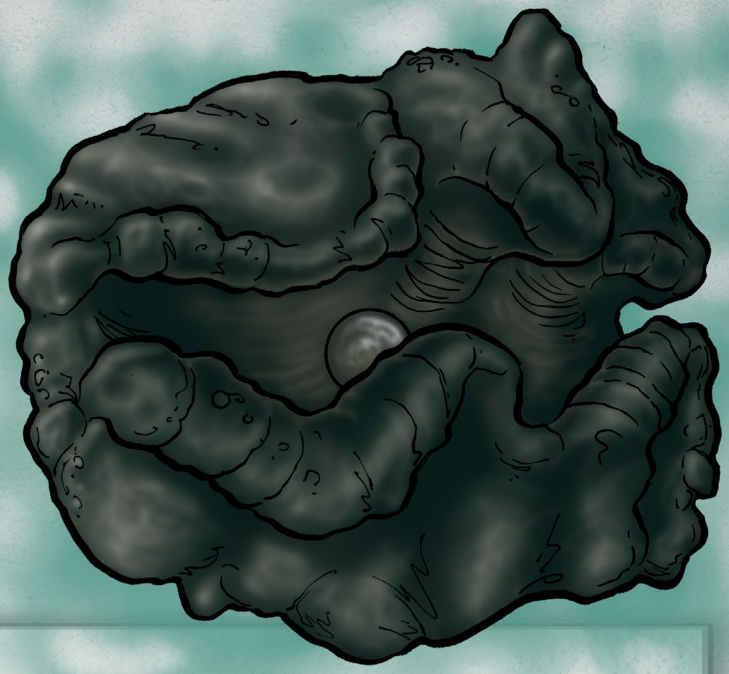
Pinctagrex

"You are come to make tribute to the great Trariki, Lord of the Grotto. Who amongst you is the sacrifice?"

Psionic Mollusk Overlord. A pinctagrex is a giant clam whose pearl contains psionic power, including a mind with magical capabilities. Though it appears to be merely an oversized mollusk, this creature is actually a sapient being who possesses a cruel intelligence. From its egomaniacal viewpoint, other creatures are inferior forms of life.

Sometimes a pinctagrex retains sea creatures as servants and pets, and it takes delight in being fed by them. Using its telepathy, a pinctagrex communicates its commands in an eerily calm voice. If a subject refuses to do its bidding, it uses psionic suggestions to influence the creature's behavior.

The Psionic Pearl. The pearl can be removed from a pinctagrex with a minute of work and a DC 25 Strength check or a DC 20 Dexterity (Jeweler's Tools or Thieves' Tools) check. If a check fails by 5 or more, the pearl is ruined, and the pinctagrex's consciousness enters another clam within 10 miles (eventually growing to Large size). If removed successfully, this mystical stone is a *pinctagrex pearl*[IEEE].



Pinctagrex (Giant Psionic Clam)

Large monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	2 (−4)	16 (+3)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Str +7, Int +7, Wis +5
Skills Arcana +7, Insight +5
Damage Resistances piercing, psychic
Condition Immunities blinded, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12
Languages understands Aquan and Common but cannot speak, telepathy 120 ft.
Challenge 5 (1,800 XP)

Aquatic. The clam can breathe only underwater. While out of water, it can hold its breath for 2 days.

Grounding Form. The clam can ignore the first 10 feet of any forced movement effect. In water, it sinks to the bottom.

Innate Spellcasting (Psionics). The clam's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

2/day each: *shield*, *suggestion*

-Actions-

Multiattack. The clam uses Force Whip and makes a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16) if it is Medium or smaller. Until this grapple ends, the target is restrained, and the clam cannot bite another target.

Swallow. The clam makes a bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, the grapple ends, and the clam clamps shut. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the clam, and it takes 10 (3d6) acid damage at the start of each of the clam's turns. The clam can have only one target swallowed at a time.

As an action, a character outside the clam can try to force its shell open with a Strength contest. If the clam dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Force Whip. The clam targets a Large or smaller creature within 60 feet of it. The target must succeed on a DC 15 Strength saving throw or take 16 (3d10) force damage and the clam moves it up to 30 feet in any direction. If this forced movement slams a target into a solid object, it falls prone.

Alternatively, the clam can use Force Whip to propel itself 30 feet in any direction, without dealing force damage.

Overpowering Waves (1/Long Rest). Each enemy within 60 feet of the clam must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 10 (3d6) psychic damage and is stunned until the end of the clam's next turn. On a successful save, a creature takes half damage and is not stunned.

Esper

A bulbous creature lifts into the air, expanding and contracting as it floats. It has slender tentacles that end with hooks and a lamprey-like mouth. Sunken into the upper portion of its mass is a recess filled with shadowy wisps, like a well of darkness. A point of light glints impossibly deep within the pit.



Queanraq

The Little Queen in the Cave. It was the first time I had ever faced a dragon, and the thrill of my party's victory was an immense rush. Its lair was a cave riddled with crevices, and we went to great lengths to find every bit of its hoard. Having suffered injuries in the struggle, we were in much need of recovery. We set up an impromptu camp right then and there. Besides, there were many riches to sort through and dragon scales to flay.

In the middle of the night, I awoke to the sound of movement. I saw Evyatar, there at the edge of our arcane illumination. Something else lurked nearby, some floating creature just beyond him. It undulated its hook-tendrils, and a tiny light scintillated from a pit near the top of its form, a glint so distant yet so close. Obediently, Evyatar bowed to the thing and laid down the offering of a warhammer we had plucked from the dragon hoard. The bulbous aberration opened an ovoid maw, distending its mouth into a monstrous gape while simultaneously puffing itself up. It swallowed the warhammer in an instant. Jolted out of my shock, I flung four magic missiles at the creature. To my dismay, the thing deflected the bolts of force and retreated back to whatever cranny it had crept from.

—Astrelle Shadefall, Archtheurge of Aetheria

Queanraq

Small aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 40 (9d6 + 9)
Speed 5 ft., climb 5 ft. (spider climb), fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	8 (−1)	14 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3
Skills Athletics +3, Insight +6, Stealth +5
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 12
Languages understands Common and Draconic but cannot speak, telepathy 60 ft.
Challenge 2 (450 XP)

Consume Object (2/Day). As a bonus action, the queanraq swallows an unattended object that is within 5 feet of it and no larger than Small size (e.g. greatsword, shield). It can have only one such item swallowed at a time. At the start of the queanraq's turn, a swallowed nonmagical object dissolves away immediately. Magical objects take 1 minute to dissolve, though adamantine objects and artifacts are immune to being dissolved. If the queanraq dies, a swallowed object is no longer at risk of dissolving and can be pulled out with an action.

Detect Mind. The queanraq can sense and pinpoint the location of any creature within 60 feet of it that has an Intelligence of 5 or higher, unless the creature is protected by a *mind blank* spell.

-Actions-

Hooks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage, and the queanraq attaches to the target. While the queanraq is attached, the target has disadvantage on ability checks, saving throws, and attack rolls made against it.

The queanraq cannot attack other creatures while attached, and it can detach itself by spending 5 feet of its speed. As an action, a creature can attempt to detach the queanraq by making a contested Strength (Athletics) check against it, though pulling the queanraq off in this way deals 7 (3d4) piercing damage to the target.

Biddance. The queanraq telepathically commands a creature within 60 feet of it. The target must succeed on a DC 12 Wisdom saving throw or on its next turn, it drops an object of the quearaq's choice, falls prone, and does nothing else.

-Reactions-

Energy Deflection. When the queanraq is subjected to damage other than bludgeoning, piercing, or slashing, it can spend its reaction to emit a psionic deflection that prevents 19 (3d12) points of the damage.

Eric Rasmussen

Rag Man

Medium humanoid (any race), chaotic neutral

Armor Class 13 (rags)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	13 (+1)	8 (−1)

Skills Intimidation +3, Perception +3, Stealth +6
Senses passive Perception 13
Languages Thieves' Cant plus any one language
Challenge 1 (200 XP)

Filth Dweller. The rag man has advantage on saving throws against disease and poison.

Ragged Knack. The rag man has one of the following features.

Uncanny Lurker: The rag man can innately cast the following spells each once per day each. He uses Wisdom as his spellcasting ability, and no material components are required: *pass without trace*, *rope trick*, *sleep*, *spider climb*.

Rat Lord (2/Day): As an action, the rag man can call a swarm of rats that is his ally. The swarm appears within 30 feet of the rag man and takes its turn directly after his. The swarm remains for 10 minutes or until it or the rag man is slain.

Sack Man: The rag man has a magic sack that only he can open and close. The sack can hold up to one Medium creature, two Small creatures, or four Tiny creatures. As an action, he can attempt to trap a Medium or smaller creature he can see within 5 feet of him. The target must make a DC 12 Strength saving throw. On a failed save, the target is trapped in the sack. The trapped target is blinded and restrained, it has total cover against attacks and other effects outside the sack, and it takes 7 (2d6) bludgeoning damage at the start of each of the rag man's turns. This bludgeoning damage can knock creatures unconscious but not kill. If the sack takes 10 or more slashing damage in a single turn (AC 13), it opens momentarily, releasing all trapped creatures, which land prone in the nearest spaces. If the rag man dies, all trapped creatures are similarly released, and the sack becomes a normal sack.

-ACTIONS-

Multiattack. The rag man uses Whipping Rags then makes a slam attack.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Whipping Rags. The rag man targets a Large or smaller creature within 10 feet. The target must succeed on a DC 12 Dexterity saving throw or take 4 (1d4 + 2) slashing damage and fall prone.

Rag Man

Once there was a naughty child who mocked his father and mother.
He acted a brat and burned the cat and spanked his little brother.
He went to play down a lonely lane, against his parents' orders,
That place of beggars and crooked bootleggers and vagabond junk hoarders.
There he did roam but never came home, and all the urchins say:
It was the man in rags with his catching bag who took the boy away.

Once there was an insolent woman who fancied herself a queen.
She insulted kin and ridiculed friends and turned sweet maidens mean.
In a garish gown, she went out on the town to see an evening play.
The theatre's new starlet she would make a harlot and claim half the pay.
But when the crowd cleared, she had disappeared, and the mummers whisper this:
The rag man did creep, cast a spell of sleep, and dragged her off into the mist.

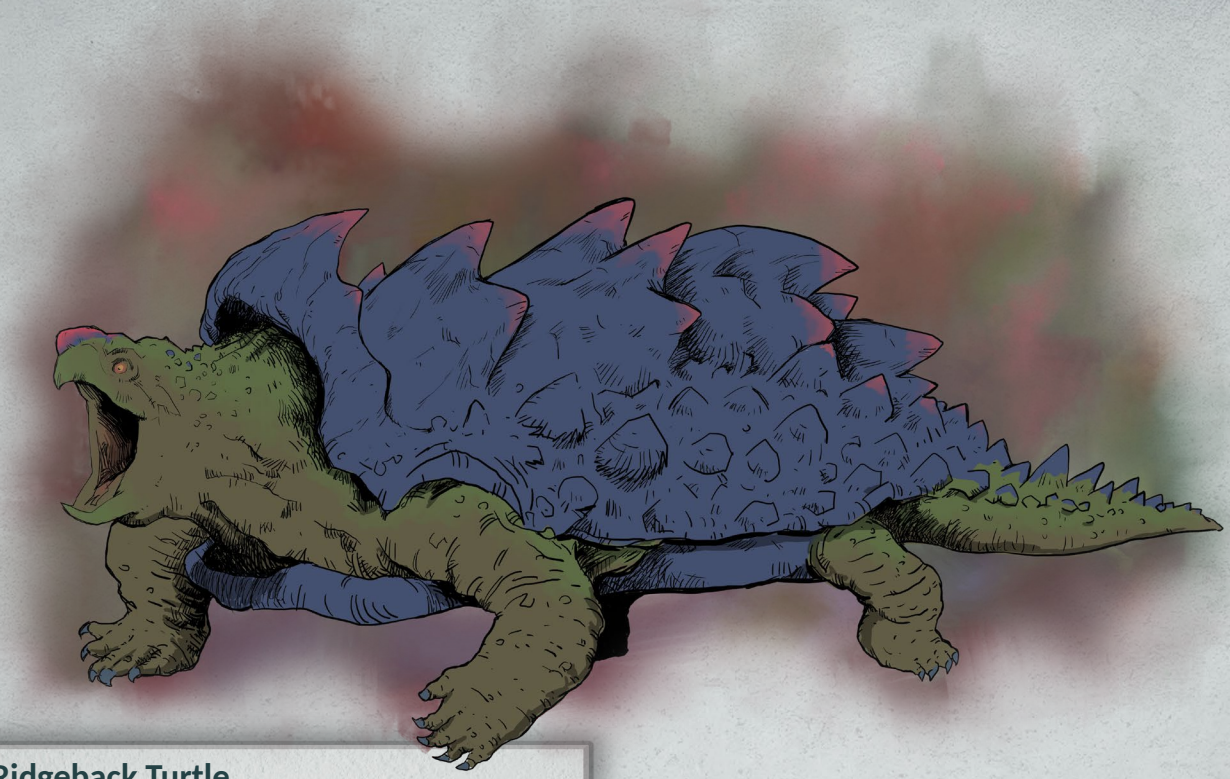
Once there was a sinful man who fouled every thing in his life.
He drank night and day, wasting his pay and burdening his miserable wife.
To the tavern he strolled, so brash and bold, one autumn evening fair.
He quaffed and gambled, then drunkenly shambled out into the chilly air.
When dawn had come only his bloody thumb was found there on the street.
The lepers utter: Ol' Raggedy from the gutter had sent his rats to eat.

—Rhyme of the Rag Man



Marlies Draaisma

A gaunt figure wrapped in dirty rags approaches with an eerie gait.



Ridgeback Turtle

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (−1)	14 (+2)	2 (−4)	12 (+1)	5 (−3)

Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Stable Footing. The turtle has advantage on all ability checks and saving throws made against forced movement and being knocked prone.

-ACTIONS-

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

-REACTIONS-

Defensive Shell. When the turtle is hit by an attack or fails a saving throw, it can retreat defensively into its shell. While inside its shell, the turtle has a +3 bonus to AC and saving throws (including against the triggering attack or effect), and it cannot move or take actions. On its turn, the turtle can spend all its speed to come back out of its shell.

Spikes and pointed ridges protrude from the shell of this oversized snapping turtle.

Ridgeback Turtle

It is a formidable beast, with a shell as sturdy as any corselet of mail and enough tenacity to attack a bog boat thrice its own size. Though they normally only prey on swamp sunfish, river perch, and clams, they are also fiercely territorial when guarding their hidden nests. Though the ridgeback is monstrous in its own right, even more terrifying is the fact that they are often kept as war-mounts by the more bellicose tribes of goblins and other folk who don't much care for intrusions by outsiders. A stag-sized snapping turtle with a bite that'll lop off your arm as easily as the head of a plump croppie is something out of a bad dream.

An amphibious cavalry charge of fifteen of the aforementioned ridden by armored goblins brandishing bows and barbed lances, on the other hand, is a nightmare to make you suddenly envy the predicament of that poor delicious panfish.

On my many excursions, I have had occasion to perform all manner of odd tasks to make a coin or twenty, and I recall especially the time I was sent into a wetland warzone by the leader of an army tasked with rooting out such a goblin tribe. I was to deliver a missive containing commands for a captain, and when I found him and the last few of his bodyguards, I knew they'd met an ambush of goblins on ridgebacks. I'll never forget the look of forlorn hopelessness on that old elf's face as he read the message, which turned out to be orders to move his regiment south out of the swamp. His voice quavered as he asked aloud, "What regiment?"

—Armstrong Aldersson, dwarven skald

Alessandro Grosso

The voluminous scroll unfurls into a slender shape, like that of a draconic-headed serpent made of vellum strips.



Runewyrm

Guardian Texts. A runewyrm is a large, specially-prepared scroll that not only holds esoteric knowledge but also serves as a construct which guards the text and the vicinity. This deceptive creature typically rests in a neatly-arranged roll. If unwelcome eyes read its script, the runewyrm places a pernicious curse upon the trespasser—a curse that is particularly harmful to spellcasters. This hazard alone is often enough to drive off interlopers, but if not, the runewyrm waits for the right moment to stretch out into its full form, which resembles a dragon that slinks across the ground and through the air. Expanded in this way, it unleashes potent spells and attacks with forceful bites and jolting tail lashes.

Runewyrm

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +4, Wis +3
Skills Arcana +6
Damage Vulnerabilities fire
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60 ft., passive Perception 10
Languages understands the languages of its creator but cannot speak; telepathy 60 ft.
Challenge 7 (2,900 XP)

Curse of the Runewyrm. If an unwelcome creature reads the arcane writings of the runewyrm while it is in scroll form, that creature must make a DC 14 Intelligence saving throw. On a failed save, the creature is cursed. Whenever the cursed creature casts a spell, it takes 2 (1d4) psychic damage per spell level (1d4 for a cantrip). In addition, if it is wearing or using any magic items, the cursed creature has vulnerability to all damage and grants advantage to all attack rolls made against it. *Remove curse* only functions against this curse if the caster also succeeds on a DC 20 Intelligence (Arcana) check, losing the ability to cast *remove curse* for 11 (2d10) days on a failed check.

Innate Spellcasting. The runewyrm's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect magic*, *feather fall*, *mage hand*
3/day each: *hypnotic pattern*, *magic missile* (as 3rd level)
1/day each: *cloudkill*, *dominate person*, *hold monster*

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

Psychic Embers. Whenever a creature deals fire damage to the runewyrm, that creature takes an equal amount of psychic damage, or half damage on a successful DC 14 Wisdom saving throw.

Scroll Form. By spending 2 rounds arranging itself, the runewyrm forms into the shape of a voluminous scroll filled with arcane writings. While in scroll form, it is restrained and cannot attack or cast spells. It can end this form as a bonus action, springing into its wyrm form.

-ACTIONS-

Multiattack. The runewyrm makes a bite attack and a tail lash attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 9 (2d8) force damage.

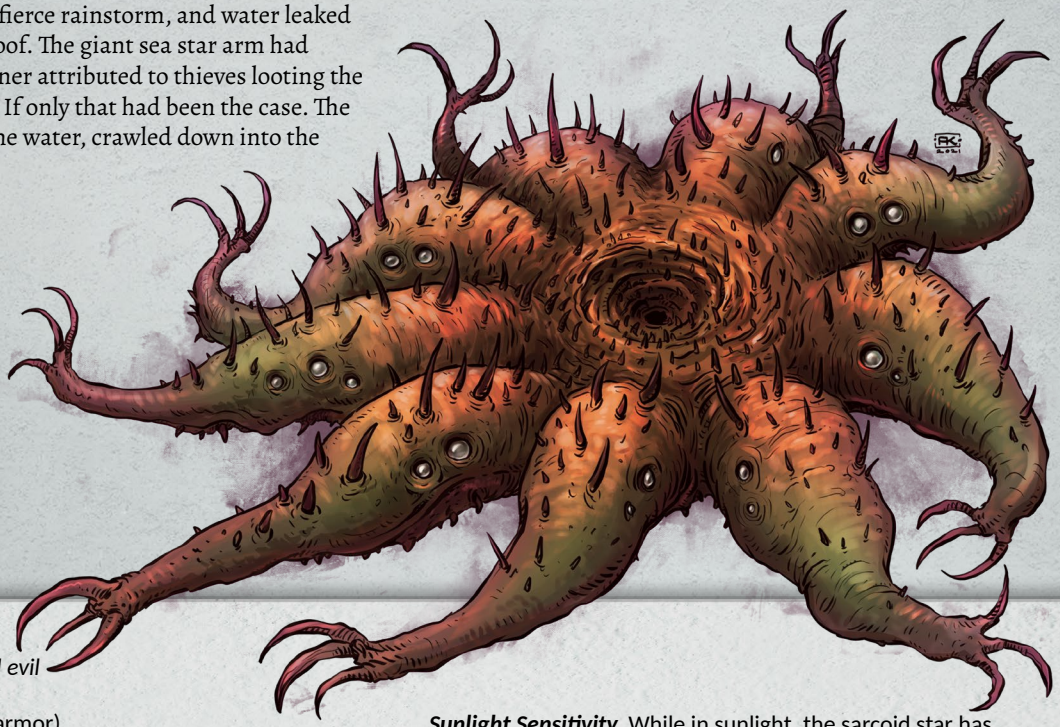
Tail Lash. *Melee Weapon Attack:* +6 to hit (with advantage against a target made of metal or wearing metal armor), reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) lightning damage, and the target cannot take reactions until the start of the runewyrm's next turn.

Aleksandar Kostic

Sarcoid Star

Ships arriving from distant lands sometimes hold treacherous cargo. I recall one incident of a galley that had returned from a voyage to Drekkengrim and Magneland. Among the assorted oddities the shipmaster produced was the desiccated arm of some giant sea star. The owner of a wharf tavern purchased the freak limb and hung it at his establishment for patrons to gawk at. Months later, the city was struck by a fierce rainstorm, and water leaked all through the tavern roof. The giant sea star arm had vanished, which the owner attributed to thieves looting the place during the storm. If only that had been the case. The thing, resuscitated by the water, crawled down into the sewers. There it lurked, growing into a full form. No one made a fuss when it snatched up street mutts and derelict madmen. Few complained when it picked off guttersnipe thieves who hid down in waterworks chambers. But after it ate the child of a noble family who was playing in a fountain, the thing had to be sought out and destroyed by seasoned adventurers. The hope is that it didn't sever any of its arms to multiply below the streets.

—Yoni, the Labyrinth Lord of Bazagon



Like something out of a mariner's nightmare, the giant starfish has thick arms that are each at least four feet in length and end in misshapen claws. The center of its mass has a rimmed orifice, and grey, pupilless eyes stare from various points on its body.

Sarcoid Star

Large aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 10 ft., climb 10 ft. (spider climb), swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	21 (+5)	5 (−3)	13 (+1)	5 (−3)

Skills Perception +7, Stealth +5
Damage Resistances acid
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 17
Languages understands Deep Speech but cannot speak
Challenge 6 (2,300 XP)

Aquatic Camouflage. The sarcoid star has advantage on Dexterity (Stealth) checks made to hide in underwater terrain.

Jet (Recharge 4–6). As a bonus action, the sarcoid star swims up to 30 feet without provoking opportunity attacks.

Limited Amphibiousness. The sarcoid star can breathe air and water, but it needs to be submerged in water at least once a day for 1 minute. After 24 hours without being submerged, the sarcoid star shrivels and is paralyzed and unconscious. It recovers if submerged in water for 1 minute.

Suction. The sarcoid star cannot be forced to move against its will as long as it is in contact with a solid surface.

Sunlight Sensitivity. While in sunlight, the sarcoid star has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

-Actions-

Multiattack. The sarcoid star makes three claw attacks and uses Protruding Stomach if possible.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target is grappled if it is a Huge or smaller creature (escape DC 17). In addition, if the target is a living creature, it must succeed on a DC 16 Constitution saving throw or become diseased.

After 1 minute, the diseased creature's skin breaks out in patches of nodules, and it has disadvantage on all ability checks, saving throws, and attack rolls that use Dexterity. After 24 hours, the nodules on the diseased creature swell, and some of them reveal moist, grey eyes. Any aberration within 1 mile of the diseased creature can see through these eyes. If the eyes are covered or harmed, they exude acidic tears that deal 3 (1d6) acid damage to the diseased creature at the end of each of its turns until they are uncovered and left unharmed.

Protruding Stomach. The sarcoid star targets one creature it is grappling. The target takes 17 (5d6) acid damage, or half damage on a successful DC 16 Dexterity saving throw.

Aleksandar Kostic

From the filthy water wriggles an enormous slug. Its body is corpulent and sticky and slimy, and its mouth is a repulsive maw ringed with teeth like sickles curving inwards.

Sicklemaw Slug

Huge beast, unaligned

Armor Class 12 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 20 ft., climb 20 ft. (spider climb), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (−4)	10 (+0)	3 (−4)

Skills Perception +3, Stealth +3
Condition Immunities prone
Senses tremorsense 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP)

Amphibious. The slug can breathe air and water.

Trample. The slug can enter the spaces of Large and smaller creatures. The first time it enters a creature's space on a turn, that creature must make a DC 16 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is knocked prone. As long as the slug completely occupies a prone creature's space, the creature is restrained, has total cover against attacks and other effects, and takes 9 (2d8) bludgeoning damage at the start of each of the slug's turns.

As an action, a restrained creature can make a DC 16 Strength check. On a success, it escapes to a space within 5 feet of the slug.

-ACTIONS-

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the slug cannot bite another target. If the target escapes, it takes 9 (2d8) slashing damage, unless it uses teleportation or other such magic.

Swallow. The slug makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the slug, and it takes 14 (4d6) acid damage at the start of each of the slug's turns. The slug can have only two Medium targets, four Small targets, or eight Tiny targets swallowed at a time.

If the slug dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.



Aleksandar Kostic

Sicklemaw Slug

Sit down, children, and shut up. You asked to hear, so now Mother May will sing of how she lost this arm.

Go not into the deep of the swamp, not for a chore, not for a romp. Do not play where bullfrogs bay and fishing herons stomp. For therein dwell the slugs, such evil slimy bugs. Big as shops, with one fat plop, they'll squash you flat as rugs. With me granny's magic ring, through swamps I used to sing. With it in hand I walked the land, fearing not a thing. But slugs are in the reeds, or even trees and weeds, do not trust a stump is just exactly as it seems. For if in swamps you stroll, and you are not a troll, you'd best beware or else prepare for slugs to eat you whole. Oh what grubby, greedy bugs, are the wicked giant slugs. Their cruel maws and sickle jaws upon your limbs will tug. Still I can feel the pain, most often when it rains, from dreadful harm when my right arm, was torn off from me clean. And though I still do sing, I miss me granny's ring, and to that band my ghostly hand's lost fingers still do cling. And as I sit so snug, all curled up in my rug, I think and sigh of days gone by AND CURSE THAT AWFUL BUG!

—Mayflower DeVine, halfling storyteller, former adventurer

SKELETONS

Skeletons sometimes arise spontaneously in locations that are influenced by dark forces or negative energy. This fell influence can come from phenomena such as planar gates, evil magic items, or powerful necromantic monsters. More often, however, a skeletal creature is the result of a spellcaster reanimating a corpse or summoning undead.

Archer of the Black Arrow

Medium undead, lawful evil

Armor Class 16 (studded leather)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	9 (−1)	12 (+1)	7 (−2)

Skills Athletics +4, Perception +4, Stealth +7
Damage Resistances necrotic; piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages all languages it knew in life
Challenge 6 (2,300 XP)

Black Arrows. As a bonus action, the archer imbues an arrow with one of the following magical effects. If it hits a creature with that arrow during the same round, the target must succeed on a saving throw or suffer the noted effect for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Bloodcurdling Arrow: The target cannot regain hit points (DC 15 Constitution).

Nightmarish Arrow: The target is frightened (DC 15 Wisdom).

Withering Arrow: The target deals half damage on all damage rolls (DC 15 Constitution).

Necromantic Might. The archer's weapon attacks are magical. It deals an additional 2d6 necrotic damage with weapon attacks (already included).

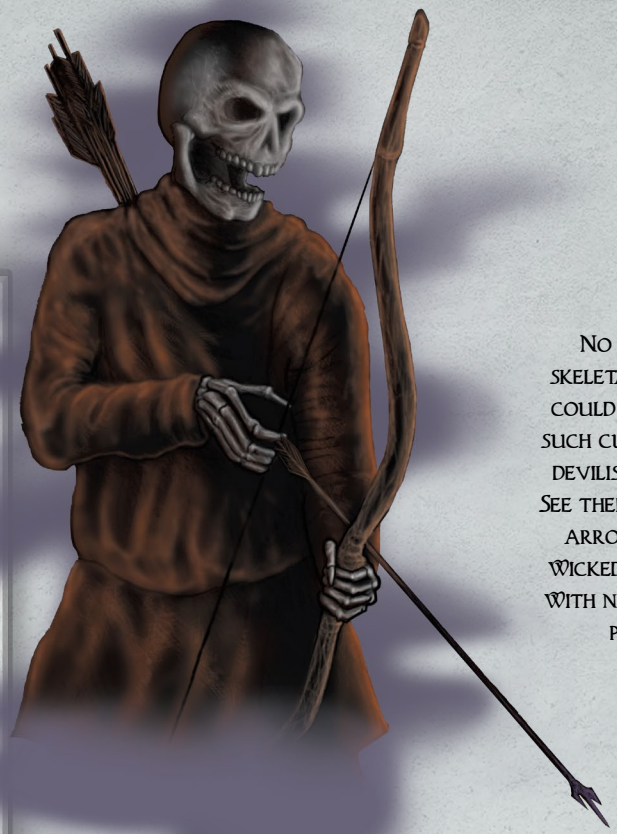
-ACTIONS-

Multiattack. The archer makes two weapon attacks and uses Command Skeletal Allies if possible.

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

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

Command Skeletal Allies (Recharge 4–6). The archer commands up to two allied skeletons of CR 1 or lower within 120 feet of it. Each skeleton can use its reaction to make a weapon attack.



No common skeletal warrior could move with such cunning, such devilish precision. See there the black arrows whose wicked tips seethe with necromantic power!

Archer of the Black Arrow

Warrior from the Crypt. Clan Axewort was once a part of Norgal's Rock, the city of swamp dwarves. Their bitter temperament brought continual political turmoil, and after a period of civil war, the Axeworts left for the swamplands. They came to inhabit Dirge Tor, a great rocky hill among the bogs, whose lowermost caverns held crypts from an older age. Within those tombs lurked undead guardians. One such was Tojen, an archer of the black arrow, who led lesser skeletons and imbued his arrows with necromantic power. The leader of Clan Axewort, a necromancer known as the Swamp Queen, managed an alliance with these undead. The alliance was tenuous, based solely on shared malice against Norgal's Rock.

The Black Arrow. The Swamp Queen conspired with other miscreants, including vicious lizardfolk and trolls. The clans of Norgal's Rock soon after descended upon Dirge Tor, seeking to vanquish this necromancer queen and her hellions. The siege of Dirge Tor gained ground day by day, largely due to the vanguard, a party known as the Stormbringers. Yet every night, the Norgal's Rock encampment suffered losses. Some stalker in darkness assassinated soldiers from a range. Each morning, a number of corpses lay on the ground with black arrows pierced through them. Though Axewort and the Swamp Queen met with defeat, the unseen archer was never discovered.

Esper

Bone Drummer

Drums of the Dead. Skeletal ranks sometimes march to the nefarious beat of a batterist. This bony musician typically bears skull drums suspended from its torso, which it strikes using femurs or humeri. Its brazen rhythms incite its allies to greater fierceness in combat and rattle the brains of foes.

Bone Hellion

A Warrior All of Bone. This skeletal warrior is equipped with armor and weapons made of bone. It is created to serve as an undead archer or shock troop that bursts into bony shrapnel when slain.

Bone Drummer

Medium undead, lawful evil

Armor Class 13
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	6 (−2)	8 (−1)	14 (+2)

Other Proficiencies Musical Instrument (drum) +6
Damage Vulnerabilities bludgeoning
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but cannot speak
Challenge 1/2 (100 XP)

-ACTIONS-

Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Skull Drums. The skeleton plays a rhythm on its skull drums. Each of the skeleton's allies that are within 30 feet of it and can hear it gain a 1d4 dark inspiration die. A creature can only have one dark inspiration die at a time and can spend it at any time (no action required) to increase the result of an ability check, saving throw, attack roll, or damage roll. If unspent, a dark inspiration die expires after 1 round.

Wicked Clangor. The skeleton plays a raucous beat on its skull drums. Each of the skeleton's enemies that are within 30 feet of it and can hear it must succeed on a DC 12 Constitution saving throw or take 5 (2d4) thunder damage.

Crimson Skeleton

Bloody Kisses, Bloody Tears. The ritual to create a crimson skeleton is far more vile than that of a typical skeletal warrior. The necromancer must cut the tongue and eyes from a friend, family member, or person of trust, then stare into the subject's hollowed eye sockets as they weep blood and seal the act of horrific betrayal with a kiss. The magic required for the rite is likewise more potent, and at its completion, the subject's flesh sloughs off, producing a skeleton that forever drips with blood. It spits as though in spite of the betrayal it suffered, reducing those struck by the necrotic fluid to bones. Adding to the terror, should the crimson skeleton be destroyed, it reassembles momentarily and rises again.

Bone Hellion

Medium undead, lawful evil

Armor Class 15 (bone armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	6 (−2)	8 (−1)	5 (−3)

Damage Vulnerabilities bludgeoning
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but cannot speak
Challenge 1 (200 XP)

Bone Shards. When the skeleton is reduced to 0 hit points, it bursts. Each non-skeleton creature within 5 feet of it takes 7 (2d6) piercing damage, or half damage on a successful DC 13 Dexterity saving throw.

-ACTIONS-

Multiattack. The skeleton makes two weapon attacks.

Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Bone Shot. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Crimson Skeleton

Medium undead, lawful evil

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	6 (−2)	8 (−1)	5 (−3)

Damage Vulnerabilities bludgeoning
Damage Resistances necrotic; piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but cannot speak
Challenge 3 (700 XP)

Bloody Regeneration. If the skeleton starts its turn with 0 hit points, it recovers 5 hit points and can act. If the skeleton takes fire or radiant damage, this trait does not function at the start of its next turn. The skeleton dies only if it starts its turn with 0 hit points and does not regenerate.

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) necrotic damage.

Blood Spit. *Ranged Spell Attack:* +5 to hit, range 10/30 ft., one target. *Hit:* 17 (5d6) necrotic damage. If this damage reduces a target that has bones to 0 hit points, it collapses into a pile of bloody bones.

Four-Armed Skeleton (Ossolegatus)

Medium undead, lawful evil

Armor Class 15 (bone armor)
Hit Points 92 (12d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (−1)	10 (+0)	7 (−2)

Skills Athletics +5, Perception +2
Damage Vulnerabilities bludgeoning
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages all languages it knew in life
Challenge 4 (1,100 XP)

-ACTIONS-

Multiattack. The skeleton makes four melee attacks or two ranged attacks.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Chain. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be pulled 10 feet closer to the skeleton.



Joan Maldonado

Four-Armed Skeleton

Elite Skeletal Warrior. An ossolegatus, commonly referred to as a four-armed skeleton, is a more powerful variant of skeletal thrall that wields multiple chain weapons all in unison. It serves as a guardian or even commands lesser undead troops, as it is more intelligent than a typical skeleton, and can even speak in a grim, raspy voice.

Giant Skeleton

From True Giant to Truly Immense Undead Thrall. This skeleton is made from the body of a fire giant, frost giant, storm giant, or other such being. It is one of the largest and strongest skeletal thralls known, wielding massive weapons and capable of absorbing elemental assaults.

Giant Skeleton

OC

Huge undead, lawful evil

Armor Class 15 (patchwork armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	21 (+5)	6 (−2)	8 (−1)	5 (−3)

Skills Athletics +8, Perception +2
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands all languages it knew in life but cannot speak
Challenge 7 (2,900 XP)

-ACTIONS-

Multiattack. The skeleton makes two melee weapon attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

-REACTIONS-

Elemental Marrow. When the skeleton takes cold, fire, lightning, or thunder damage, it gains resistance to that damage type until the end of its next turn. The first weapon attack it hits with during this time deals an additional 9 (2d8) damage of the resisted type.

Wyvern Skeleton

Skeletal Terror from Above. Winged flight is no easy feat for skeletal creatures, but if a necromancer possesses a sufficient level of power to slay and reanimate a wyvern, he certainly can implement techniques that not only make flying possible for the skeleton, but also transform its deadly venom into a necrotic fluid.

Wyvern Skeleton

OC

Large undead, lawful evil

Armor Class 13
Hit Points 110 (13d10 + 39)
Speed 20 ft., fly 40 ft.

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

Skills Perception +2
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Tattered Wings. If the skeleton takes the Dash action while flying, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall to the ground.

-ACTIONS-

Multiattack. The skeleton makes one attack with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Sonderwaif

Tunnel-Dwellers. Sonderwaifs are a small folk who live in bands called droves. They dwell in burrows composed of tunnels and chambers that suit their petite stature. A bigger creature that enters a sonderwaif warren finds itself cramped and crawling. Sonderwaifs fashion traps at strategic points in their lair, such as concealed pits that they can easily jump over yet intruders struggle to traverse. Conversely, burrowing monsters are known to prey upon sonderwaifs, sometimes with devastating effectiveness. This has prompted sonderwaifts to develop various coping mechanisms. One drove might experiment with innovations in burrow defenses, while another drove might hold a religious practice of offering living sacrifices to the monstrosities. What all droves share is a long-standing tradition of folktales that portray these *ungehauers* as terrifying entities.

Distant Goblin Relatives? Some scholars adamantly claim that sonderwaifs are a type of goblinoid, though others refute this stance with equal fervor. While there are some goblin-like aspects in the sonderwaifs' appearance and behavior, their culture and history shows little connection. For example, goblinkind speak their own language that has an ancient root in a dialect of Dwarvish, but sonderwaifs speak Sonderwaul, which appears to derive from the common tongue and includes a unique array of stress-bleats. Goblins have an affinity for certain animals, such as rats and wolves, whereas the sonderwaifs themselves display bestial traits, typically ears and feet like those of hares.

Eccentric Thieves. A prominent characteristic of sonderwaifs is their inclination towards theft. Unlike typical bandits, sonderwaifs never take a person's most valuable possessions. They delight over old trinkets and objects of sentimental value, and minor magic items pique their curiosity more than great artifacts. If a sonderwaif comes across a gold piece and a copper piece on the ground, he considers the gold piece unlucky and the copper piece lucky. If a sonderwaif has a choice between a diamond necklace and an old beaded bracelet, he believes the diamond necklace might bring him disease, yet the old beaded bracelet functions as a medicinal implement due to the beloved memories it holds.

A common tactic of sonderwaif thieves involves them hiding in shallow burrows near a road, camp, or village, then emerging at night to steal from sleeping targets. If threatened, sonderwaifs typically flee. While they present a vicious temperament if forced to fight, they prefer to escape.

Sonderwaif Feet. Sonderwaifs traditionally have faced two main threats—the *ungehauers* that lurk underground, and orcs, who prey upon them without compunction. Orcs slay, capture, and eat sonderwaifs as readily as other folk hunt game birds or deer. A common practice is for orc priests to preserve sonderwaif feet, thus creating luck charms that also function as spare food rations. According to sonderwaif belief, the goddess Innanya the Fanged Mother despises this practice, and she places a curse upon each luck charm made from a sonderwaif foot, which causes the wearer's possessions to disappear from time to time.



A goblin-sized scamp bounds away with nimble leaps. Its skin is a weave of dense wrinkles, and its ears and feet have an animalistic aspect.

Sonderwaif

Small humanoid, neutral

Armor Class 14 (piecemeal armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	9 (−1)	12 (+1)	10 (+0)

Skills Perception +3, Sleight of Hand +4, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sonderwaul
Challenge 1/4 (50 XP)

Hint of Luck (1/Short Rest). If the sonderwaif misses a DC or AC by 1, it instead succeeds or hits.

Spryfoot. The sonderwaif's long jump is 15 feet and its high jump is 10 feet, with or without a running start. As a bonus action, the sonderwaif can Hide or jump.

-ACTIONS-

Kama. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Skipshot Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the shot ricochets to another target the sonderwaif can see that is within 10 feet of the original target. The sonderwaif makes a new attack roll with disadvantage to determine if the second target is hit.

Esper

Spearspine Cactus

When I saw what looked like a watering hole, I thought my troubles were over. Oh how very little I knew. As it turns out, those badlands were home to a cactus called the spearspine, which sits quietly beneath the ground until something or someone enters a world of hurt by stepping on it. I myself still have un-holey feet only because I wore my good boots that day. The spines are damned sharp. The real trouble, though, begins when they pop up at you. Unlike most cacti, you see, these ones can swing themselves around, and do so with intent to wallop. Worse still, just when you think you're out of striking distance, the damned thing shoots its spines at you like a volley of darts even as you flee from its spot. And don't even think about trying its fruit. Two days afterward I was still picking spines out of my armor.

All in all, I learned a great deal by visiting the Jade Magus that day, but I'll be thrice damned before I step foot in his homeland ever again.

—Armstrong Aldersson,
A Visit to the Cactus Lodge



Aleksandar Kostic

Spearspine Cactus

Large plant, unaligned

Armor Class 12 (natural armor)
Hit Points 38 (4d10 + 16)
Speed 5 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (−5)	19 (+4)	1 (−5)	6 (−2)	1 (−5)

Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), tremorsense 10 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

Deceptive Lures. The cactus produces a substance that intensifies light refraction in sand, which creates an optical illusion—a mirage of water in a 10-foot square area within 5 feet of the cactus. It also grows succulent fruit that appears identical to edible cactus fruit, but deals 10 (3d6) poison damage upon ingestion, or half damage with a successful DC 14 Constitution saving throw. Either hazard can be identified with a DC 15 Wisdom (Survival) check.

Rooted. The cactus cannot be knocked prone or forced to move against its will as long as it is in contact with a solid surface.

Spiny Form. A creature takes 2 (1d4) piercing damage whenever it touches the cactus or hits it with a melee attack while within 5 feet.

-ACTIONS-

Spines. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage, and spines lodge in the target's body unless it succeeds on a DC 13 Dexterity saving throw. An affected creature takes 2 (1d4) piercing damage whenever it takes any action. As an action, the creature or another within reach can remove the spines with a DC 13 Wisdom (Medicine) or Dexterity (Sleight of Hand) check.

Shoot Spines. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

A nine-foot-tall cactus emerges from the sand, bedecked in spines like so many claws and fangs.

What had seemed only a swath of ice rises up, a slimy mass of translucent tendrils stretching out in every direction.

Spelldrinker Ooze

Mercurial Malevolence. That sure is a hefty handful of scrolls of *nondetection* you seek to purchase. Not to be nosy, but are you by chance hunting a spelldrinker ooze? Oh you are? Spelldrinker oozes are faster than you might expect, so I imagine you'll also be preparing spells to help keep your distance or create a magical barrier between yourself and your quarry then?

Well, I have a good many of those as it happens. I have a wand of *spike growth* for sale, as well as unguents of *grease,* philters of *expeditious retreat,* a scroll of *cloak of nevermore,* and even a ring charged with the ability to cast *mystic shield.* Do any of those suit your needs?

Why yes, I do also still have a scroll of *contingency* in my mighty scroll hidey-hole. Your choice to use it for *revivify* is a wise one. I myself am fortunate enough never to have come within striking distance of a spelldrinker ooze, though I did witness a circle of five wizards hunting one once. The black and red-robed enchantresses among them took it down with fireballs, but not before it had color sprayed the blue-coated so-called "Mysteriarch." Even the best spellcasters had better watch themselves around those nasty puddles of evil ... eh, meaning the oozes, that is.

—Picaroon the Lorekeeper



Spelldrinker Ooze

Huge ooze, neutral evil

Armor Class 8
Hit Points 138 (12d12 + 60)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (−2)	21 (+5)	7 (−2)	13 (+1)	6 (−2)

Saving Throws Dex +2, Con +9, Wis +5, Cha +2
Skills Perception +5, Stealth +6
Damage Resistances acid, cold, fire, force, lightning, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15
Languages understands Common and Primordial but cannot speak
Challenge 11 (7,200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Detect Spellcaster. The ooze can sense and pinpoint the location of any creature capable of casting spells within 300 feet of it, regardless of interposing barriers, unless the creature is protected against divination effects.

Drawn to Magic. As a bonus action, the ooze can move up to its speed toward a creature that can cast spells.

False Appearance. While the ooze remains motionless, it is indistinguishable from a puddle of oil or patch of ice.

Innate Spellcasting. The ooze can innately cast the following spells as long as it has temporary hit points gained from its pseudopod attack, requiring no components. Its innate spellcasting ability is Constitution (spell save DC 17, +9 to hit with spell attacks):

At will (as 3rd-level spells): *acid arrow, color spray, mirror image, hypnotic pattern*

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

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

-ACTIONS-

Multiattack. The ooze makes two pseudopod attacks, then casts a random innate spell if possible.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 18 (4d8) acid damage, and the target must make a DC 17 Constitution saving throw. On a failed save, the target loses a spell slot or innate spell of the highest level available. The ooze gains temporary hit points equal to 5 × the level of the slot or innate spell.

Joan Maldonado

Sphinx, Nychtasphinx

Strigine Forest Sphinx. Like others of their kind, nychtasphinxes are protectors of sacred locations, keepers of divine knowledge, and masters of riddles. The demesnes they guard are found deep within old forests, where trees grow to immense proportions. Sometimes druids or fey dwell in or around the place where an "owl sphinx" resides, but otherwise its space is so hallowed that none tread there without the sphinx's permission.

With the aid of magic, those who built the location wove thick tree boughs into support systems that hold platforms, shrines, arches, and other wondrous structures. Thus, the sphinx lairs in a mystical canopy temple high above the forest floor. Though it does spend much of its time communing with divine agents and nature spirits, a nychtasphinx also enjoys flights through the woodlands. It soars between gigantic trees on silent wings, watching for trespassers or perhaps thrilling in a hunt.

Sphinx Riddles

I was with you before you were born,
And I will be with you after you die.
To farthest heights I reach,
In lowest depths I lie,
Silent and utter and ever unthanked,
One of two kings that the world divides.
(darkness)

For years and years I grow,
From grassless ground, without a seed sown,
To shallow depths my roots are bound.
Always leaving, but never fully go,
Often do I charm and even astound,
Yet as common as any other thing known.
(hair)

Two swift dancers that share one tail,
Moving in unison, controlled yet free,
Jumping and spinning and flashing about,
Faster than the eye can see.
(nunchaku)

I can grow up,
I can grow down,
I can be any size,
I can be any shade,
I am an old tree,
I am a young growth,
The rarest prize,
Or worthlessly plain.
(stone)

The Paradox Puzzle. A bard once made a great pilgrimage to a forest temple. He climbed the stairs that wound up the trunk of a colossal tree and approached the shrine built into the knotwork limbs of the canopy.

The sphinx who guarded the location appeared, saying, "You have tread upon a hallowed domain." He gave the bard a parchment and instructed, "Reconcile this or you shall die."

One side of the parchment read, "The other side is true," while the other side of the parchment read, "The other side is a lie."

The bard contemplated the paradox of the two statements for a long moment. He folded a corner of the parchment until it became a third side. On it he wrote, "Waste no time with the other two sides."

"Explain this," demanded the sphinx.

"The way out of a paradox is to create a third path." The bard put a die between his thumb and index finger, then squeezed. "One cannot go in two opposite directions simultaneously." The die shot forward from his fingers.

The sphinx was pleased. He accepted the bard's solution to the puzzle and welcomed him to the majestic temple.

-A Nychtasphinx's Lair-

This rare variety of sphinx dwells in a canopy temple built into the upper boughs of colossal trees. If encountered in its lair, the sphinx has a challenge rating of 14 (11,500 XP).

-LAIR ACTIONS-

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

- ***Gust.*** Powerful winds whip through the lair. Each creature other than the sphinx must make a DC 15 Strength saving throw. On a failed save, a creature is moved up to 30 feet away from or closer to the sphinx.
- ***Riddling Enigmas.*** Each enemy in the lair must make a DC 15 Intelligence saving throw. On a failed save, a creature can only use at-will spells and features for 1 minute. It cannot use spell slots or access any class feature or racial trait that has limited uses. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- ***Soul Phase.*** Each creature of the sphinx's choice that it can see must make a DC 15 Charisma saving throw. On a failed save, a creature is teleported up to 30 feet to an unoccupied space of the sphinx's choice. The creature arrives at this destination without any of its equipment, which falls to the ground in its prior space. However, items that magically fuse to a creature's body do remain with it (such as an implanted magical eye).
- ***Temple Bells.*** Deep, resonating bells toll throughout the lair. Each enemy in the lair must make a DC 15 Wisdom saving throw. On a failed save, a creature kneels and closes its eyes. It is treated as prone and blind for 1 round, ending on the next lair action initiative count. An unaffected creature can use an action to lift up an affected creature and open its eyes.



Human, lion, and owl traits converge in this most daunting yet magnificent being. A crescent moon adorns the front of its helm, and its eyes are like opals gleaming in the night.

Nychtasphinx

OC

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	16 (+3)	21 (+5)	18 (+4)

Saving Throws Dex +8, Int +8, Wis +10
Skills Arcana +8, History +8, Nature +8, Perception +15, Religion +8, Stealth +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 25
Languages Common, Sphinx
Challenge 13 (10,000 XP)

Fearsome Vehemence. Frightened creatures have disadvantage on saving throws they make against the sphinx's spells. The sphinx gains advantage on attack rolls made against frightened creatures.

Inscrutable. The sphinx 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 sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *produce flame*, *resistance*
1st level (4 slots): *detect magic*, *fog cloud*, *healing word*, *thunderwave*
2nd level (3 slots): *hold person*, *lesser restoration*, *moonbeam*, *pass without trace*
3rd level (3 slots): *call lightning*, *dispel magic*
4th level (3 slots): *confusion*, *hallucinatory terrain*, *locate creature*
5th level (2 slots): *geas*, *scrying*, *tree stride*

-ACTIONS-

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the sphinx has advantage on its attack roll, it deals an additional 9 (2d8) damage.

Ethereal Call (3/Day). The sphinx emits an eerie call. Each time it calls before finishing a long rest, the call's effect is different, as detailed below. Each non-sphinx creature within 300 feet of the sphinx and able to hear the call must make a DC 18 Wisdom saving throw.

First Call: Each creature that fails the saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Call: Each creature that fails the saving throw takes 36 (8d8) psychic damage and is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Call: Each creature that fails the saving throw is frightened for 1 minute. A creature is incapacitated while frightened in this way, and it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

-LEGENDARY ACTIONS-

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

Silent Wings. The sphinx flies up to half its flying speed and can attempt to hide.
Phasing Strike (Costs 2 Actions). The sphinx magically teleports up to 120 feet to an unoccupied space it can see (along with any equipment it is wearing or carrying) and can make a claw attack.
Cast a Spell (Costs 3 Actions). The sphinx casts a spell, using a spell slot as normal.

Ashkan Ghanbari (left)

Spirit of the Feast

Good Old Days. Many spirits who linger without passing onto the hereafter are wracked with pain or seethe with bitterness for the living. A spirit of the feast, however, is filled with tremendous nostalgia. During its life, the spirit lived for feasts, festivals, and holidays. Perhaps it wants to spread its bounty and joy to those who are in need before it moves on to the afterlife, or perhaps it loved merrymaking too much and simply cannot let go yet.

A spirit of the feast appears out of the ethereal as a person adorned in flowers and vivid garb. It can produce delicious food and drink for those who it deems fit to celebrate with. The spirit is typically jovial and warm-mannered, though it possesses a sort of magic that can lull foes into a stupor or charm them with melodies.

A golden corona beams ethereal light, and emerging from the glare comes a lively soul carrying a wine goblet and bunches of fruit. "What's the use of crying? Life is a carnival, my friends."

Spirit of the Feast

Medium undead, neutral good

Armor Class 13
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (−3)	16 (+3)	16 (+3)	10 (+0)	15 (+2)	18 (+4)

Skills History +6, Performance +10
Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish, Elvish, Halfling, Sylvan
Challenge 5 (1,800 XP)

Ethereal. The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. As an action, it can move between Ethereal Plane and Material Planes. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it cannot affect or be affected by anything on the other plane.

Incorporeal Movement. The spirit 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.

Innate Spellcasting. The spirit's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*
1/day: *goodberry*

-ACTIONS-

Lull. The spirit targets up to two creatures that it can see within 60 feet of it. A target must make a DC 15 Wisdom saving throw. On a failed save, a target gains a lull counter (up to a maximum of 4). A target suffers the cumulative effects listed below. As an action, an affected creature can make a DC 15 Wisdom check. On a success, it removes one lull counter from itself. Creatures immune to the charmed condition are unaffected by Lull.

1 lull counter: The target's speed is halved.

2 lull counters: The target cannot take hostile actions or concentrate.

3 lull counters: At the start of each of the target's turns, it rolls 1d20. On a result of 10 or lower, it falls prone and is paralyzed until the start of its next turn.

4 lull counters: The target falls unconscious for 8 hours, after which its number of lull counters are reduced to 3.

That Merry Old Diddy (2/Day). The spirit sings a nostalgic song. Each creature within 30 feet of the spirit that can hear it must succeed on a DC 15 Charisma saving throw or be charmed by the spirit for 10 minutes. While charmed, a creature is singing, and it cannot speak or cast spells that require verbal components. A charmed creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Let the Feast Begin (1/Day). The spirit conjures a feast of delicious food and drink. This provides sixteen portions that last up to 24 hours or until consumed. One portion sustains a Medium creature for 24 hours. For each size category smaller, a creature consumes half as much, and for each size category larger, a creature consumes twice as much.



O Gildamor, high king and lord,
No treasure lacked in his gleaming hoard.
Sapphires retained on golden chains,
And opals shone on mithral swords.

Every bounty both large and small
Adorned the tables in his feasting hall,
Where song was sung and goblets drunk,
And each ear for miles could hear the call.

For fifty years did the mirth prolong,
With revelers coming in weekly throngs,
But no dancing maids nor droll brigades
Ever rivaled the bard who sang this song:

The wine was spilt on the high king's floor,
And the high king slept, and the courtiers snored.
From a tiny nook crept a mouse who looked
At the wine where it pooled on the boards.

It lapped up the spill and nibbled at crumbs.
It summoned there its rodent chums.
They ate and drank and danced on the planks,
Till the king's hungry cat did come.

The rat went running and the cat gave chase.
It scurried right up the high king's face.
The cat clawed and bit, the king woke in a fit,
"Throw this cat with the turkey in the braise!"

Laughter and cheer rang through the night.
The bard went on, to the king's delight—
Flevin's Folly and *A Goose Named Molly*
And *Pimpled Peter in the Den of Wights.*

This and many the bard did sing.
"You must return!" pleaded the king.
But he ne'er came back; he was the only lack
Of the lord who had everything.

—*The Bard and the High King*

Cande Moffatt



As thunder rumbles overhead, one of the large stooks of wheat rises up from the field, revealing itself to be a fibrous plant creature the size of a troll. Atop its head is a wild mane of golden wheat, and its eyes squinch into an angry scowl.

Sturmfeld

Short-Tempered Spirits of Field and Storm. Cities depend on massive stores of grain in order to feed their populations. Beyond the sturdy city walls, farm fields stretch for miles and miles, where laborious folk cultivate the life-sustaining crops. These agricultural lands are protected by local militias and regional armies, but there is no guarantee that such defenders will always be there. Raiders and monstrosities can strike suddenly from the borderlands. Beyond external threats, history has shown many incidents of lords persecuting peasants or revolutionaries hellbent on eradicating anyone who holds positions of authority— including farm owners who reside over laborers or serfs. For those who live between the ground and heaven, the will to protect their own must be exceedingly strong.

Dwelling in such rustic places are sturmfelds, spirits of field and storm, agriculture and harvest. A sturmfeld never sees human-kind as fully trustworthy, for it knows how easily people are corrupted, but it holds a coexistent relationship with farmfolk. As they till and work the land, they also honor it and care for it. Those who threaten this healthy order of life quickly provoke the sturmfeld's ire. The antagonists find themselves beset by living wheat stooks that pummel them with brute fists and call down the fury of the storm.

Sturmfeld

Large plant, neutral

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (−2)	16 (+3)	7 (−2)

Saving Throws Con +7, Wis +6
Skills Athletics +7
Damage Vulnerabilities fire
Damage Resistances lightning; bludgeoning, piercing
Condition Immunities exhaustion
Senses passive Perception 13
Languages understands Common and Terran but cannot speak
Challenge 5 (1,800 XP)

False Appearance. While the sturmfeld remains motionless and crouched, it is indistinguishable from a normal stook of wheat.

Innate Spellcasting. The sturmfeld's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

2/day: *call lightning*

-ACTIONS-

Multiattack. The sturmfeld makes two slam attacks.

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

Anger of the Storm. The sturmfeld moves up to its speed, a scythe of lightning extends momentarily from one of its hands, and it makes the following attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) lightning damage.

-REACTIONS-

Shock for Burn. If an enemy deals fire or lightning damage to the sturmfeld, it can cast *call lightning* as a reaction (if available). If it already has *call lightning* active, it can instead call down the lightning.

Lucas Perdomo

Tatterdemalion

Medium construct, unaligned

Armor Class 12 (natural armor)
Hit Points 13 (3d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	13 (+1)	10 (+0)	3 (−4)	5 (−3)	4 (−3)

Damage Resistances psychic
Damage Immunities bludgeoning, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses passive Perception 7
Languages understands one language of its creator but cannot speak
Challenge 1/8 (25 XP)

False Appearance. While the tatterdemalion is lying on the ground motionless, it is indistinguishable from a normal pile of rags and clothes.

Contortion. The tatterdemalion can move through a space as narrow as 1 foot wide without squeezing and squeeze through a space as narrow as 2 inches wide.

-ACTIONS-

Lash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Needle. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 piercing damage.



Marlies Draaisma

The motley thing is composed of dozens of cloth strips and patched-up fabrics, like a walking ragdoll jester.

Tatterdemalion

Lesser Servitor Made of Patchwork Cloth. A tatterdemalion is a minor construct that resembles a scarecrow or person-sized ragdoll. This loping thing of patchwork cloth is usually created by an apprentice mage who is learning the beginning steps of animating artificial creatures. Tatters, as they are known casually, are made from nothing more than rags, scraps of fabric, and a drop of the creator's own blood. They can perform only simple, menial tasks, and even then, they often make mistakes, as their work is of the crude sort, which results in many tatters tossed out of windows or crushed under carriage wheels by their irritated creators (causing relatively no harm to the tatters, ironically). Some find that a tatterdemalion is better off serving as a mock-jester who capers about amusing its master or crowds that seek droll entertainment.

Material Magics. While most tatterdemalions are raggedy things, there is the potential of more impressive and appealing forms with the use of luxurious materials such as silk, beads, and precious thread. The more ornate tatters are able to perform elegant dances and charades under the control of mages of greater means than mere hedge wizards looking to earn a few coins by busking their creation on the street.

Blank Servants. The personality of a tatterdemalion is scant at best and largely depends on the creator's disposition, skill, and materials. Imbued with the simple desire to help its master, this creature only develops a more complex nature after it witnesses the creator's own personality clash with the world over a long period of time. When this occurs, there is no telling what impulses and traits will crop up in its rags-and-patches mind. Most tatters are discarded or destroyed before such characteristics can arise, as an unruly tatter is considered worse than the rubbish it was made from.

You can repurpose all those tunics and breeches you never wear anymore. No wasting magics on conjured servants, just make one of these and you're set for years, or until the stitching comes undone. Oh, and the best part is you can shove it in a sack or box when you're on the move, with nothing but wrinkles to worry about.

—The Jade Magus

The sword shimmers with hints of magical forging. Its mirror-like blade is driven into a rock more than half the size of your own body. When you take hold of the pommel, it sticks to your hand. The ground tremors ...



Esper

Terraceous Angler

Giant Burrowing Trappers. Of all the strategies that predators possess, deception is one of the most effective. Terraceous beasts comprise a family of huge creatures that burrow into dirt, sand, or mud and utilize unique deceits to entrap prey. They are more than mere animals, but not quite intelligent or social enough to form languages of their own.

Typically, a terraceous beast buries part or most of its body into the ground, using the exposed portion to camouflage or attract prey. They are not particularly quick creatures, but their tremorsense and clever tactics combined with their long tentacles and powerful maws make them deadly ambush predators.

Beautiful Deathtrap. Arguably the most perilous of terraceous beasts is the angler. It has a large head, maw, and foreclaws, with a limbed and muscled hind body, making it adept at surface walking as well as climbing. It has a single tentacle that extends from its forehead. The end of this appendage can exude an extremely sticky mucus and change into a sophisticated variety of shapes.

Growing from an angler are several long tendrils or whiskers, similar to others of its kind. These provide a high sensitivity to vibrations, along with a deep, instinctual empathy that picks up on nearby creatures' emotions and surface-level thoughts. The angler uses this information to improvise an alluring form for its tentacle—a seductive mate, a wondrous treasure, a mysterious figure, and so on. As is common for terraceous beasts, the angler then ambushes its prey from under the surface.

d12	Tentacle lure Appearance
1	A bush with delicious fruit
2	An old man holding potion bottles
3	A hooded figure holding his hands in an arcane pose
4	A goblin gazing and drooling into a glowing orb
5	A young griffon with its leg stuck in a snare
6	An elf deep in thought, holding a lute
7	A statue of bronze with diamond eyes
8	An alluring nymph bathing in a natural pool
9	The corpse of a well-equipped adventurer
10	A lantern glowing with silver light from a post
11	A small child that looks lost and scared
12	A majestic sword stuck in a stone

Terraceous Angler

Huge monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 30 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	6 (−2)	17 (+3)	10 (+0)

Skills Deception +8, Perception +7, Stealth +5
Senses tremorsense 120 ft., passive Perception 17
Languages —
Challenge 9 (5,000 XP)

Instinctual Empathy. The terraceous angler can sense the emotions and surface thoughts of creatures within 120 feet, including those it detects with its tremorsense.

Tentacle Lure. As a bonus action, the terraceous angler can alter the shape of its tentacle, including textures, colors, and fine details. The tentacle can appear as a creature or object of Medium or Small size, and it can optionally shed up to a 10-foot radius of bright light.

The tip of the tentacle is extremely sticky and adheres to anything that touches it. A Large or smaller creature adhered to the tentacle is grappled and restrained by it (escape DC 18).

-ACTIONS-

Multiattack. The terraceous angler makes a tentacle attack and a bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18) and restrained until the grapple ends, and the terraceous angler can pull the target up to 15 feet closer. The terraceous angler can only have one target grappled at a time.

Beckoning Lure (1/Long Rest). Each creature (other than terraceous beasts) within 60 feet of the terraceous angler that can see it must succeed on a DC 15 Wisdom saving throw or be charmed by it. As part of this action, the terraceous angler can automatically grapple a creature charmed by it and pull the creature up to 15 feet closer.

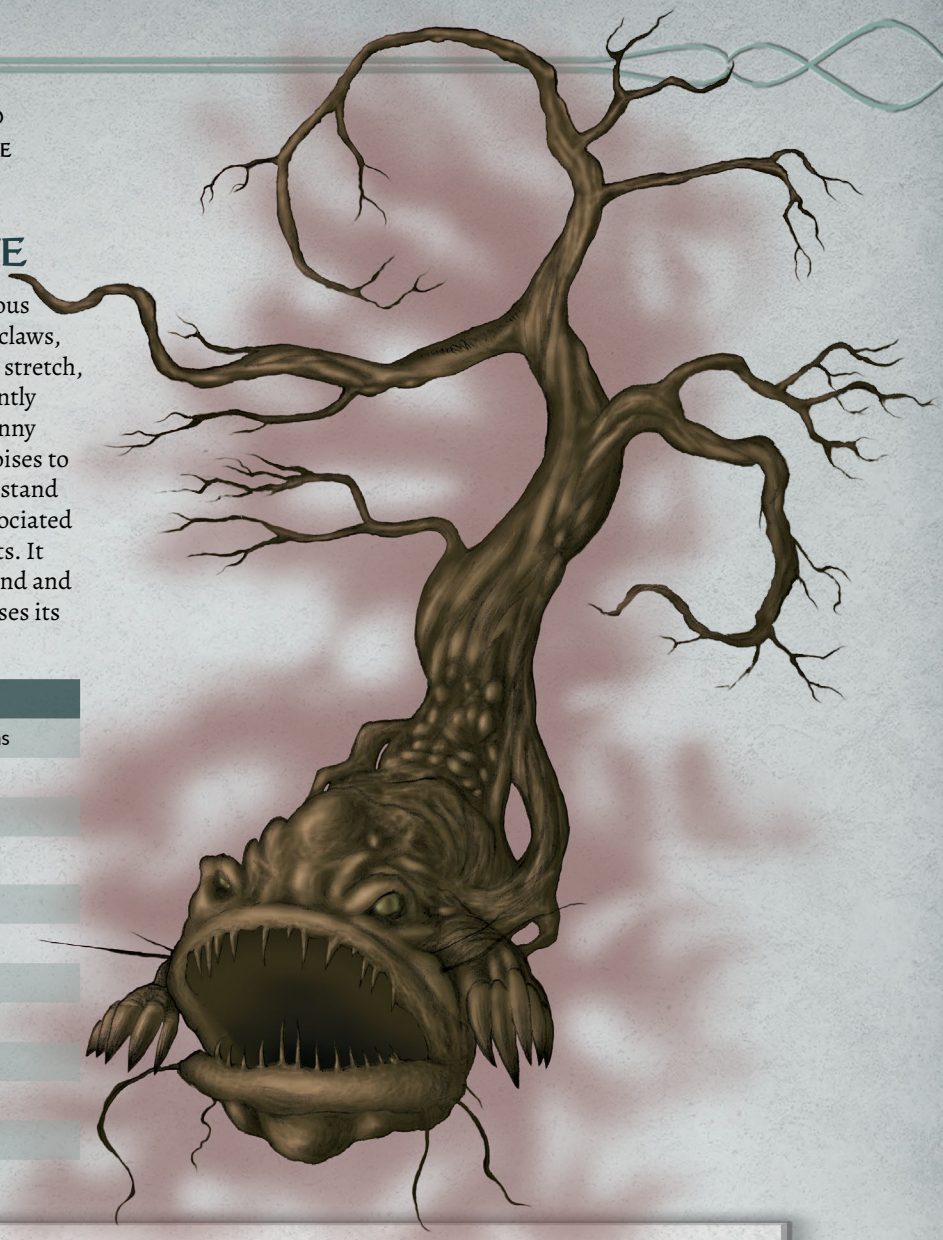
A charmed creature must use all its speed to move closer to the terraceous angler on each of its turns, and it cannot willingly move farther away. A charmed creature creature repeats the saving throw whenever it takes damage and at the end of each of its turns, ending the effect on itself on a success.

You approach the tree where you heard the whimpering. As you puzzle over it, the limbs strike out like some land kraken.

Terraceous Arborite

A Cry from the Thicket. The arborite variety of terraceous beasts has a large head, toothy maw, burrowing foreclaws, and a long body like that of a squid. Its tentacles can stretch, stand upright, and change color and texture sufficiently to resemble a leafless tree. The arborite has the uncanny ability to mimic sounds it has heard, from animal noises to simple human cries. It is not smart enough to understand complex sentences, but it learns words and their associated applications, such as calls for help, taunts, and insults. It lurks with its head just below the surface of the ground and its body seeming nothing more than a bare tree. It uses its sounds to draw in creatures, then grabs the prey.

d12	Alluring mimicry sound
1	Mysterious owl, "*Hoo-oo-oo!*" and clacking talons
2	Ominous crow, "*Ca-caw!*" and tapping beak
3	Shrieking of a deer being killed, "*Aaaeee!*"
4	Taunting goblin, "*Hehehe! Run away! You rat!*"
5	Wolf in pain, "*Aar! Aar!*" and whimpering
6	Snickering halfling or gnome, "*Kkkkk! Oafs!*"
7	Ogre shouting threats, "*Grrr! I eat you!*"
8	Humming melody of fey, "*Hmmm-diddly-dai!*"
9	Insulting elf, "*Haha! Idiots! Fools! Pfff!*"
10	Cackling gnoll or orc, "*Ee-ha-ha-ha! Ready?*"
11	Crying child "*Aaahhh! Mamaaa!*"
12	Woman pleading in distress, "*No! Please! No!*"



Terraceous Arborite

Huge monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	21 (+5)	6 (−2)	15 (+2)	8 (−1)

Skills Deception +5, Perception +5, Stealth +2
Senses tremorsense 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

False Appearance. While the terraceous arborite remains motionless and with its head planted in the ground, it is indistinguishable from a leafless tree.

Mimicry. The terraceous arborite can mimic the sounds of other creatures it has heard, though it cannot form whole sentences. A creature that hears the sounds can discern them as imitations with a DC 15 Wisdom (Insight) check.

-ACTIONS-

Multiattack. The terraceous arborite makes three tentacle attacks. It can replace one of them with a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 15), and the terraceous arborite can pull it 5 feet closer.

The terraceous arborite has three tentacles, each of which can only have one target grappled at a time. If a creature is grappled by more than one tentacle, it is restrained. A creature that succeeds on an escape check frees itself from all the terraceous arborite's tentacles.

Clouded Escape (1/Long Rest). The terraceous arborite burrows up to 30 feet, which does not provoke opportunity attacks. If it leaves the ground surface, it creates a cloud of dirt in a 30-foot radius area that is heavily obscured. This cloud lasts for 1 minute or until dispersed by moderate or stronger wind.

Esper

That Which Speaks

Aberrant Lord of Corrupted Speech. That Which Speaks is a great old one who came into being when the first lie ever was uttered by a mortal. It began as a tiny, maggot-thing with a single mouth, but it grew and grew over the centuries until bloating into a multi-part being of unreasonable immensity. Its essence is that of unrestrained glee, mad ramblings, senseless rage, manipulative deception, hollow platitudes, and false prayers. Its disgusting mouths cackle and roar and prattle, endlessly filling the space about it with its speech. For all its expressiveness, That Which Speaks is condemned to the prison of its own misshapen mass. Forever will it exist in absolute ugliness and meaninglessness. Indeed, this elder horror is the manifestation of enslavement that occurs when words and works fall to corruption.

That Which Speaks has no actual goals, only urges and impulses, for it exists outside of reason. Its influence reaches far, from the lowest stations of society to the highest. It is at wild performances in raucous taverns, bacchanals in secluded courtyards, and speeches delivered by dishonest leaders. It appears physically on rare occasions, such as a hedonistic event known as Mirth on the Mountain, held by the Conclave of the Mouth, a cult which worships That Which Speaks. When this aberrant lord does appear, it rarely seeks to kill. Rather, it absorbs voices and transforms people into horrific blatherskites, then lets chaos ensue.

Blatherskite

Medium aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	9 (−1)	15 (+2)	15 (+2)

Skills Intimidation +6, Perception +4
Damage Resistances psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages Deep Speech
Challenge 4 (1,100 XP)

Spoken Thrall. That Which Speaks is unaffected by the blatherskite's Cacophony, and whenever it uses Voices, it can designate that the blatherskite is unaffected.

Weird Jaunt (1/Day). As a bonus action, the blatherskite teleports up to 40 feet to an unoccupied space it can see.

-ACTIONS-

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Cacophony. The blatherskite's mouths mumble, scream, and shout. Each creature within 30 feet of it that can hear it must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 10 (3d6) psychic damage and is incapicatated until the end of its next turn. On a successful save, a creature takes half damage and suffers no other effect.

Enraging Bellow (1/Day). The blatherskite's mouths roar violently. Each creature within 30 feet of it that can hear it must make a DC 12 Wisdom saving throw. On a failed save, a creature must spend its action to attack a random target on its next turn, moving up to its speed if necessary.

The horrid thing appears as a person who melted into a crawling, eyeless mass. Its mouth distends to release an awful bellow, and along with it are several other mouths growing from the ends of tentacle-like protrusions.



Aleksandar Kostic



Ashkan Ghanbari

The colossal mass of tissue resembles a bloated giant bound within a prison of flesh. Its limbs are fused to itself, and a hundred pulsating parts writhe in arbitrary patterns. An enormous maw opens to reveal another mouth within, then another. Stretching from the bulk of the thing are several long necks that end in deformed human heads without eyes. The various mouths emit a cacophony of sounds--screams, babbles, and absurdities.

That Which Speaks

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	17 (+3)	21 (+5)	25 (+7)

Saving Throws Con +14, Int +10, Wis +12, Cha +14
Skills Deception +14, Intimidation +21, Perception +12
Damage Resistances force, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened
Senses blindsight 300 ft. (blind beyond this radius), passive Perception 22
Languages Common, Deep Speech, Undercommon
Challenge 21 (33,000 XP)

Death Is No Dream. Whenever That Which Speaks reduces a creature to 0 hit points with any type of damage, it can choose to knock the creature unconscious instead of killing it.

Legendary Resistance (3/Day). If That Which Speaks fails a saving throw, it can choose to succeed instead.

Magic Resistance. That Which Speaks has advantage on saving throws against spells and other magical effects.

Perfect Mimicry. That Which Speaks can perfectly mimic the sounds and voices of any creature whose voice it has stolen with its Steal Voice legendary action.

-ACTIONS-

Maw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) magical piercing damage.

If this attack reduces a humanoid to 0 hit points, or if it was already at 0 hit points, it must make a DC 22 Charisma saving throw. On a failed save, its identity is stripped away, and it is permanently transformed into a blatherskite[EEE] under the control of That Which Speaks. Only a *wish* spell can reverse this transformation.

Voices. That Which Speaks uses one of the following magical voices at random. Each creature within 120 feet of That Which Speaks must make a DC 22 saving throw of the indicated kind. A deafened creature experiences the voice mentally and is still subjected to its effects.

1. **Cackling Laughter (Wisdom):** On a failed save, a creature falls prone and is incapacitated with laughter until the end of its next turn. A creature with an Intelligence score of 4 or less is not affected, nor is a creature that is immune to the charmed condition.
2. **Droning Absurdities (Charisma):** On a failed save, a creature loses all of its languages and normal vocal sounds for 1 hour, except for Deep Speech. If the affected creature does not have Deep Speech as a racial language, it gains a new voice for the duration—it can speak Deep Speech, and whenever it casts a spell with a verbal component, there is a 50% chance that it becomes incapacitated until the end of its next turn, wasting the spell.
3. **Enraging Bellow (Wisdom):** On a failed save, a creature must spend its action to attack a random creature on its next turn, moving up to its speed if necessary.
4. **Inscrutable Rhetoric (Intelligence):** On a failed save, a creature takes 36 (8d8) psychic damage. A creature that fails this save by 5 or more is also stunned until the end of its next turn. On a successful save, a creature takes half damage.
5. **Piercing Shriek (Constitution):** On a failed save, a creature takes 36 (8d8) thunder damage, drops what it is holding, and must use its hands to cover its ears until the end of its next turn. On a successful save, a creature takes half damage and suffers no other effect.
6. **Thunderous Howl (Constitution):** On a failed save, a creature takes 22 (5d8) thunder damage and has vulnerability to the next instance of damage it takes within 1 hour.

-LEGENDARY ACTIONS-

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

Inexplicable Jaunt. That Which Speaks teleports up to 40 feet to an unoccupied space.
Gnashing Maw (Costs 2 Actions). That Which Speaks makes a maw attack.
Steal Voice (Costs 2 Actions). That Which Speaks targets an unconscious creature with 0 hit points within 10 feet of it. The target must make a DC 22 Charisma saving throw. On a failed save, the creature is affected as though by Droning Absurdities (see Voices), except the duration is permanent. Only a *wish* spell can reverse this effect.
Incessant Voices (Costs 3 Actions). That Which Speaks uses Voices.



Treefolk

Long leaf tresses fall about the face of the great tree lord. Bracket fungi are his eyebrows, and his beard is hanging moss.

Sylvan Lord

The Grief of Centuries. After a millennium of life, the elf who founded the Highwillow Grove breathes his last. Eight druids encircle him, wailing and weeping. The massive tree-man standing nearby sheds tears of sap. The grief of seeing hundreds of beloved companions pass away over the years is a heavy burden for him to bear. This death is the hardest of all. The archdruid had cared for him since he was a sapling. After a time, he steps forward on root-feet and retrieves the body so that the elf may be interred forever in the earth.

Treefolk Empowered by Druidic Magic. A sylvan lord is a powerful treefolk that is bonded to an illustrious druid order. He knows the general direction and distance to any object or creature on the same plane that belongs to his grove. His role is that of a mighty guardian who watches over the grove and the local region, and, should the need arise, he will retrieve anything or anyone that has gone missing.

Furthermore, the sylvan lord serves as an emissary between the druids and other treefolk. It is the ancient magic of the druid order that empowered the sylvan lord to such a tremendous state, so it is in the interest of all that he convene with other tree-kin in the area in order to maintain stable relations and to scout a potential future sylvan lord.

Natural Teacher. If the archdruid of the grove departs and leaves behind unresolved matters, the sylvan lord will pass the teachings required to resolve the issue onto the next worthy member. This may relate to the nefarious activity of nearby enemies, an evil creature prowling the forest, harm befalling allied treefolk, or perhaps merely representing the perished archdruid at a gathering held on the Plane of Faerie.

Living Portal. When the druid order is in need of mass travel, the sylvan lord performs an esoteric ritual. The rite takes a full day to perform and requires rare yellow orchids as material components. At the ritual's completion, the sylvan lord can cast *transport via plants* at will for twenty-four hours, ensuring the swift and secure transportation of the order.

Sylvan Lord

Gargantuan plant, neutral good

Armor Class 19 (natural armor)
Hit Points 245 (14d20 + 98)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (−1)	24 (+7)	15 (+2)	19 (+4)	15 (+2)

Saving Throws Str +13, Con +12, Wis +9, Cha +7
Skills Athletics +13, History +7, Insight +9, Nature +7, Perception +9, Survival +9
Damage Resistances bludgeoning, piercing
Senses passive Perception 19
Languages Common, Druidic, Elvish, Sylvan
Challenge 16 (15,000 XP)

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

Legendary Resistance (3/Day). If the treefolk fails a saving throw, it can choose to succeed instead.

Rooted. The treefolk cannot be knocked prone or forced to move against its will as long as it is in contact with a solid surface.

Innate Spellcasting. The treefolk's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:

3/day each: *lignify*[EEE], *shackle to the earth*[EEE], *timbercall*[EEE]

-ACTIONS-

Multiattack. The treefolk makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) magical bludgeoning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

-LEGENDARY ACTIONS-

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

Sentinel's Gaze. The treefolk targets a creature it can see within 30 feet of it. Whenever the target takes a hostile action toward a creature other than the treefolk, the target suffers disadvantage on saving throws and attack rolls until the end of the treefolk's next turn. Sentinel's Gaze ends after 1 minute or if the treefolk uses it again, and it also ends if the treefolk dies or is on another plane than the target.
Sylvan Grasp. The treefolk targets a creature it can see that is on the ground within 120 feet of it. Plants sprout up and grasp at the target, who must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) bludgeoning damage and is grappled (escape DC 18). The creature is restrained while it is grappled.
Attack (Costs 2 Actions). The treefolk makes one attack.

Ashkan Ghanbari (left)



Beautiful violet tresses hang from the willow. The trunk bears the face of a wizened woman with eyes that must have seen the triumphs and tragedies of many long years.

Grandmother Willow

Matron, Storyteller, Singer. A grandmother willow is a rare kind of elder treefolk or tree spirit that dwells near rivers, lakes, and marshes. She is a community-oriented figure, revered as a keeper of memories, teller of tales, and wielder of powerful magic. Though she shares bonds with many others, she also retreats to be alone at times and sing her sorrowful songs by the water's edge. Sorrow is a sibling of love, and as a mother's heart holds immense love for her children, she also must endure immense grief as her offspring suffer through the hardships of life.

The falling leaf was once a flower,
A golden child with endless hours.
His coat burns orange once the sun has spent,
On scarlet wings drifts the great descent.
So the mother watches her grown son stumble,
So the world sees the high king humbled.
Autumn's caress draws night over day,
A fleeting dream of summer's last ray.

—*Summer's Last Ray*

Grandmother Willow

Huge plant, neutral good

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (−1)	21 (+5)	13 (+1)	19 (+4)	14 (+2)

Saving Throws Str +10, Con +9, Wis +8, Cha +6
Skills Arcana +5, Animal Handling +8, History +5, Insight +8, Nature +5, Persuasion +6, Religion +5
Damage Resistances cold; bludgeoning, piercing
Senses passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 10 (5,900 XP)

Grandmother's Stories. Creatures that listen to the treefolk's stories often recall forgotten memories. During a rest, any creature near the treefolk that can hear her gains advantage on Intelligence checks made to remember information or lore.

Rooted. The treefolk cannot be knocked prone or forced to move against her will as long as she is in contact with a solid surface.

Spellcasting. The treefolk is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She knows the following druid spells:

Cantrips (at will): *druidcraft*, *guidance*, *resistance*, *water lash*[EEE]
1st level (4 slots): *animal friendship*, *cure wounds*, *entangle*
2nd level (3 slots): *animal messenger*, *gust of wind*, *lesser restoration*, *shackle to the earth*[EEE]
3rd level (3 slots): *conjure animals*, *dispel magic*, *rune of binding*[EEE]
4th level (3 slots): *conjure woodland beings*, *ice storm*
5th level (2 slots): *commune with nature*, *mass cure wounds*
6th level (1 slot): *wall of thorns*
7th level (1 slot): *force of the woodlands*[EEE]

Violet Tresses. The treefolk and all allies within 5 feet of her have advantage on saving throws against spells and other magical effects.

-Actions-

Multiattack. The treefolk makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) magical bludgeoning damage.

Grief Comes to All (Recharge 6). The treefolk speaks magical words of lament. Each creature within 60 feet of her that can hear her must make a DC 16 Wisdom saving throw. On a failed save, a creature has disadvantage on attack rolls and its speed is reduced by 30 feet for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on itself on a success. After three failed saves, the target becomes charmed by the treefolk for 24 hours or until she or an ally of hers takes a hostile action toward the target. While charmed in this way, a creature cannot take any hostile actions.

Ian Sibujano

Gemstone eyes glare from multiple stone faces huddled together in an oblong floating form. The complexity of the construct is striking, as it has faces above and below, all sharing the mouths and eyes.

Tychistis

Superior Temple Guardians. In an ancient era before the advent of metalworking, tychistises were fashioned by highpriests and maji to guard the most sacred temples and precious vaults. The first tychistis was created by the hierophant Turomenem after he discovered his wife had betrayed him in a series of adulterous affairs with twenty soldiers. He placed her and her lovers each in their own cell, though left the doors open. Whenever they tried to escape, the many-faced construct slew them with doomful eye rays.

You have traveled far and delved deep, you say? Well, brave explorers, do you know what has twenty faces, two heads, no body, and eyes of every color? In the air, it floats, on the ground, it rolls or spins. Its gaze brings pain and destruction, and it is older than these palace walls that surround us.

—Akket, Queen of the Golden Palace



Joan Maldonado

Tychistis

Large construct, neutral

Armor Class 20 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	19 (+4)	18 (+4)	17 (+3)

Saving Throws Int +9, Wis +9
Skills Perception +14
Damage Resistances bludgeoning, piercing, and slashing from attacks that are neither magical nor adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 24
Languages understands the languages of its creator but cannot speak, telepathy 120 ft.
Challenge 14 (11,500 XP)

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

-ACTIONS-

Eye Rays. The tychistis shoots two of the following magical eye rays, choosing one or two targets it can see within 120 feet of it. The tychistis uses its eye rays in numerical order, cycling through the ten of them (except when using Spontaneous Ray). The target of an eye ray must make a DC 17 saving throw of the indicated kind. On a failed save, the target takes the indicated damage and suffers an ongoing effect that lasts for 1 minute. A creature suffering an ongoing effect from an eye ray repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's initial saving throw is successful, it takes half damage and suffers no other effect.

1. Caustic Glower (Constitution): 26 (4d12) acid damage and the target deals half damage with weapon attacks.

2. Frigid Countenance (Constitution): 26 (4d12) cold damage and the target is paralyzed.

3. Burning Gaze (Dexterity): 26 (4d12) fire damage and the target takes a further 13 (2d12) fire damage at the start of each of its turns.

4. Glaring Daggers (Dexterity): 26 (4d12) force damage and the target takes a further 13 (2d12) force damage whenever it takes an action, bonus action, or reaction.

5. Fearsome Visage (Wisdom): 26 (4d12) psychic damage and the target is frightened. While frightened, the creature cannot willingly look at the tychistis.

6. Death Stare (Wisdom): 26 (4d12) necrotic damage, the target cannot regain hit points, and it dies if its hit points reach 0.

7. Toxic Scowl (Constitution): 26 (4d12) poison damage and the target is poisoned.

8. Stormy Grimace (Constitution): 26 (4d12) lightning damage and the target is stunned.

9. Beaming Face (Constitution): 26 (4d12) radiant damage and the target is blinded.

10. Vehement Cast (Constitution): 26 (4d12) thunder damage and the target has vulnerability to all damage.

-REACTIONS-

Spontaneous Ray. When a creature within 120 feet of the tychistis hits it with an attack or damages it, the tychistis uses a random eye ray against that creature.

The massive creature is composed of roots, vines, and pumpkins, each of which bears a terrifying visage. It pulls off one of its heads, gathers strength from foot to claw, and heaves. The orange sphere soars through the air, maw open wide.



Uggbobora

Behold the Nightmarish Plant of Wrath and Sadness. The uggbobora originated when pumpkins were grown in a field where demonic rites had previously been performed. It slew the unsuspecting farm family and grew more its kind from their corpses.

Despite the rage that flows through an uggbobora, it also bears a neverending melancholy. After slaying a target, its bloodlust subsides momentarily, and it weeps, knowing that its killer spirit will spread into the deceased's body. It may even shut its mouths and strike itself, as though cursing the demons whose corruption seeped into that original ground.

Uggbobora

Large plant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	9 (−1)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +7, Wis +4
Skills Athletics +7, Intimidation +6, Nature +2, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common
Challenge 6 (2,300 XP)

Innate Spellcasting. The uggbobora's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

2/day each: *entangle*, *fear*

Many-Headed. The uggbobora has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Attackers gain no benefit from flanking it.

Until the Bitter End. When the uggbobora dies, it makes a bite or claw attack, or it uses Fling Pumpkin.

-Actions-

Multiattack. The uggbobora makes two claw attacks and two bite attacks. It can use Fling Pumpkin or Implant Seeds in place of two of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone and pulled 10 feet closer to the uggbobora.

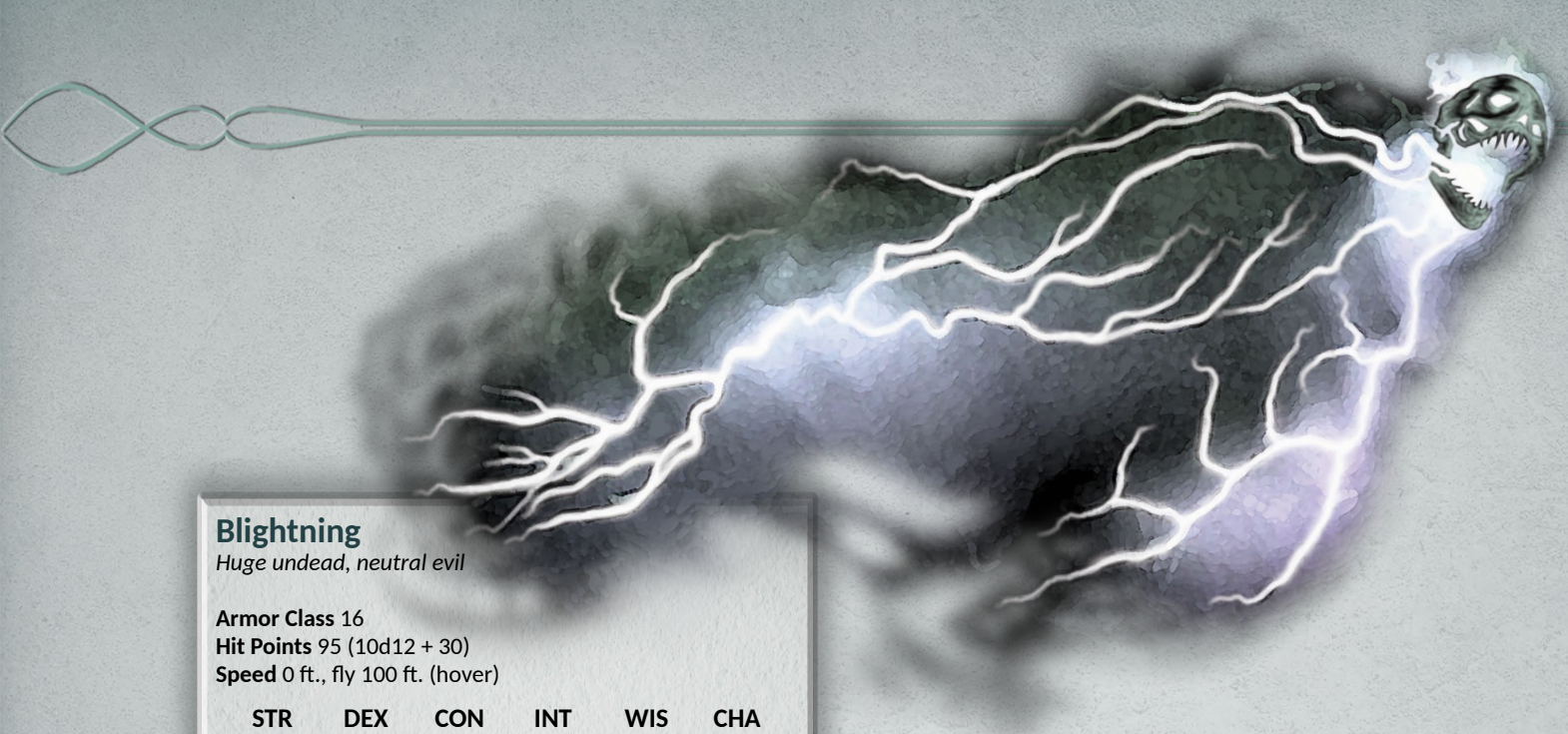
Fling Pumpkin (10/Day). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the uggbobora chooses one of the following:

Disarm: The target must succeed on a DC 15 Strength saving throw or drop one object of the uggbobora's choice that it is holding. A dropped item is inside the thrown pumpkin's mouth. A creature can attempt to retrieve the item from the pumpkin by making a DC 15 Strength (Athletics) check as an action.

Quiet: The target must succeed on a DC 15 Wisdom saving throw or be unable to speak or cast spells that require verbal components for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Implant Seeds. The uggbobora makes a Strength (Athletics) check contested by the Strength (Athletics) or Dexterity (Acrobatics) check of a creature within 5 feet of it. If the uggbobora succeeds in this contest, it forces seeds into the target's mouth. The seeds immediately take root inside the creature, and at the end of each long rest, the creature suffers a level of exhaustion that cannot be removed through nonmagical means. Any effect that cures disease eliminates the seeds from inside the creature. After 3d4 days, a young uggbobora bursts from the creature's body, destroying it. Celestials, constructs, elementals, oozes, and creatures without mouths are immune to Implant Seeds.

Aleksandar Kostic



Blightning

Huge undead, neutral evil

Armor Class 16
Hit Points 95 (10d12 + 30)
Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	6 (−2)	12 (+1)	5 (−3)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages Auran, Common
Challenge 8 (3,900 XP)

Lightning Form. The blightning can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the blightning or hits it with a melee attack while within 5 feet takes 7 (2d6) lightning damage. Furthermore, the blightning 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 7 (2d6) lightning damage.

Death Burst. When the blightning dies, it explodes in a burst of negative energy. Each creature within 20 feet of it takes 17 (5d6) necrotic damage, or half damage on a successful DC 14 Constitution saving throw.

-ACTIONS-

Dark Bolt. The blightning releases a bolt of black lightning in a 60-foot line that is 5 feet wide. Each creature in this line must make a DC 14 Dexterity saving throw. A creature relying solely on darkvision to see the blightning has disadvantage on this saving throw. A creature takes 21 (6d6) lightning damage on a failed save, or half damage on a successful one. Additionally, on a failed save, a creature loses its flying speed and falls if it is flying. If it has hover, it lands safely. At the end of each of its turns, the creature can make a DC 14 Constitution saving throw, regaining its flying speed on a success.

Spew Blight Storm (Recharge 6). The blightning exhales an enervating cloud in a 60-foot cone. Each creature in this area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 28 (8d6) necrotic damage and suffers a level of exhaustion. On a successful save, a creature takes half damage and suffers no exhaustion.

Esper

Undead Elementals

Life always finds a way. So does undeath. It seems inevitable that elementals were to join the ranks of the undead, and indeed, if you delve deep enough into tomes of lore, you will come across unique instances of elemental beings corrupted by dark powers.

A dark cloud jaunts through the air. Storms ripple from its wraith face, and black lightning crackles about it.

Blightning

Thrilling Sins. One of the most exhilarating kinds of power is the ability to command elemental forces, and none is so singularly astonishing as the power of the storm—the tremendous blast of thunder and the devastating surge of lightning. A person who wields such talents thrills at the crackling energy he channels through his own hands. Yet this path has a dark side, which is so often overlooked. "I am the mighty one! My foes scatter before me!" shouts the storm sorcerer or the tempest warrior. How easily he comes to see himself as always right and his foes as always wrong. The elemental might invigorating him cannot be a corrupting force. Or can it?

What is the difference between a storm rampager and a demon? The degree of separation is slim. One of the most devious devices of abyssal corruption is to appear as something natural.

Usually neglected by wizard schools and shamanic mentors alike is the blightning. From time to time, a mortal with storms in his blood becomes blind to his own wicked tendencies. He strays so much from the path of moral vigilance, that when he perishes, his blackened soul persists in order to continue wreaking havoc upon others. When the next foul storm rolls in, the blightning descends, screaming and spewing bolts of death.



Within the blaze are gathered skeletal warriors, blackened and sinister. They press their assault, with the conflagration surrounding them all the while.

Bonefire

Inferno Filled with Undead. I was but a ladling when I first heard the tales of the ruined town, a haunted place of charred husks that once were houses. Long ago, the town had been well and wealthy, profiting from a productive gemstone mine. Then the day came that a greedy warlord arrived with a pyromancer at his side. When his initial offer for a peaceful surrender was refused, the whole town was set ablaze, with its residents barred inside their homes. The excessive cruelty was only surpassed by the excessive use of elemental fire from the mage. A cadre of town warriors suffered more than any, as they had taken refuge within the local fort. While it did allow them a defensible location to mount a semblance of a counterattack, its thick walls meant their fiery fate was all the more drawn out, as they slowly cooked to death, instead of being quickly scorched or asphyxiated like the other townsfolk. Afterward, while the warlord and his raiders were looting the smoldering remains of the fort, a terrible blase rose up all around them, as well as the blackened remains of the warriors, fueled beyond death by elemental energy and a hateful urge for revenge.

Some claim that this story is apocryphal, but bonefires are very real and every bit as terrifying as they sound—beings of undeath as well as elemental fire. They are said to permanently scar the minds of those who survive an encounter with one. One such victim reported to me that her last sensation before losing consciousness was hearing the tortured screams of all those who had burned alive when the bonefire formed.

—Baio Sedulus, proprietor of the Bazaar of the Bizarre

Bonefire

Huge horde of Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	6 (−2)	12 (+1)	5 (−3)

Damage Resistances necrotic, piercing; bludgeoning and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages Common, Ignan
Challenge 8 (3,900 XP)

Fiery Horde. The bonefire occupies a 15-foot cube. It can share this space with other creatures, and enemies treat the space as difficult terrain. It can move through any opening large enough for a Medium creature. A creature that touches the bonefire or hits it with a melee attack while within 5 feet takes 7 (2d6) fire damage. Furthermore, the first time the bonefire enters a creature's space on a turn, that creature takes 7 (2d6) fire damage.

The bonefire can take one reaction every creature's turn in combat. No effect (positive or negative) functions on the bonefire unless it applies to at least half the bonefire's space, except for damage, which functions normally.

Extinguish. If the bonefire is submerged in or doused with at least 20 gallons of water, it cannot deal any fire damage until the end of its next turn (as long as it is outside of water).

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

-ACTIONS-

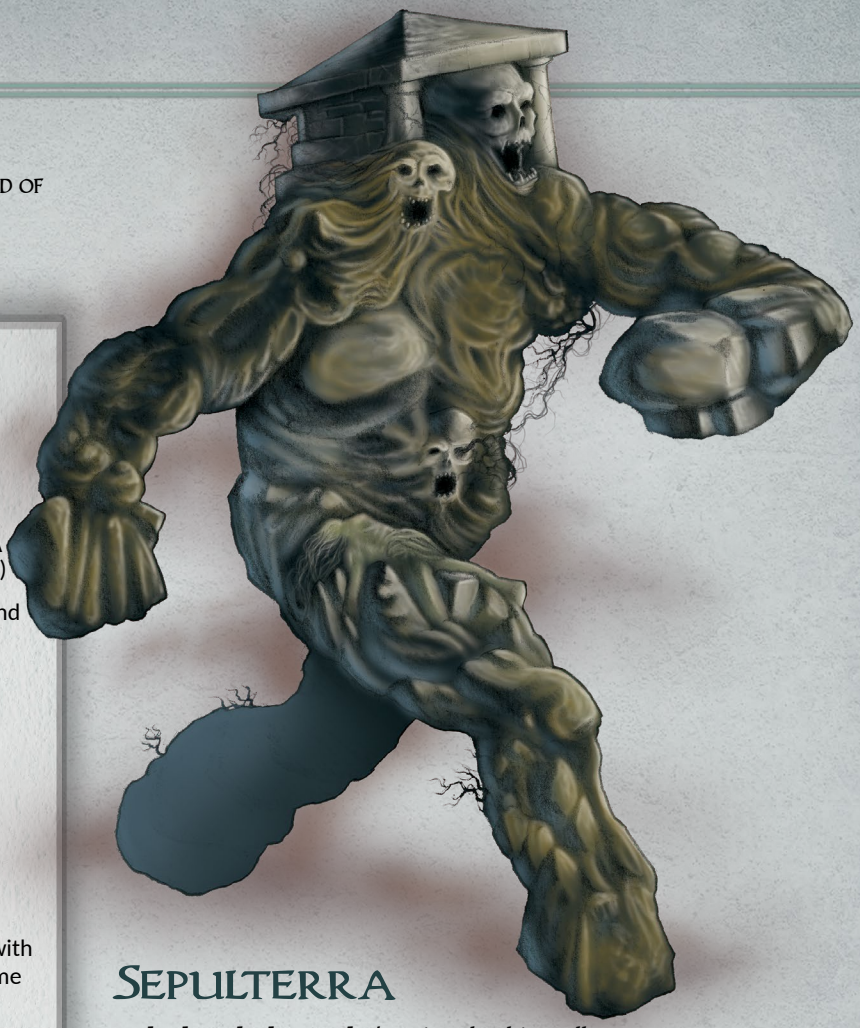
Multiattack. The bonefire makes six attacks, or three if it has 57 hit points or fewer.

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

Flaming Arrow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

Esper

The ground heaves, and up rises a giant composed of soil, stone, tombs, and corpses.



Sepulterra

Huge undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 136 (11d12 + 65)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (−1)	21 (+5)	6 (−2)	12 (+1)	5 (−3)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11
Languages Common, Terran
Challenge 8 (3,900 XP)

Corrupt Ground. The ground within 10 feet of the sepulterra is corrupted. A living creature takes 10 (3d6) necrotic damage whenever it starts its turn in contact with this ground or enters into contact with it for the first time on a turn.

-ACTIONS-

Multiattack. The sepulterra makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 4 (1d8) necrotic damage.

Entomb. The sepulterra attempts to entomb a Medium or smaller creature that is within 5 feet of it. The target must succeed on a DC 17 Strength saving throw or take 15 (2d8 + 6) bludgeoning damage and be trapped within the sepulterra (escape DC 17). The entombed target is blinded, restrained, and unable to breathe, it has total cover against attacks and other effects outside the sepulterra, and it takes 14 (4d6) necrotic damage at the start of each of the sepulterra's turns. The sepulterra can have only two Medium targets, four Small targets, or eight Tiny targets entombed at a time.

If the sepulterra is reduced to 0 hit points, an entombed creature is no longer restrained by it and can escape using 10 feet of movement, exiting prone.

Release Undead (1/Day). The sepulterra releases 4 undead allies (any combination of zombies, skeletons, or crawling claws), which enter the nearest unoccupied spaces. These undead take their turns directly after the sepulterra. They collapse to normal corpses after 1 hour, unless subsumed again by the sepulterra.

Sepulterra

Undead Earth Elemental. The wizard Sahir Mollomatma once ruled a city-state that included a sizable necropolis. He was most protective of this site and bound earth elementals to guard it from thieves or, worse yet, crusaders who sought to hallow the ground. During his necromantic experimentations, Sahir inadvertently transformed one of the elementals into an undead. Bound to the necropolis as it was, the elemental fused with the desecrated ground, the tombs, and a variety of corpses. Sahir eventually met his demise at the hands of zealots from a rival faction, the Anointed Sons, but not before he had passed onto others the dark knowledge of creating sepulterras.

Spontaneous Rising. Other scholars of esoterica believe that Sahir Mollomatma did not create the first sepulterra, but rather it is a phenomenon that can occur when excessive necromantic rites take place at a cemetery, saturating the ground itself with fell magic. Sahir only codified the process after observing it happen spontaneously.

The Grim and Unfinished Task. A few days after Sahir's death, a band of reavers came at night with a heavy wagon. Upon arriving at the outskirts of the city, they learned that Sahir had been deposed. They immediately turned away. City soldiers followed their trail and found them desperately burying fresh corpses in shallow graves. Most of the reavers fought to the death, but their youngest member surrendered. He confessed that Sahir had set them to the grisly task of slaying the folk of a nearby village, promising rich payment in exchange for the bodies. The young man broke down in madness at having slaughtered so many—all for nothing.

A dead face appears through the chunks of debris floating in the water ... pale, wrinkled, and barnacle-ridden.



Shipwretch

Huge undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	6 (−2)	12 (+1)	5 (−3)

Damage Resistances acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common
Challenge 8 (3,900 XP)

False Appearance. While the shipwretch is motionless, it is indistinguishable from normal wreckage.

Flotsam. Water within 30 feet of the shipwretch is difficult terrain. This area of flotsam provides half cover, except against attacks made within 5 feet of the target. Shipwretches are unaffected by Flotsam.

-ACTIONS-

Multiattack. The shipwretch uses Rope and makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Rope. The shipwretch targets a Medium or smaller creature it can see within 60 feet of it. The target must succeed on a DC 16 Dexterity saving throw or be pulled up to 30 feet closer to the shipwretch and restrained (escape DC 16). The shipwretch can pull the restrained target up to 30 additional feet when it uses Rope again, and it can only have one creature restrained this way at a time.

-REACTIONS-

Wood Ward. The shipwretch can protect itself when it is hit by a weapon attack. The shipwretch reduces the damage taken from the attack by 16 (2d10 + 5). If this reduces the attack's damage to 0, the weapon or ammunition affixes to the shipwretch's body (natural weapons and unarmed strikes do not affix). The item can be pulled off and retrieved as an action by succeeding on a Strength (Athletics) contest against the shipwretch.

Shipwretch

Gruesome Wreckage. The last thing pirates are known for is virtue. It comes as no shock that shipwrecks in which many nefarious sailors perish can spawn undead. This fetid brute is composed of broken planks, rusted metal, tangled rigging, and drowned flesh, complete with barnacles and seaweed garnishing it. Some claim these horrors are shipwreck golems created by necromancers, others say they are undead shipwreck elementals.

Seek Ye the Sunken Treasure. In order to lure victims, a shipwretch will scribble out treasure maps and send them floating to shore in bottles or tucked in corpses' pockets. These "lost maps" hint at wealth hiding within the sunken vessel, and when treasure hunters come seeking the fortune, they are ambushed.

O Captain, My Captain. Putting a shipwretch to permanent rest requires more than slaying it in combat. Physical defeat only sends the undead hulk into a dormant, scattered state, from which it will eventually return. One must learn who the ship's captain was, seek out his birth house, and have it consecrated by a priest. Having done this, one needs then to take a stone from the house's foundation, locate the shipwretch, and tie the stone to its ropes. Upon doing so, the undead will lie in eternal rest.

Esper

Vampire, Bloodmist

Deadly Allure and Vampiric Magic. Though they focus more on magic and guile than others of their kind, bloodmist vampires are no less bloodthirsty killers. Behind their allure is an atrocious undead spirit that views the living as prey. If only their victims could see them for what they truly are.

Whenever possible, bloodmist vampires prefer subtlety and manipulation. Their fangs are less pronounced than other vampires, aiding in their preference for discretion when among humanoids. They delight in drinking blood directly from living hosts, though their biting and bloodsucking do not make for powerful attacks in the heat of combat.

It is possible for bloodmist vampires to feel romance and love, but these are dark reflections of how a living person experiences such emotions. Most often, they wield their attractiveness as a weapon to either draw in prey or cause distractions. Their passions are akin to the thrill of the hunt, and their love is a melancholy echo of what they lost when they became creatures of undeath.

The Sanguine Pool. Within each bloodmist vampire's lair is its blood pool. These come in many varieties, from a classically-sculpted fountain to an etched bath of alabaster to a shadowy pool in grim stylings. Whatever the form, this basin is filled with blood that has been magically siphoned from the vampire's victims. On a regular basis, the vampire bathes in and drinks from this blood in order to sustain its existence. Should the vampire be slain, it dissipates as though a wisp of fog, and within days, it emerges from its blood pool, restored.

The process of becoming a bloodmist vampire involves a humanoid first constructing its pool. Then, the subject takes part in a two-step nocturnal ritual. In the first half of the rite, the person drinks from the pool of an existing bloodmist vampire. This twists the initiate into its undead, vampiric form. It then has until dawn to reach its newly-built pool and add several drops of its own blood. If it fails to complete this second step of the ritual, it becomes merely a vampire spawn.



Miqueias Silva

Her smile, her eyes ... never have you seen such ravishing beauty. Your heart races, first from the attraction, then from the blood loss. Fine droplets of your life essence draw out of you at her beckoning, forming a mist that collects about her.

Bloodmist Vampire

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., climb 30 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	19 (+4)

Saving Throws Dex +8, Wis +6
Skills Arcana +5, Deception +8, Perception +6, Stealth +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Mist Form. The vampire can use an action to enter its mist form or a bonus action to revert back into its true form. While in mist form, it cannot speak or manipulate objects, and the only actions it can take are Dash, Hide, and Blood Siphon. It is weightless, has a flying speed of 20 feet (hover), and it can enter and occupy the spaces of other creatures. In addition, it can pass through tiny openings and minuscule cracks without squeezing, though it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, it cannot be grappled or restrained, and it is immune to nonmagical bludgeoning, piercing, and slashing damage.

Spellcasting. The vampire is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *dancing lights*, *minor illusion*, *prestidigitation*, *ray of frost*
1st level (4 slots): *disguise self*, *fog cloud*, *sleep*
2nd level (3 slots): *hold person*, *misty step*
3rd level (2 slots): *hypnotic pattern*

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight or running water. If the vampire takes radiant damage, this trait does not function at the start of the vampire's next turn.

Rejuvenation. If it dies, the vampire dissipates. Any items it was carrying or wearing fall to the ground. In 1d12 days, the vampire reappears in its blood pool with full hit points.

If its blood pool is drained or destroyed before it dies, it does not dissipate and instead remains a normal corpse. If its blood pool is drained or destroyed after it dies, it does not reappear.

Vampire Weaknesses. The vampire has the following flaws:

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 it is in its blood pool, it is permanently slain (it does not dissipate or rejuvenate).

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.

-ACTIONS-

Multiattack. The vampire makes two slam attacks, or it makes one slam attack and uses Blood Siphon.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) magical bludgeoning damage.

Blood Siphon. The vampire targets one humanoid it can see within 10 feet of it. The target must make a DC 16 Constitution saving throw. On a failed save, the target takes 14 (3d6 + 4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the siphoned blood appears within the vampire's blood pool. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A creature charmed by the vampire automatically fails its saving throw against Blood Siphon.

Beguile (Recharge 5–6). The vampire targets any number of living creatures it can see within 30 feet of it. If a target can see the vampire, it must succeed on a DC 16 Wisdom saving throw or be magically charmed by the vampire for 1 hour.

Each time the vampire or an ally of vampire takes a hostile action against a charmed creature, it can repeat the saving throw, ending the effect on itself on a success. The effect also ends if the vampire is reduced to 0 hit points, is on a different plane of existence than a charmed creature, or takes a bonus action to end the effect.

OC

Vicious siblings, who stab and grab and tear,
In steady unison they strike,
Menacing all who see them,
Yet, the more they kill, the more they give life.

—*The Vampire's Riddle*

Bone and rotted cloth, sinew and veins, flesh in the greens, greys, and purples of putrefaction, yet all is animate, and eldritch words cackle from the thing's mouth.



Veinzer

Medium undead, neutral evil

Armor Class 10
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	10 (+0)	10 (+0)	14 (+2)	9 (−1)	12 (+1)

Skills Arcana +4, Deception +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Common plus one other language
Challenge 1/2 (100 XP)

Despondent Bemoaning. If the veinzer sees an enemy cast a 2nd-level or higher spell, it must make a DC 10 Wisdom saving throw. On a failure, it falls prone and becomes incapacitated with fits and wailing until the end of its next turn.

Spellcasting. The veinzer is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at-will): *chill touch*, *minor illusion*, *prestidigitation*
1st level (2 slots): *alarm*, *ebon smoke*[EEE], *shield*

-ACTIONS-

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Horrific Howl (1/Short Rest). The veinzer howls at a creature it can see within 60 feet of it. The target must make a DC 12 Wisdom saving throw. On a failed save, the target takes 4 (1d8) psychic damage and becomes frightened for 1 minute. It repeats the saving throw at the end of each of its turns, taking 4 (1d8) psychic damage on a failure and ending the effect on itself on a success.

Veinzer

Lich Imposters. A veinzer is a spellcaster that persists after death with corrupt desire burning in its soul. The dream of the veinzer was lichdom, but one of two things occurred: either it failed at the ritual to become a lich, or it succeeded at a far lesser ritual. The result is a minor variety of undead mage that seethes with a mixture of narcissism and self-loathing. A veinzer employs all manner of tricks—magical and otherwise—to pass itself off as a lich. Those who it manages to deceive fear or pay tribute to the veinzer, which pleases it, though is never enough. It has an aching void in its soul that is never satisfied. The irony is that the bigger the veinzer's ego grows, the more brittle it becomes and the more devastating its downfall will be.

The depths of a veinzer's despondency show in the event that it witnesses another spellcaster using superior magic. This triggers an awful reaction in the veinzer, as envy and resentment boil in its mind. If overwhelmed by these emotions, the veinzer falls in a paroxysm of lamentations.

False Phylactery. Possibly the height of a veinzer's pride is its phylactery. This object is often a piece of parchment with writing in the veinzer's own blood, locked within a box and hidden away. Unlike a true lich, the veinzer's phylactery has no particular magical property. A veinzer might imbue the phylactery with a magical ward or an illusion, but in the end, it serves as little more than a hollow token, a false icon of empty promise that echoes the veinzer's own incompetence. If slain, a veinzer falls into a pile of bones and dry blood vessels and is certain to never rise again.

Esper

The man's pale flesh is coated in grime and streaked with bloody markings. A heavy brow juts over sunken eyes, and his mouth stretches disturbingly wide.

Vescaphage

Medium humanoid, neutral evil

Armor Class 11
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	9 (−1)	9 (−1)	7 (−2)

Senses darkvision 60 ft., passive Perception 9
Languages Undercommon
Challenge 1/8 (25 XP)

Bloody Battle Paint. Whenever the vescaphage scores a critical hit or reduces an enemy to 0 hit points with a melee weapon attack, it can spend a bonus action to smear itself with markings of the foe's blood. It gains 5 temporary hit points and has advantage on attack rolls and saving throws until the end of its next turn.

-ACTIONS-

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Vescaphage

Deranged Underground Cannibals. Vescaphages dwell in squalid lairs beneath cities or ruins. They once were a sect of humans who were driven underground for worshipping dark gods. The cultists took to living in sewers, crypts, tunnels, and any place that provided them refuge from their persecutors. As food was scarce, they resorted to extreme measures in order to survive. At night, they emerged from below to scavenge and steal. They sated their hunger on whatever meat they could seize, be it rat, dog, cat ... or humanoid. According to vescaphage doctrines, feasting upon the flesh and blood of people gives them strength, even the favor of their deities. After generations of cannibalism and evil rites, the cultists became twisted into a foul race of their own.

Ghoulfolk. Some refer to vescaphages as ghoulfolk, as they resemble ghouls to an extent, in both appearance and behavior. Indeed, some vescaphages do become ghouls after death, though they consider such an occurrence undesirable or taboo, likened to a curse that reduces the person to blind hunger, a slave to its impulses, little more than a rabid animal or a lesser demon. As such, vescaphages do not call themselves ghoulfolk, and they find the term repugnant.



Vescaphage Castes. Various ranks exist within vescaphage society, and while their caste system is not extremely strict, it is well defined. One can ascend in caste by passing certain trials, and conversely, one can lose rank as punishment for violating vescaphage law. Prevalent castes, from lowest to highest, include: Ossicle, a common vescaphage expected to offer tributes to leaders; Tunnel Rat, a scout, thief, and kidnapper; Bone Priest, a religious leader with magical abilities; and Archigos, a great warrior empowered by having eaten the flesh of many foes.

Ajla Huseinovic

Vescaphage Bone Priest

Medium humanoid, neutral evil

Armor Class 14 (bone armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	9 (−1)	14 (+2)	9 (−1)

Saving Throws Wis +4, Cha +1
Skills Athletics +3, Religion +1
Senses darkvision 60 ft., passive Perception 12
Languages Undercommon
Challenge 1/2 (100 XP)

Bloody Battle Paint. Whenever the vescaphage scores a critical hit or reduces an enemy to 0 hit points with a melee weapon attack, it can spend a bonus action to smear itself with markings of the foe's blood. It gains 5 temporary hit points and has advantage on attack rolls and saving throws until the end of its next turn.

Spellcasting. The vescaphage is a 2nd-level spellcaster. Its innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at-will): *chill touch*, *light*, *thaumaturgy*
1st level (3 slots): *bane*, *command*, *convoke skeleton*[EEE], *cure wounds*

-ACTIONS-

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Bone Rattle. The vescaphage shakes its bone rattle, targeting one creature within 60 feet of it that can hear it. The target must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Vescaphage Deities

Hylopochtus: A pale god who sits a throne of maggots, wears a necklace of hearts, and holds a bloody axe. He sends strength to those who slay and consume their enemies, and curses those he despises to come back as ghouls after death.

Unedrevon: An elder demon that resembles a giant, nightmarish horseshoe crab. It is said to be one of the oldest beings in existence. For those it considers its brood, it enhances the traits needed to lurk and persist for great spans of time.

Whisperer in Darkness: An inscrutable lord who teaches stealth, magic, dark knowledge, and where to find secret passageways.



Ajla Huseinovic

Vescaphage Tunnel Rat

Medium humanoid, neutral evil

Armor Class 13
Hit Points 16 (3d8 + 3)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	9 (−1)	12 (+1)	7 (−2)

Skills Athletics +5, Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Undercommon
Challenge 1/4 (50 XP)

Bloody Battle Paint. Whenever the vescaphage scores a critical hit or reduces an enemy to 0 hit points with a melee weapon attack, it can spend a bonus action to smear itself with markings of the foe's blood. It gains 5 temporary hit points and has advantage on attack rolls and saving throws until the end of its next turn.

Dirt in the Eyes (1/Short Rest). As a bonus action, the vescaphage flings dirt or muck into the eyes of a Large or smaller creature it can see within 5 feet of it. The target must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the vescaphage's next turn. The target can spend an action before then to wipe the dirt away and recover its sight.

Skittering Rat. As a bonus action, the vescaphage can stand up from prone, attempt to escape a grapple or restraints, or Disengage.

-ACTIONS-

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Vescaphage Archigos

Medium humanoid, neutral evil

Armor Class 15 (bone armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (−1)	11 (+0)	9 (−1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidate +3, Stealth +4, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Undercommon
Challenge 2 (450 XP)

Bloody Battle Paint. Whenever the vescaphage scores a critical hit or reduces an enemy to 0 hit points with a melee weapon attack, it can spend a bonus action to smear itself with markings of the foe's blood. It gains 5 temporary hit points and has advantage on attack rolls and saving throws until the end of its next turn.

Overwhelming Blow (2/Short Rest). When the vescaphage hits with a melee weapon attack, it can deal an additional 5 (1d10) damage, and the target must make a DC 13 Constitution saving throw. On a failed save, the target's speed is reduced by 20 feet and it deals half damage with weapon attacks until the end of the vescaphage's next turn.

-ACTIONS-

Multiattack. The vescaphage makes a battleaxe attack and a handaxe attack.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



Vescaphage Customs. As with any people, vescaphages maintain a number of their own traditions. Notable customs include: Somatos, a divination ritual that uses small body parts as components; Metaxy, a trial in which a vescaphage infiltrates aboveground society for a time, posing as a human; Oikogevma, the practice of a family consuming the flesh of a recently-deceased member; Drosizomai, the capturing of select humans for the purpose of breeding with a vescaphage clan, typically practiced when a clan has suffered heavy losses or when a clan is at risk of excessive inbreeding.

Esper

From the density of mold congeals
an array of tortuous faces.

Vicemold

Insidious Fungus That Preys Upon Flaws and Sins. These semi-intelligent mold patches were originally spawned by a foul demon lord. They sense the worst aspects of people and exploit character flaws with their mind-affecting spores.

The mind of man is a hazardous maze,
And demon spores root beneath his home.
A revelation assured to disgust and amaze,
What in dark places all these years has grown.
—*Hidden Vices*



Vicemold

Medium plant, neutral evil

Armor Class 11 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 15 ft., climb 15 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (−1)	15 (+2)	6 (−2)	16 (+3)	3 (−4)

Condition Immunities blinded, deafened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 4 (1,100 XP)

False Appearance. While the vicemold remains motionless, it is indistinguishable from a normal patch of fungus.

Psionic Empathy. The vicemold passively senses the general emotional states and motivations of creatures within 60 feet of it.

Toxic Mold. A creature takes 7 (3d4) poison damage whenever it touches the vicemold or hits it with a melee attack while within 5 feet of it.

-Actions-

Exacerbate Flaw. The vicemold targets a living creature within 30 feet of it, using a magical affliction that exploits personal flaws. When it does so, the vicemold's body temporarily shifts to the appearance of disturbing faces. The target must make a DC 13 Wisdom saving throw. On a successful save, the target becomes immune to Exacerbate Flaw for 24 hours. On a failed save, choose one of the following options that most closely relates to one of the target's background flaws. If such a flaw is unknown, roll 1d8 to randomly determine one. The background flaw becomes more severe in the target's personality and behavior, along with the effects described. This affliction is permanent, though it can be cured with *remove curse* or *greater restoration*.

1. **Cowardice:** The first time that the afflicted creature takes damage in an encounter, it becomes frightened until it gains total cover from the source of the damage.
2. **Envy:** The afflicted creature is blinded until the end of its next turn whenever another creature within 120 feet of it scores a critical hit.
3. **Gluttony:** The afflicted creature's Constitution score is reduced by 2, and it requires twice as much food per day as normal.
4. **Greed:** The afflicted creature cannot willingly spend money or lose possession of any object, unless it is a matter of its own immediate survival.
5. **Lust:** The afflicted creature is preoccupied with impure thoughts. It has disadvantage on Wisdom checks and Wisdom saving throws.
6. **Pride:** Whenever the afflicted creature misses with an attack roll or fails at any objective or task, it must try again at the first possible opportunity, ignoring all other tactics or logic.
7. **Sloth:** The afflicted creature has disadvantage on initiative checks, its speed is reduced by 10 feet, and it requires 2 hours for a short rest and 10 hours for a long rest.
8. **Wrath:** In an encounter, the afflicted creature always seeks to slay the first creature that took a hostile action against it, neglecting other enemies unless it is impossible to affect the initial enemy.

Mind Spores (Recharge 5–6). The vicemold releases a 10-foot-radius burst of spores, centered on a point within 30 feet of it. Each living creature other than vicemolds in this area must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 7 (3d4) psychic damage and is stunned until the end of the vicemold's next turn. On a successful save, a creature takes half damage and is not stunned.

Eric Rasmussen

Vulcastrophex

Caldera of War. At the heart of an island-continent, a massive volcano has been the site of an interplanar war for years. The elemental beings that dwell in and around the volcano have fought tirelessly against hordes of demons that broke through a planar gate deep within the volcano. As demons are manifestations of pure corruption, the site became tainted over time due to their presence and their abyssal rites.

The elementals, led by a mighty behemoth of magma, have exerted every effort over the span of decades. Their defeat seems inevitable, as the demonic spawn slowly overtake the volcano from the inside. Indeed, many a guardian of fire and earth has already fallen and returned to the essence of the world.

Corrupted Champion. Refusing to abandon the volcano, the elemental leader remained until the corruption took hold of him. He is called Vulcastrophex, an enormous creature made of lava and smoke, a manifestation of the volcano itself. Splotches and veins of abyssal corruption run through his form, and aggression and hatred boil within his spirit. Heat strong enough to melt away steel radiates from his body, and his breath is toxic fumes.

The Tides of War. As with most wars, the fight at the caldera promises to reshape the future of the region, possibly the entire continent. Below are potential turning points, which ambitious heroes may impact or interfere with.

Herd the Waterkin: An adjacent region contains spectacular hot springs where dwell elementals of water and steam. They have long been the rivals of the volcano-dwellers. Can a mighty champion convince or bully the waterkin into joining the fight at the volcano? How will the water elementals survive the trek across the arid, ashy wasteland? If they succeed in helping the volcano-dwellers defeat the demons and seal the abyssal portal, would they then try to overtake the firekin?

Appeal to an Abyssal Master: A demon lord has been observing the interplanar war from his native realm. The horde that assaults the volcano is commanded by one of his rivals. Will a daring soul convince him to exploit this opportunity to strike against his rival back in the realm of demons? This would surely draw the horde back home to aid in the struggle on their home plane.

Vulcastrophex

Huge elemental, chaotic evil

Armor Class 17 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	8 (−1)	19 (+4)	18 (+4)

Saving Throws Wis +9, Cha +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Ignan
Challenge 14 (11,500 XP)

Furnace Incarnate. The vulcastrophex emits an aura of intense heat out to 10 feet in all directions. A creature that enters this aura for the first time on a turn or starts its turn there takes 16 (3d10) fire damage. A creature also takes this damage if it touches the vulcastrophex or hits it with a melee weapon.

The vulcastrophex's body is so hot that nonmagical weapons and ammunition that hit it are destroyed (after dealing damage).

Susceptible to Water. If the vulcastrophex enters water that is at least 3 feet deep or starts its turn there, it takes 10 (3d6) cold damage. It also takes this damage if 10 or more gallons of water are splashed onto it.

-ACTIONS-

Multiattack. The vulcastrophex makes two hoof attacks.

Hoof. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 33 (5d10 + 6) fire damage, and if the target is wearing nonmagical armor, the target must make a DC 19 Dexterity saving throw. On a failed save, the armor is destroyed, burning or melting away and dealing an additional 11 (2d10) fire damage to the creature.

Lava Jet (Recharge 5–6). The vulcastrophex chooses a point on the ground that it can see within 120 feet of it. Lava shoots upwards in a 5-foot-radius, 40-foot-high cylinder centered on the point. Each creature in this area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) fire damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.

The 5-foot-radius section of ground remains molten for 1 hour. During this time, it is difficult terrain, and any creature that enters this area for the first time on a turn or starts its turn there takes 16 (3d10) fire damage. Lava Jet shares a recharge roll with Sulfurous Blast.

Sulfurous Blast (Recharge 5–6). The vulcastrophex exhales poisonous gas in a 60-foot cone. Each creature in this area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 36 (8d8) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half damage and is not poisoned. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.



Great primordial behemoth, likened to an ankylosaur or giant turtle, composed of living volcano--lava, ash, fume--driver of firekin, lord of the caldera, bringer of cataclysms. His body, a furnace hotter than flame itself. His feet, hooves of scorching embers. His tail, a maul of elemental fire that sizzles with such intensity as to boil away steel. Yet not entirely impervious is he, as veins of abyssal corruption blemish his magma carapace.

Esper

Shadow in lupine form, larger and fouler than the greatest of dire Wolves, cloaked in darkness and glaring with eyes like distant pits of Hell



CJ Marsh

Wargwraith

Apex Shadow Predator. Within the bleak landscape of the Plane of Shadow, there sounds an awful howl, its resonance filling hearts with terror. A wargwraith is a massive undead beast composed of shadow. It is a consummate hunter, uncannily adept at tracking living prey, even across the planes. Once a wargwraith designates a quarry, it will harry the target for days, weeks, and even months. Upon devouring its slain prey, a wargwraith retreats for a few hours of relief from the torment of its existence.

Cervinas and Wargwraiths. In the distant past, a group of forest fey known as the cervinas developed an unexplainable attraction to the phenomenon of teleportation. This fascination led them to capture blink dogs, which were but wild beasts in those days. The cervina became obsessed with the prospect of breeding blink dogs and making loyal companions of them. The process of rearing, selecting, and training the blink dogs was not a pleasant one. Many blink dogs died at the hands of the cervinas across many generations. Some were killed due to lacking desired traits, others were beaten or neglected, and others died in combat at the command of cervina houndmasters. Eventually, the blink dogs were bred into faithful companions, but the cervinas came to regret the cruel aspects of this process. Their regret deepened far more when they realized a horrid truth. Every abuse and fatality suffered by the blink dogs had created an echo on the Plane of Shadow. These echoes had coalesced into a devastating abomination, the wargwraith, and the surest way for it to ease its agony was to devour cervinas and other beings of light and virtue.

Wargwraith

Huge undead, neutral evil

Armor Class 19 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	20 (+5)	16 (+3)	21 (+5)	19 (+4)

Saving Throws Dex +10, Con +10, Wis +10
Skills Intimidation +9, Perception +10, Stealth +10, Survival +10
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses Darkvision 120 ft., passive Perception 20
Languages Common
Challenge 15 (13,000 XP)

Amorphous. The wargwraith can move through a space as narrow as 1 foot wide without squeezing.

Hunt the Living. The wargwraith can detect the exact location of any living creature within 120 feet of it.

Mark the Prey. As a bonus action, the wargwraith chooses a creature it can see as its prey. It deals an additional 11 (2d10) damage whenever it hits the prey with an attack. In addition, the wargwraith always knows the prey's location, even if it is on a different plane. This is a magical divination effect, and the effects end if the wargwraith designates a new prey.

Regeneration. The wargwraith regains 10 hit points at the start of its turn if it has at least 1 hit point and is not in sunlight. If the wargwraith takes radiant damage, this trait doesn't function at the start of its next turn.

Stalk the Dark Paths (1/Day). As an action, the wargwraith and any shadow wolves within 5 feet of it shift to a different plane, chosen from the following: Material Plane, Ethereal Plane, Plane of Faerie, or Plane of Shadow. They arrive at an exterior location familiar to the wargwraith or a general exterior location if none is specified.

-ACTIONS-

Multiattack. The wargwraith makes two bite attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 22 (5d8) necrotic damage, and the target must succeed on a DC 20 Strength saving throw or fall prone.

Breath of Darkness (Recharge 5–6). The wargwraith exhales negative energy in a 60-foot cone. All light sources in this area are extinguished and light spells are dispelled. Each creature in the area takes 42 (12d6) necrotic damage, or half damage on a successful DC 18 Constitution saving throw.

Shadow Leap. The wargwraith teleports to an unoccupied space it can see within 60 feet, as long as it begins and ends in an area of dim light or darkness. It can make a bite attack before or after teleporting.

-REACTIONS-

Shadow Wolfpack (2/Day). When the wargwraith takes bludgeoning, piercing, or slashing damage from an enemy, a shadow wolf spawns in the nearest unoccupied space. This creature has the same statistics as a dire wolf, except it is a CR 2 undead and has the same immunities, resistances, Amorphous trait, and Shadow Leap action as the wargwraith. The shadow wolf takes its turn immediately after the wargwraith, and it remains for 24 hours or until it or the wargwraith is reduced to 0 hit points.

The wax figure of a unicorn is scarcely larger than a house cat. To your surprise, it animates, and a flame ignites at the tip of its candle horn.



Waxencorn

Ode to Camphor

Oh my little waxen horse, of mane so smooth and wick so coarse,
E'er you remain close at hand, to light the flame upon the stand,
A potion brewed without your heat is doomed to linger incomplete.

In darkest hours, you are my light, my glowing companion in halls at night.
From arboreal gum you first came, thus Camphor have I made your name.
Mighty magics are mine to tame, if only by your golden flame.

In youth's daydream came cantering thee, crested pony from gum of wax-tree,
With burning beacon upon thine horn, as bright as any hopeful morn.
You gallop free from every scorn, my precious flaxen unicorn.

As time wears on and you grow old, your dimming flame does leave me cold.
Without you, life is grey and dull, each hour demands a heavy toll.
Without my first and greatest friend, my joy fades to a bitter end.

When you are spent and glimmer your last, I hasten to set the iron cast.
There I place your wax of honey-gold, so gingerly arrayed within the mould.
Mere moments o'er the fire you spend, then, my old friend, you're new again.

—Anector Vallardine,
Childhood, volume I of *These Past One Thousand Years: a Memoir*

Waxencorn

Tiny construct, unaligned

Armor Class 13 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 30 ft.

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

Damage Resistances fire
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands one language of its creator but cannot speak
Challenge 1/4 (50 XP)

Candle Horn. As a bonus action, the waxencorn can ignite or extinguish its candle horn. The flame functions as a normal candle except that it never burns down. While lit, the candle horn can be used for attacks, and it sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

-Actions-

Candle Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

CJ Marsh

Whisperer in Darkness

Dark Influencer and Arcane Master. The Whisperer in Darkness is an enigmatic entity that offers its subjects esoteric knowledge of lost relics, secret passageways, and tenebrous spells. It wields magic to cloak itself in invisibility, travel across unlimited distances, manipulate the minds of others, and banish foes to beyond the limits of the cosmos. As with most great outsiders, it is difficult for the Whisperer to exist on the Material Plane for extended periods of time. Thus, it works through cultists and dark scholars to achieve its goals.

Avatar of the Mad King. The Wandering King has many forms which he assumes, one of these being the Whisperer in Darkness. Which aspect this dreadful outer god manifests at a given point depends on the necessities of the moment and the parameters of the plane he enters. Beyond such practical considerations, there is also the factor of his madness. It is not the common sort of mania or eccentricity that humans so often chuckle about. No, it is a consuming chaos that breaks through all bounds of reason. Only the greatest celestial beings of order bear counterbalance to his aberrant dementedness.

The Whisperer in Darkness resides within a macabre palace on a distant outer plane. Reaching the palace is a is a task of immense peril, requiring a trek across a wasteland of mountains, gorges, and rocky ground. The ruins of temples are strewn throughout the desolation in mockery of the collapses of forgotten gods. The sky is always night, with slithering nebulae and a moon that rotates to reveal a watching face. A few false palaces also exist within the plane. Through hallucinatory magic, they appear magnificent and stately, but in fact are no more than moldering caves inhabited by aberrations that whisper alluring deceptions into the minds of interlopers.
Any creature that uses teleportation within the mad king's realm immediately makes itself known to him, and he is able to send his Whisperer form to interfere. In a similar fashion, any creature that uses telepathy reveals its location to the Wandering King, and he can listen and speak to it by tapping into the mental communication.

Horrors infest the landscape of this plane, crawling, burrowing, and winged things that wail and gnash and loathe all sane forms of life. These creatures scatter at the rumbles of massive footfalls, a sign that the ultimate guardian is near—an adamantine golem named Iauctygost. The Wandering King plundered the design for this golem along with the *boots of shadow walking*[EEE] from a hidden vault of the Masked One, after he was slain by the Night Queen.

Whisperer in Darkness

Medium aberration, neutral evil

Armor Class 19 (natural armor)
Hit Points 228 (24d8 + 120)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	21 (+5)	25 (+7)	18 (+4)	18 (+4)

Saving Throws Con +11, Wis +10, Cha +10
Skills Arcana +13, Deception +16, History +13, Intimidation +16, Investigation +13, Perception +10, Religion +13, Stealth +10
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the Whisperer fails a saving throw, it can choose to succeed instead.

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

Rapid Cast. The Whisperer casts one of its at-will spells as a bonus action.

Innate Spellcasting. The Whisperer's innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *detect magic*, *detect thoughts*, *eldritch blast* (4 beams, each deals +7 damage), *identify*, *invisibility* (self only), *misty step*, *phantasmagoria*[EEE], *suggestion*
3/day each: *confusion*, *dimension door*, *dream*, *tendrils of corruption*[EEE]
1/day each: *feeblemind*, *mind blank*, *plane shift*, *teleport*

-ACTIONS-

Multiattack. The Whisperer makes two Grasp of the Void attacks.

Grasp of the Void. *Melee Spell Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 24 (7d6) force damage and the target must succeed on a DC 21 Constitution saving throw or be stunned until the end of the Whisperer's next turn.

Through the Chasms of Space (Recharge 5–6). The Whisperer targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Charisma saving throw or be sent into a far corner outside the known planes of existence. In this place, a non-aberration creature takes 10 (3d6) psychic damage at the start of each of its turns. As an action on each of its turns, the target can make a DC 18 Charisma check, returning to where it was before on a success.



A heavy crown sprouts directly out of the head of the many-armed being. Its mottled skin fades from charcoal to ashen milk, and its face is a featureless plane.

Ajla Huseinovic



Yex Drake

Large dragon, neutral

Armor Class 15 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	5 (−3)	13 (+1)	8 (−1)

Skills Stealth +4, Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

-ACTIONS-

Multiattack. The drake uses Yex then makes one ram attack and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Yex. The drake makes a sharp hissing sound, targeting one creature it can see within 10 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target loses concentration, and until the end of the drake's next turn, it grants advantage to all attack rolls made against it. On a successful save, the target becomes immune to the drake's Yex for 24 hours. Creatures immune to the frightened condition are unaffected by Yex.

Aleksandar Kostic

The mottled drake bears horns upon its snout, and unnerving sounds rasp from its mouth to pierce at you like sonic arrows.

Yex Drake

Hissing Drakes. Folk who travel throughout the Horn Mountains region stick close to the beaten paths, as it is rumored that terrible hissing spirits haunt the off-roads, where souls who met untimely ends still cry out in raspy screams. However, experienced mountaineers know the true source of the hisses, the yex drake. Locations throughout the region have old names such as "Whispering Hill" and "Susurrus Slopes" where these drakes lair.

Sexually Dimorphic. A female yex does not have horns and instead has a large pouch at her throat. When ready to nest, she attracts the attention of males by making a low hissing drone. Several males will compete for the female's attention in shows of combat or gifts of food, and it is in this state that the yexes are the most dangerous to travellers.

Audible Awareness. While most drakes have no concept of art and beauty, the yex drake has a particular ear for musical creations, their appreciation can be enough to lull them away from violence for a moment. But when a yex decides to criticize a poor performance, it usually ends in the destruction of the musical instrument or a missing limb from the one playing it. Let travelling musicians beware, it is rumored that more than one minstrel has been taken away by a yex as an offering to a prospective mate. In such a dire situation, the performer's life truly depends on their music.

Zymôkratoras

Terror Below the Metropolis. Bazagon, City of Mazes, has many layers to it, more than anyone fully knows. The deeper one delves, the older and stranger it becomes. One of the worst threats the metropolis ever faced was an elder ooze-being known as a zymôkratoras. It began by influencing tavernkeeps and drug peddlers in districts such as the Vixphoi Hall, Underdome, and Raiders' Run. A new substance known simply as *green* went into circulation. It was intoxicating and addictive, and those who imbibed it sometimes disappeared from the dens where they languished. There were other reports of people who overdosed on green melting into slime monsters. A legendary squad was assembled, which included such figures as Anji, Yoni, and Elka (before they had become the Mithral Emperor, the Labyrinth Lord, and the Truesilver Justiciar). They found ancient crypts and caves that plunged far below Underdome, and at the bottom of it all, an ooze being of impossible proportions. The thing had collected the souls of all its victims, which served to empower it. After a terrible struggle, the Keepers of the Silver Flame achieved victory. They established a number of investigations to track down all remaining doses of green and destroy them. Though such efforts were considered a success, a lurking fear persists that some amount of the foul substance still exists, and the zymôkratoras will one day grow again.

Zymôkratoras

Gargantuan ooze, chaotic evil

Armor Class 17 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 25 ft., climb 25 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	15 (+2)	21 (+5)	18 (+4)

Saving Throws Dex + 6, Con +11, Wis +11
Skills Arcana +8, Deception +10, Perception +11
Damage Resistances poison, psychic
Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, petrified, prone, restrained, stunned, unconscious
Senses blindsight 120 ft., passive Perception 21
Languages understands Common, Primordial, and Undercommon but cannot speak; telepathy 120 ft.
Challenge 17 (18,000 XP)

Absorb Healing. Whenever a creature within 120 feet of the zymokratoras receives magical healing, the creature only heals half the amount, and the zymokratoras heals the other half.

Amorphous. The zymokratoras can move through a space as narrow as 1 foot wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the zymokratoras corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the zymokratoras is destroyed after dealing damage. The zymokratoras can eat through 2-inch-thick, nonmagical metal in 1 round.

Legendary Resistance (3/Day). If the zymokratoras fails a saving throw, it can choose to succeed instead.

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

Soul Collector. Whenever the zymokratoras slays a living creature that has a soul, the soul becomes trapped inside the zymokratoras. A dead creature cannot be brought back to life while its soul is trapped. If the zymokratoras dies, all trapped souls are released and pass onto their respective afterlives. Otherwise, nothing short of a *wish* spell can free a trapped soul. If the zymokratoras has no souls trapped, it cannot use Absorb Healing, Legendary Resistance, and Legendary Actions.

-ACTIONS-

Multiattack. The zymokratoras makes two pseudopod attacks and uses Spell Dissolution.

Pseudopod. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 13 (3d8) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Spell Dissolution. The zymokratoras targets a creature within 120 feet of it. The target must make a DC 19 Wisdom saving throw. On a failure, the target loses a spell slot or innate spell of the highest level it has available (excluding cantrips).

-LEGENDARY ACTIONS-

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

Onward Flow. The zymokratoras moves up to its speed without provoking opportunity attacks.
Create Specter (Costs 2 Actions). The zymokratoras transforms a random soul it has trapped into a specter, which appears within 5 feet of the zymokratoras. The specter has its own initiative and obeys the zymokratoras's commands for 1 minute, after which point it acts of its own accord.
Blight Slime (Costs 2 Actions). *Melee or Ranged Weapon Attack:* +13 to hit, reach 10 ft. or ranged 60/180, one creature. *Hit:* 25 (4d8 + 7) poison damage, and the target is slimed. Until the slime is scraped off with an action, the target is poisoned, and any non-ooze creature is poisoned while within 10 feet of the target.

The extents of the slime are impossible to gauge. It coats a massive portion of the structure and seeps into every nook. When it poises up, it appears as some misbegotten ooze-god, fathomless and awful. Within its murky green mass drifts a multitude of silhouettes, the shades of a hundred souls bound in a prison of sludge.

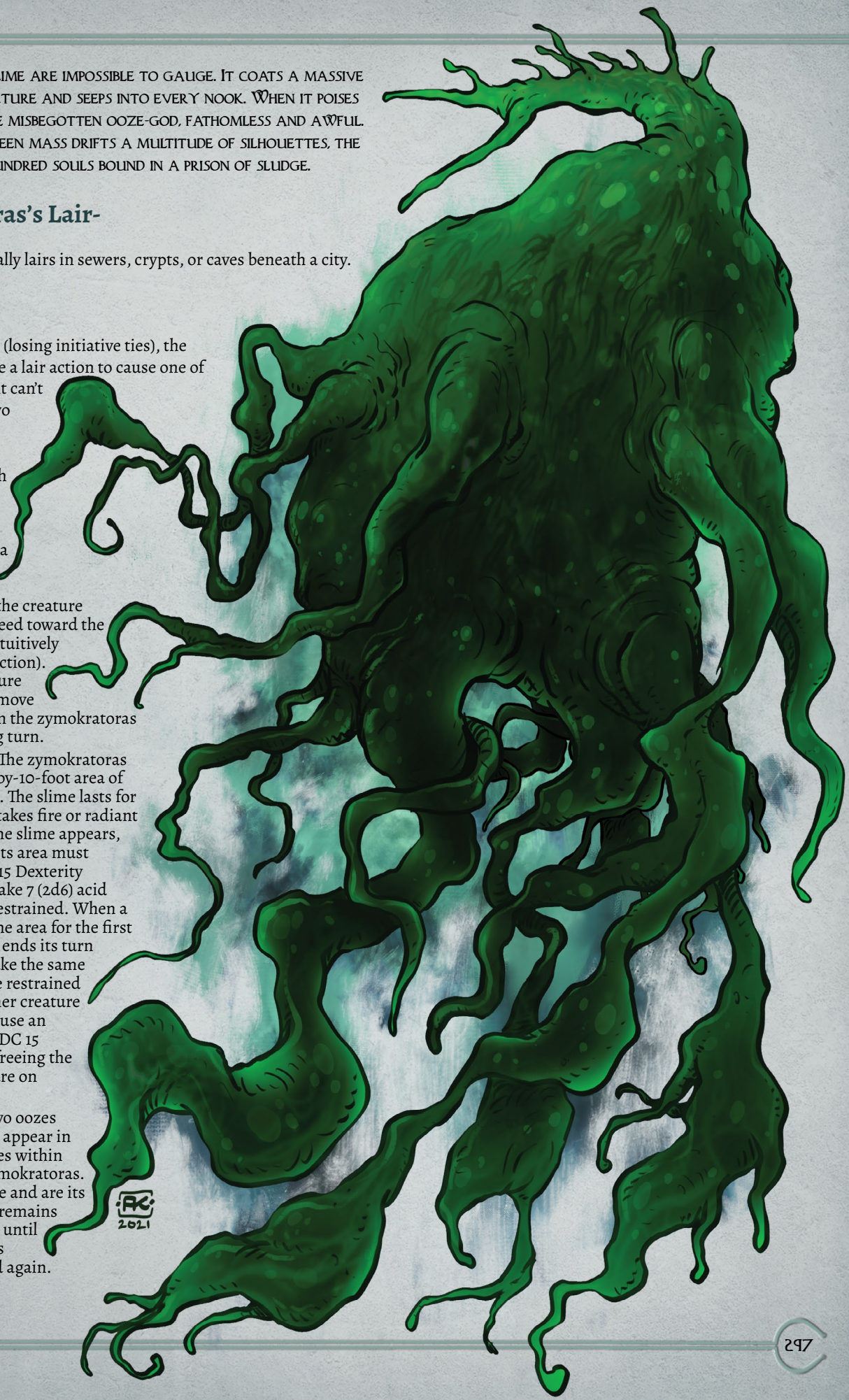
-A Zymokratoras's Lair-

A zymokratoras typically lairs in sewers, crypts, or caves beneath a city.

-LAIR ACTIONS-

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

- **Psychic Call.** Each creature within 600 feet of the zymokratoras must succeed on a DC 15 Wisdom saving throw or on its next turn, the creature must move its speed toward the zymokratoras (intuitively knowing the direction). An affected creature cannot willingly move farther away from the zymokratoras until its following turn.
- **Grasping Slime.** The zymokratoras slimes a 10-foot-by-10-foot area of ground it can see. The slime lasts for 1 hour or until it takes fire or radiant damage. When the slime appears, each creature in its area must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) acid damage and be restrained. When a creature enters the area for the first time on a turn or ends its turn there, it must make the same saving throw. The restrained creature or another creature within reach can use an action to make a DC 15 Strength check, freeing the restrained creature on a success.
- **Spawn Oozes.** Two oozes (maximum CR 2) appear in unoccupied spaces within 120 feet of the zymokratoras. They roll initiative and are its allies. Each ooze remains for 10 minutes or until slain, or until this lair action is used again.



Aleksandar Kostic



General NPCs

Earthlieges

Stony Mystics Distrusting of Outsiders. The Earthliege Conclave is an order of mystics who draw power from the element of earth. They dwell in an old giants' hall, and their leader is the sole remaining giant of the region, a stone giant named Ahkenaten. Most of the conclave's goals are productive, particularly in that they serve as protectors of the region, though they are unfriendly toward treasure hunters and adventurers, whom they believe cause more problems than good.

Cairnguard

Medium humanoid (any race), any alignment

Armor Class 18 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Con +6, Wis +3
Skills Athletics +5, Perception +3
Damage Resistances acid, cold, fire, lightning, thunder; piercing, slashing
Senses tremorsense 30 ft., passive Perception 13
Languages Common, Dwarvish, Terran
Challenge 2 (450 XP)

Grounding Aura. As long as the cairnguard is conscious, it and all allies within 30 feet of it cannot be knocked prone or forced to move against their will. This effect also extends to objects in the aura that are possessed by the cairnguard and its allies (as each object's owner wills).

-ACTIONS-

Stone Hammer. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. If this attack was ranged, the stone hammer returns to the cairnguard immediately afterward.

Defend the Cairn. The cairnguard makes a weapon attack. Whether the attack hits or misses, the cairnguard focuses on the target until the end of the cairnguard's next turn. During this time, if the target takes any hostile action against a creature other than the cairnguard, the cairguard can use its reaction to move up to its speed and make a weapon attack against the target.

Some years ago, an ambitious party of self-styled heroes arrived at their hall, declaring a great challenge against Ahkenaten. In the end, this challenge was no more than an all-out assault. The raiders managed to navigate the lair's boulder traps and defeat the giant as well as the Earthliege Conclave (though did not slay them). Not only did the adventurers take Ahkenaten's ancestral belt, but they stole away with the conclave's most precious object, a sphere of pure elemental earth. These plundering desperados later lost the great sphere, as it was stolen from them by fiends, whose archdevil lord used it, along with other mighty components, to construct a voidstar—a terrible artifact of annihilation.

Members of the Conclave. A few different ranks exist within the Earthliege Conclave. Cairnguards have partially merged with elemental earth, such that their bodies are covered in protective stony plates. They defend the conclave and ensure its balancing stone cairns do not fall. Geomancers are earth mages who wield potent spells and study elemental theories.

Geomancer

Medium humanoid (any race), any alignment

Armor Class 14 (unarmored defense)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Con +5, Int +6, Wis +3
Skills Arcana +6, Nature +6
Senses tremorsense 30 ft., passive Perception 11
Languages Common, Dwarvish, Terran
Challenge 4 (1,100 XP)

Earthen Endurance. The geomancer has advantage on ability checks and saving throws made against being poisoned, petrified, knocked prone, or forced to move.

Spellcasting. The geomancer is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It knows the following wizard spells:

Cantrips (at-will): *light*, *mage hand*, *mending*, *resistance*
1st level (4 slots): *command stone*[EEE], *mystic shield*[EEE], *shield*
2nd level (3 slots): *grasp of stone*[EEE], *see invisibility*, *shackle to the earth*[EEE]
3rd level (3 slots): *slow*
4th level (2 slots): *conjure minor elementals (earth only)*, *stoneskin*

-ACTIONS-

Stone Rain. The geomancer invokes magical stones in a 10-foot radius, centered on a point it can see within 120 feet of it. Each creature in this area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 13 (2d12) bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.

Viridai (left)

Fenguard

Fungus brackets compose his mail, and his polearm exhibits fine dwarven craftsmanship. The mount he rides is no equine steed, but a giant lizard that glides across the swamp.



Fenguard

Medium humanoid (swamp dwarf), any alignment

Armor Class 15 (mycomail)
Hit Points 39 (6d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	9 (−1)

Skills Animal Handling +4, Athletics +4, Perception +4, Survival +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 1 (200 XP)

Dwarven Resilience. The fenguard has advantage on saving throws against poison.

Guarded Preparations. When the fenguard takes the Dodge action, it can also apply a poison.

Lizard Trainer. A giant lizard trained by a fenguard can move normally through difficult terrain.

Widowspore. The fenguard has three doses of a poisonous fungus. As an action, it can apply a dose to a weapon or piece of ammunition. The next time the poisoned weapon or ammunition hits within 1 minute, the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

-ACTIONS-

Multiattack. The fenguard makes two halberd attacks.

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Marsh Patrol. The Fenguard is made up of squads of lizard-riders. These elite soldiers keep watch over the wetlands region that surrounds the swamp dwarves' city. Their current commander, Roric Soursop, has been searching for Stonehound, the prior commander who went missing while tracking a band of trolls who are forming an alliance with a tribe of hostile lizardfolk.

Joan Maldonado

Hierophant

High Priests of the Old World. Hierophants are priests of an ancient tradition, a link between the old and the new. When their kind first came to prominence, gods walked the world, fighting against titans and demon lords in wars that raged across entire continents. Such days of primeval cataclysms are long gone, and contemporary religious practices have come into favor in most parts of the world, now shunning the archaic and severe hierophants. Despite their dwindling numbers, the hierophants still wield an array of powerful magic that draws upon all aspects of the gods—from wild to orderly, wrathful to righteous.

Hierophant

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4
Skills History +4, Insight +6, Persuasion +4, Religion +6
Senses passive Perception 14
Languages Common and any two other languages
Challenge 4 (1,100 XP)

Divine Rebuke (1/Round). When a creature fails a saving throw against a spell cast by the hierophant or when the hierophant hits a creature with an attack, that creature takes 1d8 necrotic or radiant damage.

Spellcasting. The hierophant is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *blade of death*[EEE], *guidance*, *resistance*, *thaumaturgy*
1st level (4 slots): *healing word*, *shield of faith*
2nd level (3 slots): *augury*, *blindness/deafness*, *hold person*, *spiritual weapon*
3rd level (3 slots): *dispel magic*, *revivify*, *speak with dead*, *spirit guardians*
4th level (1 slot): *chaos rift*[EEE] (if chaotic), *deific visage*[EEE] (if good), *edict of law*[EEE] (if lawful), or *tendrils of corruption*[EEE] (if evil)

-ACTIONS-

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Hypnotic Enchanter

His azure eyes are an ocean of promises,
Of dreams and delights and desires unspoken.
You sink in the depths of the sea of delirium,
Where minds fill with fancy and hearts are never broken.
Enchantment was with you in childhood days,
Now it calls you back to that glimmering home.
Forever cannot end, and always never forsakes,
In the jewel of wishes, in its dizzying glow.
—The Enchanter's Enthrallment

Hypnotic Enchanter

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	14 (+2)	18 (+4)	12 (+1)	15 (+2)

Saving Throws Int +7, Wis +4
Skills Arcana +7, Deception +5, Investigation +7, Persuasion +5
Senses passive Perception 11
Languages Common and any two other languages
Challenge 6 (2,300 XP)

Devious Hypnotism (2/Day). As a bonus action, the enchanter targets a creature within 60 feet of it. Both the enchanter and the target must be able to see each other. The target has disadvantage on the next Wisdom saving throw it makes before the end of the enchanter's next turn.

Enchanter's Willpower. The enchanter has advantage on Wisdom saving throws as well as any saving throw it makes against an enchantment spell or effect.

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *psychic snare*[EEE]
1st level (4 slots): *charm person*, *mage armor*, *shield*, *sleep*
2nd level (3 slots): *hold person*, *invisibility*, *see invisibility*, *suggestion*
3rd level (3 slots): *hypnotic pattern*, *slow*
4th level (3 slots): *blight*, *confusion*
5th level (1 slot): *dominate person*

-ACTIONS-

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Ichoriites

The exquisite statue portrays a warrior in battle regalia of antiquity, with his eyes gazing stoically ahead and his weapons at the ready. When you step to move deeper into the temple, the bronzen man turns his head to you and speaks, "Tread no farther. This is a hallowed place not meant for plundering."



Child of Gods. Outwardly, ichoriites appear as beautiful statues, but beneath their metallic or stony plating, they have living, fleshy matter and veins that flow with a drop of a god's blood. They typically dwell in sacred places, appointed by the deity that gave them life, though at times they travel to fulfill quests of import. An ichoriite has a deep sense of duty and purpose, and its lifespan is related to its mission in the world as opposed to the aging process that other mortals live out.

Though ichoriites embody a high level of stoicism, they still experience a wide range of emotions. Like any person, an ichoriite has hopes and fears, feels love and grief, can become angry and envious, and is subject to all manner of shortcomings and temptations. The distinguishing trait, however, is that ichoriites usually are willing to make great sacrifices in order to fulfill their destinies.

Bronzen Warrior

Medium humanoid (ichoriite), lawful neutral

Armor Class 17 (heavy plating)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

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

Saving Throws Wis +3, Cha +4
Skills Athletics +5, Intimidation +4, Perception +3
Senses passive Perception 13
Languages Celestial, Common
Challenge 2 (450 XP)

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

Hand of Fate (1/Short Rest). When the ichoriite makes an ability check, saving throw, or attack roll, it can use Hand of Fate before rolling to gain advantage.

-ACTIONS-

Multiattack. The ichoriite makes two weapon attacks.

Trident. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Chakram. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Flaming Spears (1/Short Rest). The ichoriite makes two ranged attacks with thrown weapons. It can draw the weapons as part of this action, and it does not suffer disadvantage for attacking at long range. Each attack deals an additional 3 (1d6) fire or radiant damage.

Whirlwind Rush (1/Long Rest). The ichoriite moves up to its speed without provoking opportunity attacks. Throughout this movement, it can make a melee weapon attack at up to three different creatures.

Joan Maldonado



Marlies Draaisma

Sentinel Statue

Medium humanoid (ichoriite), lawful neutral

Armor Class 14 (medium plating)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	11 (+0)	14 (+2)	8 (−1)

Skills Perception +4, Religion +2
Senses darkvision 120 ft., passive Perception 14
Languages Celestial, Common
Challenge 1/2 (100 XP)

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

-ACTIONS-

Wardstrike. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) force damage, and the target cannot take reactions until the start of the ichoriite's next turn.

Imbued Crystal. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 11 (2d10) lightning damage.

Temple Guardian

Medium humanoid (ichoriite), lawful good

Armor Class 19 (heavy plating, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Str +7, Dex +3, Con +6, Int +3, Wis +8, Cha +9
Skills Insight +5, Perception +5, Religion +3
Senses passive Perception 15
Languages Celestial, Common
Challenge 5 (1,800 XP)

Aura of Protection. While the ichoriite is conscious, it and all allies within 10 feet of it gain a bonus to saving throws equal to the ichoriite's Charisma modifier (already included).

Divine Smite. When the ichoriite hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

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

Spellcasting. The ichoriite is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *bless*, *cure wounds*, *detect evil and good*, *protection from evil and good*, *sanctuary*, *shield of faith*
2nd level (3 slots): *branding smite*, *lesser restoration*, *locate object*, *zone of truth*
3rd level (2 slots): *beacon of hope*, *dispel magic*, *magic circle*, *stormwarden smite*[EEE]

-ACTIONS-

Multiattack. The ichoriite makes two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Chakram. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Rebuke the Outsiders (1/Short Rest). Each enemy aberration, celestial, elemental, fey, fiend, or undead that can see or hear the ichoriite within 30 feet of it must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from the ichoriite as it can, and it cannot willingly move to a space within 30 feet of the ichoriite. It also cannot take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.



Juniper Druid

Roots to Weather the Storm. The druids of the Juniper Grove keep to an old way, which is no easy task. They are beset by peril on all sides, from brutal northland winters to savage predators to opposition from city-based factions. Yet, according to their wisdom, should they abandon their harsh lifestyle, they would become soft and misguided, and in the end, fall upon an even worse peril—the sickness of a withered spirit. For the sake of maintaining the strength of their bodies and souls, this Circle of the Evergreen treads the brumal paths of the winter forest, communing with tree spirits and practicing ancient rites that others consider barbaric.

Juniper Druid

Medium humanoid (any race), neutral

Armor Class 14 (hide armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Int +2, Wis +6
Skills Nature +4, Religion +4, Survival +6
Senses passive Perception 14
Languages Common, Druidic, Sylvan
Challenge 3 (700 XP)

Evergreen Vitality (1/Day). When the druid is reduced to 0 hit points, it immediately teleports up to 120 feet to an unoccupied space within 5 feet of a tree and regains 13 (2d8 + 4) hit points and a 2nd-level spell slot.

Spellcasting. The druid is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *resistance*
1st level (4 slots): *cure wounds*, *entangle*, *goodberry*
2nd level (3 slots): *lesser restoration*, *pass without trace*
3rd level (2 slots): *plant growth*, *speak with plants*, *tree sentinel*[EEE]

-Actions-

Multiattack. The druid makes two staff attacks. If both attacks hit the same creature, that creature must succeed on a DC 14 Strength saving throw or be pushed 10 feet away from the druid.

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Conjure Juniper Spirit (1/Day). The druid conjures two juniper spirits[EEE] in unoccupied spaces within 60 feet of it. They roll initiative and serve as allies to the druid. A conjured spirit lasts for 10 minutes, or until it drops to 0 hit points or the druid dies.

He walks the footsteps in the snow,
Left by kinsmen long ago.
The world has changed and forgotten much,
But the trees remember and tell him so.

Marlies Draaisma



Marlies Draaisma

Along the flights of the chilling breeze,
If you have the right kind of ears,
The snowy whispers and fervent words
Of watching trees you will hear.

Juniper Spirit

The Soul of the Forest Manifest. Spirits of the wilds are all around, watching, listening, and even speaking. They are the essence of trees, rivers, winds, storms, animals, and every other natural force. Most exist in a purely spiritual state, but some are able to take on physical form and interact directly with the world. The aitil is a lesser spirit of evergreen trees and shrubs, known in common speech as the juniper spirit. Primal spirits do not have personal names as individual mortals do. They are not persons, rather they share in a greater essence, like branches of the same tree or strands of the same web.

Lessons of Life and Death. For millennia, the aitil have communed with the druids of the Juniper Grove. The spirits embody the intimate relationship between life and death. As the world endures winter, a phase of death, cold, and darkness, the evergreen trees persist unchanged. In order for beings to thrive, they must make sacrifices. In order for life to be, death must come hand-in-hand. To kill is to feed. To give up something of value is to gain something of greater value later on. Those who do not abide by these intrinsic laws rouse the ire of the spirits, and those who violate these laws provoke them to hostility, for the aitil and their druidic allies fiercely guard their realm, suffering not those who would bring about its corruption.

Ire of the Forest. Woodcutters from the burgeoning city were felling entire groves. "What will you give in return?" asked the druids. But the woodcutters only scoffed, "Everyone uses trees to build."

Hunters from the city were slaying scores of animals. "What will you give in return?" asked the druids. But the hunters only scoffed, "Everyone needs to eat."

Mages from the city were experimenting with their magics upon the beasts of the forest. "What will you give in return?" Asked the druids. But the mages only scoffed, "Even wildcats play with their catches."

The morning after a fierce winter storm, the city rang with the wailing of young mothers. Their firstborn babes had vanished in the night. Hunters followed animal tracks in the snow, leading from the houses of the grieving. They were met in the forest by the druids.

"The cost has been paid. Perhaps next time you will consider more carefully what you must give in exchange for what you take." Near the druids, the evergreen trees seemed to scowl menacingly.

The hunters returned to the city in a grim mood. The folk there anguished over the mysterious fate of the babies, and some even spoke of plots of vengeances against the druids.

Juniper Spirit (Aitil)

Medium plant, neutral

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (−1)	14 (+2)	7 (−2)	11 (+0)	6 (−2)

Damage Resistances cold, piercing
Senses passive Perception 10
Languages Druidic, Sylvan
Challenge 1/4 (50 XP)

Spirit Strikes. The spirit's weapon attacks are magical.

Primal Essence. As an action, the spirit can meld into the land or back out. While it is melded into the land, it has total cover against all attacks and effects, it can see out to 120 feet in the Material Plane and Ethereal Plane, it moves at half speed, and it cannot affect other creatures in any way. If the spirit is slain, its essence scatters into the land.

-ACTIONS-

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and if the target was an enemy creature, the spirit or one of its allies within 60 feet regains 4 (1d4 + 2) hit points.

Monks

Spiritual Ascetics. Monks are disciplined individuals who forsake material pleasures and superficial entertainment in favor of a secluded life pursuing higher development. They are ultimately spiritual persons, striving to embody philosophical or religious ideals and transcend the piteous limitations that mortals are subject to. Through daily practice, monks balance body and mind, nature and conscious will, giving each aspect of existence its due honor.

The great warrior and his falcon died, and he was buried with honors alongside his master. Both the warrior and his loyal bird became food for the worms, who in the floods were swallowed by the fish, who were eaten by the ospreys over the river, whose droppings gave life to seeds that grew to flowers that were the food of aphids, which were eaten by ladybugs, who protected the flowers that bees nourished, which were the food of the butterflies, which were the food of spiders, which were the food of birds, which were slain by the falcons and brought to the masters, who lived for a time and were swallowed by the ground, and the world endured, perfectly and eternally, in balance. Seifu Oroji, the Teacher, told me this in his 90th year, below the tree in the garden, in contemplation in the light of the noonday sun.

—Teachings of Xhal-Tai, 3rd Scroll

Monk Acolyte

Medium humanoid (any race), any lawful alignment

Armor Class 14 (unarmored defense)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (−1)

Skills Acrobatics +4, Athletics +3
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Repel Missiles. Ranged attack rolls made against the monk have disadvantage.

-ACTIONS-

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Monk Adept

Medium humanoid (any race), any lawful alignment

Armor Class 15 (unarmored defense)
Hit Points 45 (7d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	8 (−1)

Saving Throws Str +3, Dex +5
Skills Acrobatics +7, Athletics +3, Insight +4, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 2 (450 XP)

Ki. The monk's unarmed strikes are magical. It has 5 ki points that it can spend on the following options, each of which costs 1 ki point. It recovers all ki points upon completing a short or long rest.

Stunning Strike: When The monk hits a creature with an unarmed strike, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the monk's next turn.

Wind Step: The monk takes the Dash or Dodge action as a bonus action.

Monastic Style. The monk possesses one of the following features.

Crane: The monk can long jump up to 20 feet and high jump up to 10 feet, with or without a running start. If it jumps at least 10 feet and immediately hits with an unarmed strike, it deals an additional 4 (1d8) damage.

Mantis: The monk has proficiency and expertise in Stealth (+7). Once per turn, it can deal an additional 4 (1d8) damage if it hits with an unarmed strike when it has advantage on the attack roll.

Tiger: The monk has a climbing speed of 30 feet. When it stuns a creature with Stunning Strike, it knocks the target prone and deals an additional 4 (1d8) slashing damage to it.

Repel Missiles. Ranged attack rolls made against the monk have disadvantage.

-ACTIONS-

Multiattack. The monk makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

His simple clothes are dyed dark blue, and at the front of his headband is a leaden symbol. The weapon he carries is some manner of chain whip.



Saturnine Magehunter

Order of the Saturnines. Atop a lonesome plateau is the monastery of an isolated order, the saturnines. They believe that an excess of positive energy is a more destructive force in the wold than that of darkness. The highest expression of this mania is arcane magic, and thus, mages represent a threat to the balance of all.

Magehunter is a rank among the saturnines. Such individuals dedicate themselves to neutralizing problematic spellcasters. Wizards tamper with the fabric of reality, sorcerers evoke destruction through their wild blood, bards play with the world as though a theatrical stage—these are the quarries that magehunters seek out.

Only man is given power over everything. Not even the gods and the spirits may make this claim. But within this power is an understanding—a covenant and an acceptance—that man is to keep and tend, to balance and apportion, to care, heal, or kill, all in measure, but never to take, never to demand, never to twist and bend or dominate. This is the way of ruin, the way of arrogance. This is the way of the learned man who knows the cost of everything and the value of nothing, the way of the mage, who despite his gifts from the Great Teacher, from the Thread that joins all Threads into the Great Design, seeks to reach out with his hands, to grab the fabric of everything and twist it with his two hands into his own design. Not even the tyrant that puts thousands to the sword has this power. The wisdom of balance is acceptance, and the folly of intellect is arrogance. Without man, balance is natural and requires nothing, but with man, balance must be maintained and at times enforced. A mage held within the hands of his teachings is one matter. A mage that breaks these bonds is another matter entirely. Such a man must be held accountable, must be balanced, since he will not submit to balance alone. Faithfully, I tell you: Take nothing, leave nothing, own nothing, and keep nothing. Above all, never seek power over the world or power over others.

—Teachings of Xhal-Tai, 4th Scroll

Cande Moffatt

Saturnine Magehunter

Medium humanoid (any), lawful neutral

Armor Class 16 (unarmored defense)
Hit Points 67 (9d8 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Dex +5, Wis +5
Skills Acrobatics +5, Arcana +3, Athletics +3, Perception +5
Senses passive Perception 15
Languages any two
Challenge 4 (1,100 XP)

Innate Spellcasting (Psionics). The saturnine's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *mystic shield*[EEE]
2/day each: *jump, silence*

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

Stunning Strike (3/Short Rest). When the saturnine hits a creature with an unarmed strike, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the saturnine's next turn.

-ACTIONS-

Multiattack. The saturnine makes two attacks.

Chain Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained and cannot use somatic components, and the saturnine cannot use this attack.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Soldiers

In the regular infantry, there's a man who watches you pee.
You'll share a bed and shave your head
When he gives his lice to thee.

But when it's time to fight, he's standin' on your right.
Without his shield, your blood would spill,
And out would go your light.

So you'll guard him with your life and love him like yer wife,
'Cause if the choice is lice or life,
The hells take privacy.

—*The Spearman's Rhyme*

Oi! Watch it! The pointy end goes toward the *enemy!*

And you there, is your arm broken? Get your shield up! What's that? The strap broke? Well why didn't you tell the armorer hours ago? Do you still wait for your mum to wipe your arse too?

Soldier, your byrnie is rustier than hag's teeth! Do you want your wounds to fester? or are you the invincible champion with skin of steel and balls of adamantine? Clean your suit, or you'll be laid out with fever and maggots before the week's end.

—Sergeant Jules "Cockburn" Glousser,
addressing new conscripts

Spearman

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/4 (50 XP)

Ranks of Spearmen. When an enemy starts its turn within 5 feet of three or more soldiers with this feature, it must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) piercing damage. If the soldiers are incapacitated, this feature does not function.

-ACTIONS-

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

If ye ain't got the one silver per head, this gate ain't openin'. We 'as enough beggars dungin' up the streets already. Ye lot look like trouble if I've e'er seen it, an' I seen a lot in my day.

—Gateman Walter l'Onion,
staunchly upholding the city ordinances

Watchman

Medium humanoid (any race), any alignment

Armor Class 17 (chainmail)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills Athletics +4, Insight +4, Perception +6
Senses passive Perception 16
Languages Common
Challenge 1/2 (100 XP)

Alert Observer. The soldier gains advantage on initiative checks and cannot be surprised. It has a +1 bonus to AC (already included).

Dazing Strike (1/Round). When the soldier hits a creature with a weapon attack, it can attempt a dazing strike. The target must make a DC 12 Constitution saving throw. On a failed save, the target's speed is reduced by 10 feet until the end of the soldier's next turn and it cannot take reactions or bonus actions during this time.

-ACTIONS-

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

So 'ere we are, sat on these walls again. Does y'even know why we 'as walls 'round this auld town? I 'eared there was some war that 'ad a battle 'ere, but that was five-and-thirty years ago. Me ma weren't even born then, and me da was a wee babe still suckin' on me gran. All we got 'round 'ere is deer and badgers. Ain't even got wolves. Who needs earthworks to keep out deer and badgers? Those woods out there is a bunch of damned trees. So what if they's dark? There's no monsters in them damned trees ...

... Wait, what was that noise?

—the last words of Horace Jaspersen

Drrrun, drrrun, drrrun-dun-dun, the kettle drum sounds,
and we march to the tune.
Drrrun, drrrun, drrrun-dun-dun, for our lands, for our gold,
for our brave Hansingen.
Brrrey, brrrey, brrrey-hey-hey, the horn sounds our vic'try
again 'pon this day.
Brrrey, brrrey, brrrey-hey-hey, so give three cheers
for our mighty brigade.

Pip!
Pip-pip!
HUZZAH!
—*March of Lodoriko Hansingen's Brigade*

Elite Soldier

Medium humanoid (any race), any alignment

Armor Class 16 (scale)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages Common
Challenge 1/2 (100 XP)

Elite Training. The soldier possesses one of the following features.

Archer: As a bonus action, the soldier makes a longbow attack. It has disadvantage on the attack roll.

Crossbowman: As a bonus action, the soldier can take careful aim. Until the end of its turn, its heavy crossbow attack ignores half cover and deals an additional 2 (1d4) damage. The soldier cannot use this feature if it has moved this turn, and it cannot move this turn after using it.

Halberdier: The soldier can make opportunity attacks against creatures that enter its reach.

Swordsman: When the soldier hits with a longsword attack, it can reduce its damage roll by 2 and attempt to force the target to drop a held object of the soldier's choice. The target must succeed on a DC 12 Strength saving throw or drop the item, which lands at its feet.

-ACTIONS-

Longbow (Archer). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

Heavy Crossbow (Crossbowman). *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage

Halberd (Halberdier). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage

Longsword (Swordsman). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage

Soldier Captain

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Str +5, Con +5
Skills Athletics +5, Insight +3, Investigation +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Captain's Strike (4/Short Rest). When the soldier makes a melee weapon attack, it can roll 1d4 and add the result to the attack roll. If the attack hits, the target has disadvantage on the next attack roll it makes before the end of the soldier's next turn.

-ACTIONS-

Multiattack. The soldier makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage

They say, though I know not who "they" are, that you always remember the first life you take. This is hogwash. In all my days as a soldier, I have seen and done a surfeit of slaughter, and behind helm and shield, the faces of foes are all the same.

But what I'll never forget is the first friend I lost. Luka Viltranos was the first friend I made in my earliest days in the baggage train of a fighting company. He and I shared tents in camps, pints in every town with an alehouse, and a place in the shield wall. We were inseparable. I loved him like the brother I never had.

I'll never forget the blank, confused expression on his lifeless face as he lay there, gutted by that unseen spear in the frenzied press of battle. He looked as if I'd betrayed him by not stopping the strike. I still sometimes see him like that at night when I can't sleep. Sometimes the only thing that stops me seeing him is the coming of the first rays of dawn ...

—Lodoriko Hansingen, Mercenary Brigadier



Xamax Dancer

Beguiling Performer. This mystical dancer weaves magic through movements and gazes. The more someone watches her, the more she wraps her enchantments around them. She dances at the gateway between darkness and light, between this world and the otherworld.

Will she soothe you or will she curse you? Will you fall in love or will you be enslaved?

The Glamor and the Shadows of Banyak Theatre. What few know is that the xamax dancers have a dark master who trains and maintains them at the Banyak Theatre, a great performance arena conjoined with a temple and palace. If a dancer excels and impresses the master, she receives gifts and status. But there are many dancers who do not reach this height, and after many years, they become broken things that lurk around the shadowy nooks of the theatre.

Xamax Dancer

Medium humanoid (any race), any alignment

Armor Class 14 (dancing costume)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Saving Throws Dex +5, Wis +2, Cha +4
Skills Acrobatics +5, Performance +6, Persuasion +6, Sleight of Hand +5
Senses passive Perception 10
Languages any one language
Challenge 1 (200 XP)

Innate Spellcasting. The dancer's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *psychic snare* (2d6)[EEE]
2/day each: *dancing lights*, *suggestion*

-ACTIONS-

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Beguile (Recharge 5–6). The dancer targets any number of living creatures she can see within 30 feet of her. If a target can see the dancer, it must succeed on a DC 12 Wisdom saving throw or be magically charmed by the dancer for 1 hour.

Each time the dancer or an ally of hers takes a hostile action against a charmed creature, it can repeat the saving throw, ending the effect on itself on a success. The effect also ends if the dancer is killed, is on a different plane of existence than a charmed creature, or takes a bonus action to end the effect.

-REACTIONS-

Misdirect. When an enemy the dancer can see attacks her, she can make a Dexterity (Acrobatics) check. If the result is greater than the enemy's attack roll, the attack misses her or she can redirect the attack to a creature within 5 feet of her (the attack roll remains the same). Misdirect does not function against critical hits.

She moves like a being from another world, graceful, precise, beautiful, mysterious. Every tiny portion of her body plays its role in the dance--each finger digit, the tilt of her head, even her eyes.

Marlies Draaisma

He wears a hood and face mask, leaving only his eyes visible. From his belt dangle holy symbols, and in hand he carries a long, curved blade.

Zealot

Medium humanoid (any race), any lawful alignment

Armor Class 16 (unarmored defense)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	11 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +6, Wis +6, Cha +5
Skills Acrobatics +6, Athletics +6, Insight +6, Religion +3, Stealth +6
Senses passive Perception 13
Languages Common and one other language
Challenge 5 (1,800 XP)

Spellcasting. The zealot is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*
1st level (4 slots): *bane*, *healing word*, *shield of faith*
2nd level (3 slots): *augury*, *silence*, *zone of truth*
3rd level (3 slots): *bestow curse*, *clairvoyance*, *speak with dead*
4th level (1 slot): *freedom of movement*

Zealous Inquisition. As a bonus action, the zealot swears its Zealous Inquisition upon one creature it can see within 60 feet of it. The zealot has advantage on Wisdom checks made against the target, and whenever it hits the target with an attack, it deals an additional 3 (1d6) damage. The effects of Zealous Inquisition last until the zealot uses this feature against a different creature.

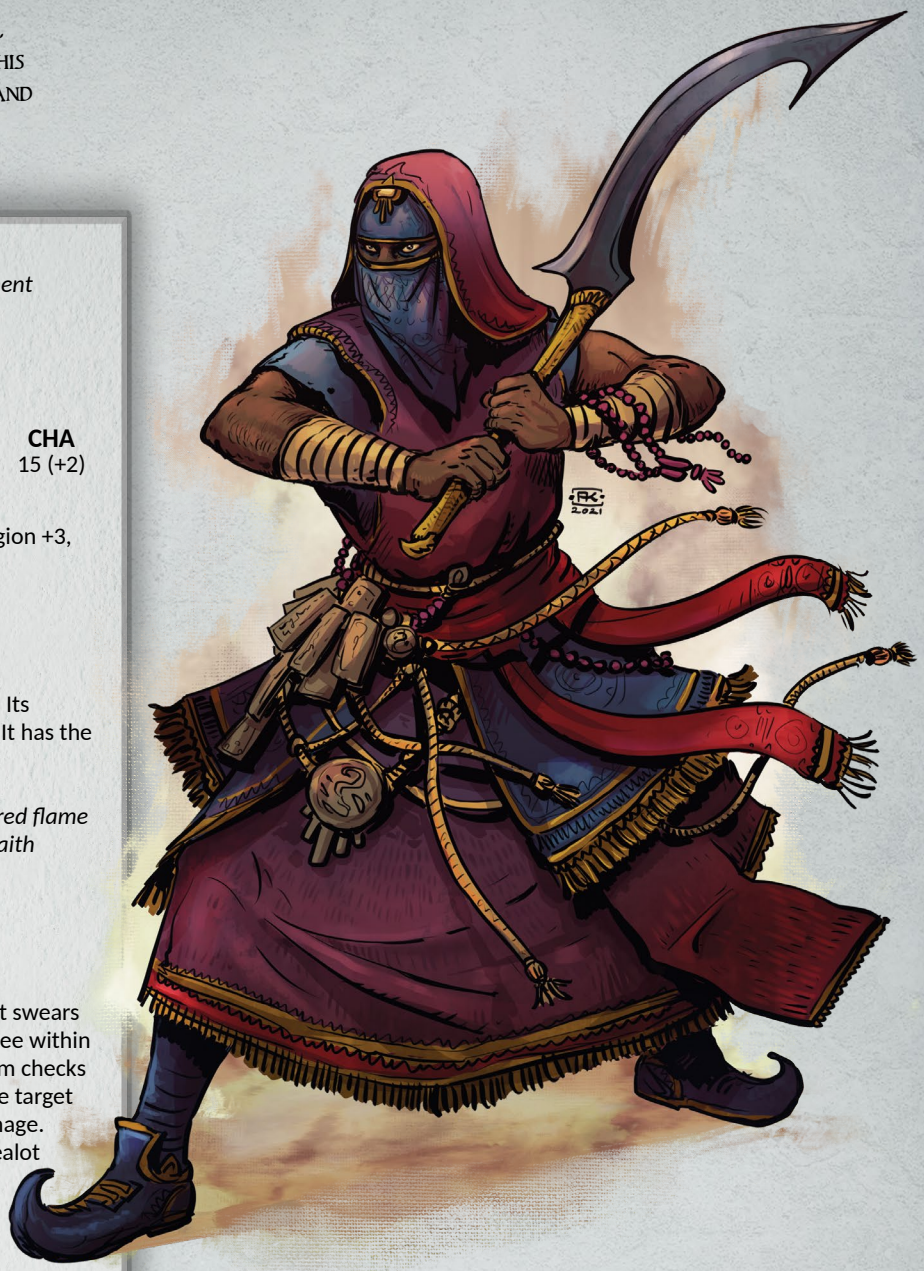
-ACTIONS-

Multiattack. The zealot uses Furious Rebuke and makes two weapon attacks or casts *sacred flame*.

Heavy Khopesh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Furious Rebuke. The zealot releases a blast of divine fury. Each creature within 5 feet of it must make a DC 14 Wisdom saving throw. On a failed save, a creature takes 9 (2d8) force damage, and if it is not the target of Zealous Inquisition, it is pushed 10 feet away from the zealot and is frightened until the end of the zealot's next turn. On a successful save, a creature takes half damage and suffers no other effect.

Aleksandar Kostic



Zealot

The Anointed Sons. Far south of the Fertile Splay delta is the desert city-state of Ezama. Its prior ruler was the wizard Sahir Mollomatma, who terrorized the populace and practiced fell necromancy. A group of holy warriors and assassins formed in secret, calling their sect the Annointed Sons, as they believed their falcon-headed god Nabu the Warden had called them to strike down the mage-king. The zealots swore to slay the Sahir, and fulfill their vows they did. They snuck into his palace by night, nullified his spellcasting with spheres of silence, and executed him on the spot by cutting his head off with a heavy khopesh blade. The Cult of Nabu swiftly took control of the city, imposing strict laws in order to "eradicate the tendrils of evil" that had taken hold under the long-standing magocracy.



Named NPCs



Joan Maldonado (left), Cande Moffatt (right)

An array of exquisite jewelry adorns her, head to toe, and the thick locks of her hair reach down to her knees.

Akket

Sorceress Queen of an Ancient Palace. The Golden Palace is one of the oldest settlements in the world, and it is said to have been built by the god Zammonkerr the Forgemaster and his mortal servants. The current ruler of the region is Queen Akket Shalmira, who is a cunning sorceress of many talents. She regularly holds challenges of epic proportions that many claim are impossible to achieve.

Akket

Medium humanoid (human), neutral

Armor Class 21 (unarmored defense, *bracers of defense*, *ring of protection*)
Hit Points 120 (16d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	15 (+2)	18 (+4)	22 (+6)

Saving Throws Str +2, Dex +9, Con +4, Int +3, Wis +9, Cha +11
Skills Acrobatics +12, Arcana +6, Perception +8, Performance +10, Persuasion +10
Other Proficiencies Thieves' Tools +8
Senses passive Perception 18
Languages Celestial, Common, Infernal, Thieves' Cant, Undercommon
Challenge 10 (5,900 XP)

Equipment *bracers of defense*, *circlet of prescience*[EEE], *ring of protection*, spell component pouch, thieves' tools

Evasion. If Akket is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sorcerous Striker. Once per turn, Akket can deal an additional 14 (4d6) damage when she hits with a weapon or spell attack if she has advantage on the attack roll or if one of her allies is within 5 feet of the target and not incapacitated.

When Akket casts a spell that involves a ranged attack roll, the spell's range is doubled. Her ranged spell attacks also ignore half cover and three-quarters cover.

Spellcasting. Akket is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *chill touch*, *fire bolt*, *light*, *mage hand*
1st level (4 slots): *detect magic*, *disguise self*
2nd level (3 slots): *invisibility*, *mirror image*, *scorching ray*
3rd level (3 slots): *fly*, *ray of dissolution*[EEE], *whipping tresses*[EEE]
4th level (1 slot): *greater invisibility*

Warding Locks. Critical hits scored against Akket are instead normal hits, as long as she is not incapacitated.

-ACTIONS-

Hair Whip. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

-REACTIONS-

Uncanny Dodge. When an attacker that Akket can see hits her with an attack, she can use her reaction to halve the attack's damage.

Albevazin

Medium humanoid (human), chaotic neutral

Armor Class 16 (*cloak of protection*, *mage armor*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	14 (+2)	13 (+1)	20 (+5)

Saving Throws Str +1, Dex +3, Con +6, Int +3, Wis +2, Cha +9
Skills Arcana +5, Deception +8, History +8, Insight +4, Performance +8, Sleight of Hand +5
Other Proficiencies Gaming Set (Dice), Stonecarver's Tools
Senses passive Perception 11
Languages Common, Dwarvish, Primordial
Challenge 8 (3,900 XP)

Equipment *bag of holding*, *cloak of protection*, *crackling gemstones*, *superior healing potion*

Spellcasting. Albevazin is a 13th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *light*, *mage hand*, *message*, *prestidigitation*, *shocking grasp*, *storm bolt*[EEE]
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *mystic shield*[EEE], *shield*
2nd level (3 slots): *misty step*
3rd level (3 slots): *lightning bolt*
4th level (3 slots): *chaos rift*[EEE], *dimension door*, *greater invisibility*
5th level (2 slots): *teleportation circle*
6th level (1 slot): *chain lightning*
7th level (1 slot): *prismatic spray*

-ACTIONS-

Crackling Gemstones. Albevazin tosses out up to ten magical gemstones. He possesses the following gemstones, represented by dice: 2d4s, 2d6s, 2d8s, 2d10s, and 2d12s. For each gemstone thrown, apply its effect to a creature Albevazin can see within 60 feet of him (each gemstone can have its own target). If the maximum result is rolled on a die, the die is rolled again and added to the result. After being thrown, a gemstone is destroyed. It takes Albevazin one day of work to recreate the destroyed gemstones.

- **1d4:** 2 (1d4) flying snakes appear adjacent to the target. They are allies of Albevazin and act directly after him in initiative. Each flying snake lasts for 1 hour or until slain.
- **1d6:** Deal 3 (1d6) force damage to the target.
- **1d8:** The target gains 4 (1d8) temporary hit points.
- **1d10:** Deal 5 (1d10) thunder damage to the target.
- **1d12:** The target recovers 6 (1d12) hit points.



The bearded magician's right eye is unlike any you have seen before--a green iris surrounded by full black.

Albevazin

Eccentric Traveling Mage. Albevazin is a wandering magician and merchant who is fond of gambling, riddles, and jokes. He juggles magical gemstones that can produce wondrous effects beyond entertaining a crowd. When and where his carriage will appear next, no one knows, but on multiple occasions he has trailed individuals whom he found interesting, particularly those with wild hearts and outrageous personalities. The companions he travels with are not exactly as they seem, and many suspect that Albevazin himself is not truly a human.

Cande Moffatt

Astrelle Shadefall

Interplanar Archtheurge. Astrelle is a stunning celestial being who has spent decades exploring remote corners of the cosmos. She has discovered ruins left behind by various races and retrieved curiosities and relics of many kinds. Both arcane and divine magic flow through Astrelle, and her breadth of spellcasting is rivaled by very few. Her greatest accomplishment was the creation of Aetheria, a demiplane where she resides as archtheurge. This wondrous place contains a citadel whose architecture is a feat of engineering as much as magic, with unearthly forms, intricate rises, and exotic courtyards. Overhead, Aetheria's sky is a sea of fluid nebulae and glimmering stars.

The inhabitants of the demiplane include an astral dragon (Vrostasurrigatta), a djinni (Khalbiri), a pair of shield guardians (Fess & Nombril), and a retinue of constructs that tend to the citadel's upkeep. Aetheria has three interplanar gates that open only at Astrelle's command word, and she is exceedingly cautious in regard to whom she allows into her sanctum. The visitors she receives include powerful mages, heroes seeking magic items, and a sphinx named Konovea the Shooting Star.



Aleksandar Kostic

The Three Qassams. Of Astrelle's many magical weapons, her preferred are the *qassams.* She uncovered these staff-like armaments while exploring the ruins of Oeonttai. This location was once a glorious cloud city that floated in the highest reaches of the Plane of Air. Now, its crystalline arcades and ice pillars lie in broken heaps across the islands of solid cloud-matter that drift far above any semblance of ground. Within the wreckage of the palace of a djinni lord, Astrelle encountered a titanic primordial being, like a living storm. Using her spells, Astrelle defended herself against the elemental behemoth, claimed the trio of magic weapons, and teleported away. The staffs themselves had been purchased by the djinni lord of old from an obscure race of artificer-beings who dwelt within the Astral Plane. Unlike typical staffs, one can control their strikes using mental focus. Even more spectacular are their arcane blasts, which make them powerful artillery weapons.

Astrelle and the Primordial. The living storm hissed like a coming hurricane. "For centuries, I have traversed the Six Hundred Seething Currents of the Elemental Planes. I know them each by name, as a mother knows her own children. It was I who struck the djinni lord a mortal blow, and long have I luxuriated in this, his shattered hall."

Astrelle winced at the declaration. "Why did you slay the djinni lord and destory his grand palace?"

"You mortals aggravate me with your endless questioning," rumbled the primordial. "Do you ask the rain why it falls? or the thunder, why it crashes?"

"But rain and thunder are not beings that live and speak as you do."

"*Bah!* How little you know! In this realm, there is scant difference between what is living and what is not. We are that we are. We do that we do. All is in flux, all is transformation." The living storm coiled and churned about itself.

"All is change?" questioned Astrelle. "You truly believe this?"

"Yes!" billowed the great elemental.

"If all is change, how can you have any belief? Beliefs are permanence."

"You think yourself clever! A fury you cannot comprehend falls upon you now, and your matter will be subsumed by the roiling forces of this plane!"

"I must be cleverer than you. You have been arguing with a mirage."

The colossal tempest crashed down upon Astrelle, no more than lightning through mist. The true Astrelle slipped into the vault of the ruin, where the prize of ages awaited.

Beneath a rust-colored hood, her golden eyes shine with a celestial gleam. She carries an assortment of exotic equipment, including staffs with complex, otherworldly shapes.

Astrelle Shadefall

Medium celestial, chaotic good

Armor Class 21 (*+2 half plate of force resistance, cloak of protection, ring of protection*)
Hit Points 170 (20d8 + 80)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	18 (+4)	20 (+5)	20 (+5)	15 (+2)

Saving Throws Str +3, Dex +4, Con +6, Int +13, Wis +13, Cha +10
Skills Arcana +17, History +11, Investigation +11, Religion +11
Damage Resistances force, necrotic, psychic, radiant
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common, Deep Speech, Primordial
Challenge 17 (18,000 XP)

Equipment *cloak of protection, +2 half plate of force resistance, potions of resistance (cold, fire), ring of protection, ring of psychic resistance, superior healing potion*; spellbook (all prepared wizard spells plus *comprehend languages, contact other plane, create food and water, floating disk, gentle repose, remove curse, tiny hut, water breathing, unseen servant*)

Spellcasting. Astrelle is a 20th-level spellcaster. Her spellcasting abilities are Intelligence and Wisdom (spell save DC 19, +11 to hit with spell attacks). She has the following cleric and wizard spells prepared:

Cantrips (at will): *guidance, light, mage hand, mending, message, prestidigitation, resistance, spare the dying, thaumaturgy*
1st level (4 slots): *alarm, detect magic, healing word, identify, mystic shield*[EEE], *protection from evil and good, shield*
2nd level (3 slots): *augury, lesser restoration, locate object, misty step, rope trick, see invisibility, spiritual weapon*
3rd level (3 slots): *counterspell, dispel magic, fly, fireball, major image, revivify, sending*
4th level (3 slots): *banishment, dimension door, divination*
5th level (3 slots): *cone of cold, greater restoration, teleportation circle*
6th level (2 slots): *starfall*[EEE], *sunbeam*
7th level (2 slots): *plane shift*
8th level (1 slot): slot only for upcasting
9th level (1 slot): slot only for upcasting

-ACTIONS-

Qassam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 6) bludgeoning damage.

Coral Qassam Blast. *Ranged Spell Attack:* +11 to hit, range 150 ft., one creature. *Hit:* 18 (4d8) lightning damage, and if the target moves or casts a spell before the end of Astrelle's next turn, it takes an additional 18 (4d8) lightning damage.

Dahlia Qassam Blast. *Ranged Spell Attack:* +11 to hit, range 150 ft., one creature. *Hit:* 22 (4d10) force damage, and the target is pushed 10 feet away from Astrelle.

Gilt Qassam Blast. *Ranged Spell Attack:* +11 to hit, range 150 ft., one creature. *Hit:* 22 (4d10) radiant damage, and each creature within 5 feet of the target takes half the amount of damage dealt.

-LEGENDARY ACTIONS-

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

Celestial Scintillation. Astrelle evokes a 20-foot cube of magical light centered on a point she can see within 120 feet of her. Each creature in the area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 7 (2d6) radiant damage and any magical invisibility affecting it is dispelled.
Reposition. Astrelle moves up to half her speed.
Blast (Costs 2 Actions). Astrelle attacks with one of her *qassams*.



His magnificent attire is in rich hues of crimson and cinnamon and trimmed in gold, which match with the rusty tones of his skin. Two curved horns sprout from his brow and a devilish tail stretches from his lower back. Despite these otherwise sinister features, his expression is gentle,

Mario Teodosio

Baio

A notice to all upstanding folk—conduct no business here. The proprietor of this establishment is a fraud and a cheat. When I chanced to make a purchase of a brazen brazier for use in the ritual to summon a familiar, for aid in my magical studies, I discovered the most callous of ruses. The brazier that had been sold to me was not, in fact, made of brass, but rather low-grade bronze. This underhanded trick caused adverse reactions that released harmful vapors and caused the summoning of an imp, which had to be banished at the expense of much toil on my behalf. When my servant was dispatched to the bazaar to return the item for reimbursement, he was given the Order to "cease with the complaining or else go away." This speaks of both slothfulness and falsehood. Clearly, this so-called "diligent" Baio Sedulus is of ill repute. I, the author, am a Staunch member of this community and its upstanding shops. It is with every fiber of my Heart that I urge the reputable members of this community to shun this bazaar (which is indeed most *bizarre*) and its owner. Forget not the events of some years past in which many of his kind sought to claim the land for their Infernal cause, and purchase no goods from one who must surely have been a conspirator in that plot. No righteous man would otherwise be so inept as to exchange my money for such a faulty product.

—Anonymous note nailed to a post outside the door of Baio's Bazaar

Baio Sedulus

Medium humanoid (tiefling), lawful neutral

Armor Class 16 (*cloak of protection*, studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	16 (+3)	14 (+2)	17 (+3)	11 (+0)	16 (+3)

Saving Throws Str +0, Dex +4, Con +3, Int +7, Wis +4, Cha +4
Skills Acrobatics +6, Arcana +6, Deception +6, Investigation +6, Stealth +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish, Infernal
Challenge 5 (1,800 XP)

Equipment *+1 rapier*, *cloak of protection*, spell component pouch; spellbook (all prepared spells plus *arcane lock*, *dispel magic*, *find familiar*, *knock*, *levitate*, *rope trick*)

Battlemage. Baio deals an additional 2 damage with one-handed melee weapon attacks when wielding only a single weapon (already included). He can use that weapon as an arcane focus.

Once per short rest, Baio can take an additional action on his turn to cast a cantrip or to cast a spell that targets only himself.

Innate Spellcasting. Baio's innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*
1/day each: *darkness*, *hellish rebuke* (as 2nd level)

Spellcasting. Baio is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *light*, *mage hand*, *minor illusion*, *prestidigitation*
1st level (4 slots): *detect magic*, *identify*, *protection from evil and good*, *shield*, *thunderwave*
2nd level (3 slots): *invisibility*, *mirror image*, *misty step*, *shatter*
3rd level (3 slots): *haste*, *lightning bolt*, *veiling strike*[EEE]
4th level (2 slots): *confound*[EEE], *fire shield*

-ACTIONS-

Multiattack. Baio makes two weapon attacks. He can replace one of these attacks with a cantrip.

+1 Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Bannis the Shackled

Medium humanoid (human), neutral

Armor Class 17 (splint armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6
Skills Athletics +10, Intimidation +6, Perception +4, Religion +3
Senses passive Perception 14
Languages Abyssal, Common, Dwarvish
Challenge 6 (2,300 XP)

Demonic Curse. The first time Bannis takes damage each round, he must make a DC 15 Wisdom saving throw. On a successful save, he suppresses the curse. On a failed save, the curse takes control of him. While curse-controlled, his alignment becomes chaotic evil, and he cannot concentrate on spells. Whever Bannis completes a short or long rest, he can repeat the saving throw, suppressing the curse on a success.

Innate Spellcasting. Bannis's innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

2/day each (only while the curse is suppressed): *cure wounds* (as 3rd level), *shield of faith*
2/day each (only while curse-controlled): *blight*, *hellish rebuke*

-ACTIONS-

Multiattack. Bannis makes three attacks: two with his battleaxe and one with his chain flail.

+1 Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

+1 Chain Flail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Accursed Shackle (only while cursed-controlled). Bannis makes two chain flail attacks. On a hit, the creature is grappled (escape DC 14). Until this grapple ends, the creature is restrained, it takes 14 (4d6) necrotic damage at the start of each of its turns, and Bannis cannot make chain flail attacks against another target. Bannis can release the grapple as a bonus action.

Bannis the Shackled

Accursed Paladin. Xianfeng was a terrible greater demon, also known as the Plague Wind. When it broke into the Temple of the Elder Blade and slaughtered the priests there, Bannis was called to action. A messenger in the form of an angel appeared to him and implored him to intercede. Being a paladin of righteousness, Bannis was swift to travel to the temple. He and his allies fought Xianfeng, though the demon proved impossible to slay. Seeking an alternate solution, Bannis and his cleric companion Raya invoked an ancient ward of the temple. Tremendous celestial chains rose up and seized hold of the demon. It struggled against being dragged away to an extraplanar prison. Before Xianfeng was pulled through the portal of light, it ripped loose a portion of the chains. Pouring its malice and corruption into the chain, it lashed Bannis, shackling him. A demonic curse went into him at that moment, one which he could not remove, no matter what curative spells he received. Though Bannis never ceases to fight back the evil influence, it takes over at times, filling him with compulsions of savagery and carnage. If only he could find a way to be freed from the horrific shackle ...



Aleksandar Kostic

By the looks of the warrior, he has seen many a battle. Worse than his scars is the wicked chain of dark metal that wraps woefully about his arm.



Dark armor and darker words, from a mouth as foul as devil's blood.

Aleksandar Kostic

Blacktongue

Dark Discovery. It is said that you do not find an artifact—it finds you. And so, Magros of House Valosa came into possession of the grimoire that would forever change the course of his life.

He was born the eldest son of a noble family, and from a young age, he displayed prowess in the art of combat, along with an intrepidness that few others possess. He grew to become a centurion well known for his tenacity in battle.

One fateful autumn, Magros's company marched to the ruined town of Gefolia, seeking to eradicate a faction of raiders led by a southron witch. The soldiers found no enemy band, but rather a sinkhole from which emanated soot. During the night, a monster came out of that smoking pit and attacked the encamped company. The thing appeared as a misshapen man with fur, claws, bat wings, and a fanged maw. Three men fell to the creature before Magros drove it back into the shadows. Downward he fought the monstrosity, through underground passageways, until he smote it with his warhammer. There, in the old ruins beneath Gefolia, Magros discovered a vault. From that dark and hazy chamber, he plucked a tome with esoteric symbols adorning its cover. The book seethed with power. At a mere touch, a burning curiosity took hold of his mind.

Magros the Cursed. From this tome of forbidden lore, Magros uncovered many a secret. His strength and speed intensified, and he learned a number of fell curses. Henceforth, his might in battle went unrivaled. His warhammer crushed foes' bones, his body withstood the assaults of entire squads, and the hexes he invoked crippled all those who dared to stand against him. Over time, the repeated chanting of such eldritch syllables stained Magros's tongue black. As much as he wielded terrible curses against his enemies, he too was cursed—obsessed with claiming greater and greater glory. This vehemence eventually led to his demise, when Magros sought out the lair of a great demon, a place where his own men dared not enter. He fought the demon, a monster with six arms and the lower body of a giant snake, which proved too strong and too resistant against his black-tongued curses. Even as he sent the fiend back into the underworld, its blades struck a killing blow. Magros's body was interred in a secret tomb, along with his dreadful grimoire, and wards were set in place to seal out would-be graverobbers.

Blacktongue (Magros Valosa)

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	11 (+0)	12 (+1)	19 (+4)

Saving Throws Str +10, Con +9, Wis +6, Cha +9
Skills Athletics +10, Insight +6, Intimidation +9, Investigation +5, Perception +6
Senses passive Perception 16
Languages Common, Infernal, Undercommon
Challenge 13 (10,000 XP)

Legendary Resistance (3/Day). If Blacktongue fails a saving throw, he can choose to succeed instead.

-ACTIONS-

Multiattack. Blacktongue makes two weapon attacks. He can replace one of these attacks with Vile Spittle.

+1 Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage

Curse. Blacktongue targets a creature within 30 feet of him with one of the following magical curse effects. If the curse takes effect, the affected creature can repeat the saving throw at the end of each of its turns, ending the curse on itself on a success. The curse also ends if the creature becomes affected by a different curse option or if Blacktongue dies.

1. Facelessness: The target must make a DC 17 Constitution saving throw. On a failed save, the target's face disappears. While faceless, it is blinded, deafened, and it cannot breathe, bite, speak, cast spells with verbal components, or perform any other action that requires a face. Incorporeal creatures and creatures with multiple heads are unaffected. If a humanoid dies while cursed in this way, it rises the next nightfall as a faceless undead allied with Blacktongue. It has blindsight out to 60 feet, immunity to poison, and it loses all levels and hit dice it gained after 5th.

2. Hellish Howl: The target must succeed on a DC 17 Wisdom saving throw. On a failed save, it takes 14 (4d8) psychic damage and is frightened.

3. Vermin Mouth: The target must succeed on a DC 17 Wisdom saving throw. On a failed save, the target takes 18 (4d8) poison damage, and its speech turns into vermin. It cannot speak or cast spells with verbal components. Only vermin such as beetles, flies, or spiders spill out.

4. Warping Malediction: The target must succeed on a DC 17 Charisma saving throw. On a failed save, the target's body becomes twisted and malformed. Its speed is halved, and it has disadvantage on all ability checks, saving throws, and attacks that use Strength or Dexterity. Moreover, it deals only half damage with weapon attacks.

Vile Spittle. Blacktongue spits black slime at a creature within 60 feet of him. The target must make a DC 17 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

-LEGENDARY ACTIONS-

Blacktongue can take 3 legendary actions, choosing from the options below. He can take only one legendary action at a time and only at the end of another creature's turn. Blacktongue regains spent legendary actions at the start of his turn.

Rushing Strike. Blacktongue makes a weapon attack. He may move up to half his speed before or after this attack.
That Horrid Tongue (Costs 2 Actions). Blacktongue uses Vile Spittle.
A Curse Flies From His Lips (Costs 3 Actions). Blacktongue uses Curse, choosing the effect and target at random (excluding himself).



Anne-Laura Patris



"Who goes there?" a rough voice shouts down from the immense rock formation. Up on a higher jut, a half-orc woman stands balancing atop a boulder. She is clearly a creature of the wilds, with strips of loose linens and furs, tousled hair, and a rather menacing staff.

Brekka the Rock

Medium humanoid (half-orc), neutral

Armor Class 17 (unarmored defense)
Hit Points 97 (13d8 + 39)
Speed 50 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	17 (+3)	8 (−1)

Saving Throws Str +5, Dex +7
Skills Acrobatics +7, Athletics +5, Insight +6, Intimidation +2, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 6 (2,300 XP)

Evasion. If Brekka is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Guardian of the Rock Spire. As long as Brekka is not incapacitated, ranged attack rolls made against her have disadvantage, and she ignores the first 50 feet of falling damage.

Relentless Endurance (1/Day). If Brekka is reduced to 0 hit points but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Brekka scores a critical hit with a weapon attack, she deals one additional die of the weapon's damage.

Whirling Force (1/Round). When Brekka hits with a melee weapon attack, she can choose one of the following options:

- She makes an unarmed strike attack that deals an additional 7 (2d6) force damage on a hit.
- The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of Brekka's next turn.

-ACTIONS-

Multiattack. Brekka makes two weapon attacks.

+1 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) magical bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) magical bludgeoning damage.

Sling. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Brekka the Rock

Keeper of the Rock Spire. At the entrance to a canyon rises a butte called the Rock Spire. There dwells the guardian Brekka. She is a sentinel of the wilds who watches over the area and is particularly wary of treasure hunters, glory-seekers, and magic-users that come through. Brekka is aware of how problematic such persons can be, for their ambitions and caprices often overreach their good senses. When travelers of these sorts attempt to enter the canyon, Brekka serves her duty by halting them and challenging them in combat (providing quarterstaffs to all). This sparring match is partly a measure of their prowess, but even more so a chance for Brekka to gauge their intentions. If sufficiently convinced that the wayfarers are competent and trustworthy, Brekka will let them pass. Common travelers and pilgrims also appear at times, for the canyon leads to a couple badlands settlements and a temple renowned for its healing pool. Brekka is staunch to question unfamiliar faces and give them words of warning.

Mario Teodosio



Catelyn Weirman

Diligent and Abiding Antiquarian. Catelyn grew up in the castle-town of Grennedoa, a port settlement trying to reclaim its prosperity after years of regional warring have hindered commerce. Catelyn is noble by birth, as her mother is cousin to the local lord, Thelmo III of House Godswald. She has a husband and three children, and her current station is the antiquarian of the Grennedoa Forum. This official trade emporium deals in various wares, including magic items, which are largely produced at the Silver Citadel, where Catelyn herself studied wizardry for a number of years. She is an organized and knowledgeable woman with an eye for detail. Though Catelyn has no tolerance for lawbreakers, she is a good-natured soul who works hard for the sake of her family and her hometown.

Catelyn Weirman

Medium humanoid (human), lawful good

Armor Class 11
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	14 (+2)	16 (+3)	15 (+2)	10 (+0)

Saving Throws Int +5, Wis +4, Cha +2
Skills Arcana +7, History +5, Insight +4, Investigation +5, Perception +4
Senses passive Perception 14
Languages Common, Dwarvish, Elvish
Challenge 3 (700 XP)

Equipment *potion of greater healing*, spell component pouch; spellbook (all prepared spells plus *alarm*, *arcane lock*, *continual flame*, *detect magic*, *floating disc*, *gentle repose*, *illusory script*, *knock*, *magic mouth*)

Aluminium Wasp (1/Day). As a bonus action, Catelyn throws a tiny statuette up to 50 feet, and it becomes a Medium-sized wasp that is her ally. Its statistics are identical to a giant wasp, except that it has resistance to bludgeoning, piercing, and slashing from nonmagical attacks, and it understands Catelyn's commands. The wasp takes its turn directly after Catelyn's. It remains a wasp for 1 hour or until Catelyn spends a bonus action to command it back into statuette form. If reduced to 0 hit points, it is permanently destroyed.

Efficient Mage (1/Day). When Catelyn casts a 1st-level spell, she can do so without expending a spell slot.

Spellcasting. Catelyn is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *storm bolt*[EEE]
1st level (4 slots): *identify*, *mystic shield*[EEE], *shield*, *sleep*
2nd level (3 slots): *see invisibility*, *unseen servant*, *web*
3rd level (2 slots): *rune of binding*[EEE]

-Actions-

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

She wears a noble gown that is elegant yet in no way impractical or garish. Her eyes have a studied focus that could have only come from many years of experience.

Cande Moffatt

Elgar the Arcane

Medium humanoid (human), chaotic neutral

Armor Class 13 (*ring of protection*)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	20 (+5)	16 (+3)	12 (+1)

Saving Throws Str +1, Dex +3, Con +4, Int +9, Wis +7, Cha +2
Skills Arcana +11, History +8, Insight +6, Nature +8, Perception +6, Persuasion +4
Damage Resistances cold, fire
Senses passive Perception 16
Languages Common, Primordial, Gnomish
Challenge 8 (3,900 XP)

Equipment *ring of protection*, spell scrolls (*see invisibility*, *water breathing*); spellbook (all prepared spells plus *alarm*, *arcane eye*, *arcane lock*, *comprehend languages*, *conjure minor elemental*, *fortify object*[EEE], *glyph of warding*, *knock*, *locate object*, *see invisibility*, *teleportation circle*)

Master of Fire and Ice. Cold and fire damage dealt by Elgar ignore resistance and deal half damage to creatures with immunity. When Elgar casts *banishment*, *confusion*, or *dispel magic* on his turn, he can then spend a bonus action to cast *fire bolt* or *ray of frost*.*

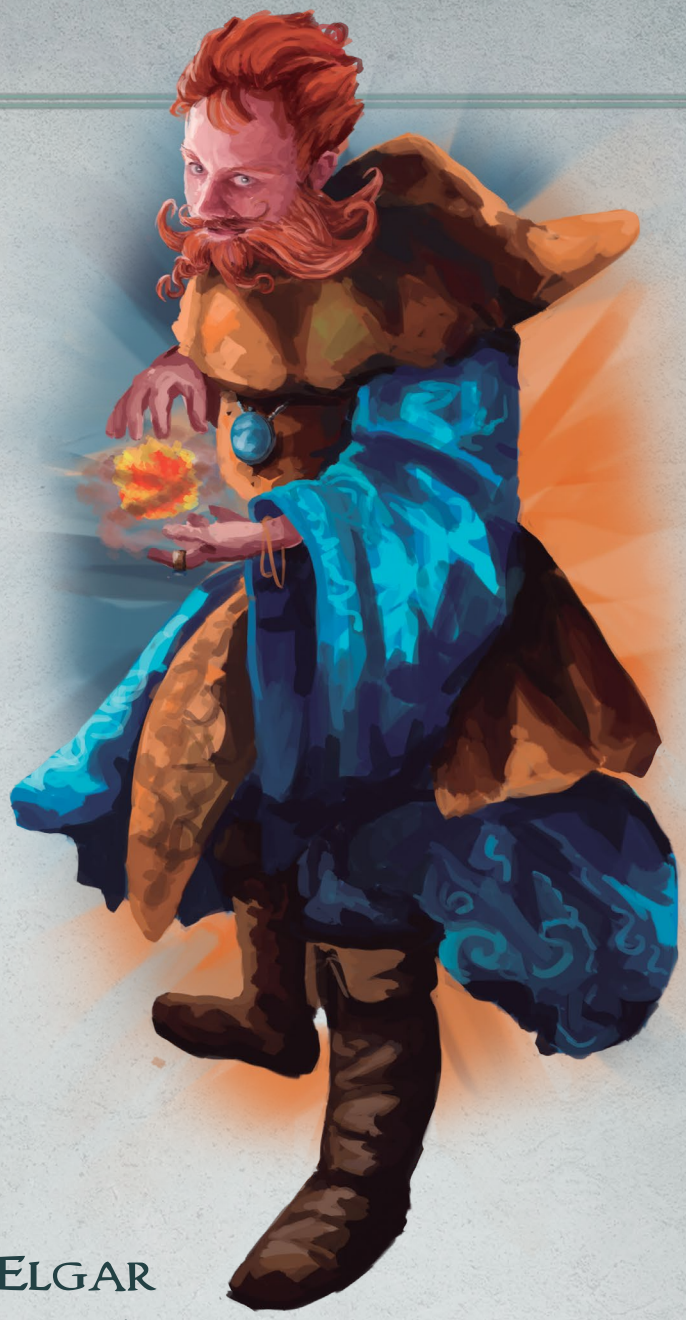
Spell Sculptor. When Elgar casts a spell that has an area of effect, he can exclude any parts of the area from having the spell effect.

Spellcasting. Elgar is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at-will): *fire bolt*, *light*, *mage hand*, *message*, *ray of frost*
1st level (4 slots): *burning hands*, *detect magic*, *identify*, *shield*
2nd level (3 slots): *detect thoughts*, *misty step*, *scorching ray*, *spider climb*
3rd level (3 slots): *counterspell*, *dispel magic**, *fireball*
4th level (3 slots): *banishment**, *confusion**, *ice storm*
5th level (2 slots): *cone of cold*, *conjure elemental*
6th level (1 slot): *sunbeam*

-ACTIONS-

Coldfire Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage plus 10 (3d6) fire damage.



The Wizard is dressed in colorful, voluminous robes. His hair is vivid auburn, and his mustache and beard are waxed into a variety of long curls.

Cande Moffatt

Elgar the Arcane

Wild Wizard of Fire and Ice. Elgar is a powerful mage who is known for his command over frost and flame. Fire was his first love, which reflects in his feisty temperament, but after meeting the woman who would become his wife (the enchantress Viviane Dornstak), he discovered the beauty of balancing fire with ice.

This elemental mage spends much of his time these days at the Elkhouse, which serves as his residence and a magic shop. He has become somewhat of a homebody, though rarely a day passes in which he does not comment to Viviane how he is going to return to his adventures.

For many years, he traveled from region to region with his band of companions, seeking lost treasures and arcane knowledge. On the last quest he undertook, his party did battle with a white dragon named Xelledaerteqaze. They barely defeated the dragon, and Elgar's friend Candry perished in the fight, frozen to death by the dragon's breath.

Imogilda the Zograturgist

A Magical Artist with a Terrible Affliction. Imogilda was born to noble elven parents in a grand woodland city. Her mother was a singer of renown, and her father, a successful bard and songster. Their relationship was tempestuous, which drove them apart, and their involvement with their work was such that they had little time to give attention to young Imogilda. At the age of five, she was sent to Maramog Academy, a mansion where she lived and was educated for two decades. During her time at the academy, she struggled with recurring headaches that grew in severity over time. Aside from her health problems, she performed very well in her studies, and was particularly interested in the subjects of the arcane, the occult, and the planes of existence. The greatest talent she manifested, however, was painting. The landscapes and figures portrayed in Imogilda's works captivated and awed those who viewed them.

This talent eventually proved to extend into the supernatural. Just one month before her formation ceremony was to take place at Maramog Academy, she was struck by a crippling headache. In the grips of the torment, bursts of water, frost, radiance, and even acid surged from Imogilda. Her instructors locked her alone in a room, waiting for the episode to pass and speculating that she possessed sorcerous blood. Hours later, they opened the door to find motes of light floating in the air, emanating from a fresh painting of a fantastical fey landscape. Imogilda herself was nowhere to be found. It was not until a few days after that she reappeared. Her complexion had taken on a pale, bluish hue, and an otherworldly blaze glowed behind her eyes. She commented that she had become something else, something truer. The instructors and fellow pupils were bewildered by this occurrence. Curious though it was, Imogilda was unstable. Parts of her body shifted erratically, taking on strange hues and textures at any moment. "I will be leaving the academy soon," she told Headmistress Jeliah Azure, whom she had looked up to throughout her tenure at the academy.

Less than a week had passed when Imogilda was again struck by a fit of pain. It built and built for more than a day. Consumed by agony, she shrieked that she was at the brink of death. But as she felt herself perish, the anguish dissipated into a flood of ecstasy. A dark impulse surged

Imogilda the Zograturgist

Medium fey, neutral evil

Armor Class 13 (16 with *mage armor*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	14 (+2)	23 (+6)

Saving Throws Con +7, Wis +6, Cha +10
Skills Arcana +11, Deception +10, Investigation +7, Nature +7, Perception +6
Other Proficiencies Painter's Supplies +14
Senses darkvision 60 ft., passive Perception 16
Languages Common, Deep Speech, Elvish, Primordial, Sylvan
Challenge 11 (7,200 XP)

Equipment *spell scrolls* (*dispel magic*, *fly*, *see invisibility*, *water breathing*)

Into the Painted Realm. When a creature fails its saving throw against Imogilda's *banishment* spell, it is banished into one of her magical paintings, which functions as a demiplane. Imogilda must be able to see the painting and be within 60 feet of it in order for this to occur. If she maintains concentration on the spell for its entire duration, the creature does not return and remains trapped within the painting.

Each painting has AC 18, 50 hit points, regeneration 10, and resistance to all damage except acid, force, and magical piercing or slashing. A painting can also be destroyed with three successful DC 18 Intelligence (Arcana) checks made within 5 feet of it. Alternatively, a creature can enter the painting with such a check. Creatures within the painting cannot exit it, except by way of interplanar travel or if Imogilda spends an action to expel a creature.

Whenever a creature attempts any hostile action toward a painting, it first targets the hostile creature with *banishment* (DC 18, concentration not required). If a painting is destroyed, all creatures not native to its demiplane exit the painting in the nearest unoccupied spaces.

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

Spellcasting. Imogilda is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *dancing lights*, *minor illusion*, *prestidigitation*, *ray of frost*, *water lash*[EEE]
1st level (4 slots): *charm person*, *mage armor*, *mystic shield*[EEE], *shield*
2nd level (3 slots): *hold person*
3rd level (3 slots): *blink*, *counterspell*, *hypnotic pattern*, *slow*
4th level (3 slots): *banishment*, *chaos rift*[EEE]
5th level (2 slots): *cloak of nevermore*[EEE], *creation*
6th level (1 slot): *mass suggestion*
7th level (1 slot): *path of solitude*[EEE]
8th level (1 slot): *power word bind*[EEE]

-ACTIONS-

Spellstroke. Imogilda teleports up to 30 feet to an unoccupied space she can see (along with any equipment she is wearing or carrying). Before or after teleporting, she can cast a cantrip.

through Imogilda, and with a scream, she banished her fellow pupil Innera into the fey dreamscape of her painting. "We shared such lovely times together, my friend, hunting down the biggest words in library books and chasing after running foxes in the woods. Now you will stay with me always."

Dark Compulsions of the Dream Sorceress. Imogilda has continued on in this way, in this same dire cycle, for many years. The torment comes, wracking her with agony, at the climax of the pain, she dies and is reborn in wicked pleasure, driven beyond control to imprison mortal souls within her paintings. Those whom she has captured can be seen at times as painted figures struggling through her dreamscapes, toiling to survive and to fend off the monsters birthed from the imagination of the dream sorceress—the zograturgist.

Thus far, those who have tried to stop Imogilda have failed, ending up hypnotized or charmed by her magic, or banished into one of her painted demiplanes. The closest she has come to defeat was against the Jade Magus, a seasoned wizard and collector of magic items. They countered one another's magics and danced a great dance of dueling spells, her with her enchantments, and he with his green flames. The Jade Magus escaped before he met a fateful banishment, and sought out Picaroon the Lorekeeper for guidance. His time at Picaroon's Highhand Spire was cut short when he received word that Imogilda had located his mother and father and transported them into Sylvanheim, her original demiplane of bizarre, vivid fey landscapes.



Her skin and hair are colored like a frozen lake, and upon her head rests a crown of jagged twigs. Her eyes burn coldly, a deep gaze that has beheld the depths of beauty and of terror.

IMOGILDA'S PAINTINGS

Sylvanheim: The demiplane resembles the Plane of Faerie, full of vivid colors and enchanted landscapes. It has a low amount of natural hazards and wandering monsters up to CR 2. Foraging or locating shelter requires a DC 10 Wisdom (Survival) check.

Fangeldraum: The demiplane resembles a dream, full of impossible geometry and surreal terrain. It has a moderate amount of natural hazards and wandering monsters up to CR 3. Foraging or locating shelter requires a DC 15 Wisdom (Survival) check.

Skuggimar: The demiplane resembles the Plane of Shadow, full of gloom and nightmarish landscapes. It has a high amount of natural hazards and wandering monsters up to CR 4. Foraging or locating shelter requires a DC 17 Wisdom (Survival) check.

Marlies Draaisma



A large jade pendant with intricate etchings hangs from the neck of the mage.

Jade Magus

The Wizard of Green Flames. Stretching from the northeastern portion of the Fertile Splay delta is a cactus forest, a wondrous landscape that grows thick with a preponderance of cacti, even some as large as trees. Within this unique landscape dwells the Jade Magus in his lodge. From time to time, individuals of interest seek him out to purchase magic items or discuss esoteric topics. He does not maintain a huge stock of items at his lodge, though he is connected with other spellcasters and mystical merchants of note, and thus is often able to point such buyers in the right direction.

The Jade Magus has studied wizardry at many places, including the Highhand Spire and Amethyst Isle. After spending time with the Emerald Mages of the swamp dwarf city Norgal's Rock, he developed a magical ability of his own design—jadefire. The dwarf wizard Orgrim Halfgrey was instrumental in this process, providing guidance for the construction of the jade pendant.

The Jade Magus

Medium humanoid (human), neutral good

Armor Class 15 (*cloak of protection*, *mage armor*)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	19 (+4)	15 (+2)	12 (+1)

Saving Throws Str +1, Dex +2, Con +3, Int +9, Wis +7, Cha +2
Skills Arcana +12, History +8, Insight +6, Nature +8, Performance +5
Damage Resistances fire
Senses passive Perception 12
Languages Common, Draconic, Dwarvish, Elvish, Primordial
Challenge 9 (5,000 XP)

Equipment *+1 quarterstaff*, *cloak of protection*, *spell scrolls (faerie fire*, *see invisibility*, *stone shape)*; spellbook (all prepared spells plus *alarm*, *black tentacles*, *Esper's amethyst obelisk*[EEE], *fortify object*[EEE], *glyph of warding*, *identify*, *see invisibility*, *tiny hut*, *unseen servant*)

Magus Brilliance. The Jade Magus can take two reactions per round instead of one.

Master of the Green Flame. Fire resistance does not function against fire damage dealt by the Jade Magus, and fire immunity prevents only half damage. If the Jade Magus gains fire resistance from a spell, it instead provides him fire immunity for the spell's duration.

Spellcasting. The Jade Magus is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *mystic shield*[EEE], *shield*
2nd level (3 slots): *find traps*, *mirror image*, *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *fly*, *sending*
4th level (3 slots): *fire shield*
5th level (2 slots): *cloak of nevermore*[EEE]
6th level (1 slot): *mass suggestion*
7th level (1 slot): *plane shift*, *prismatic spray*
8th level (1 slot): *power word stun*

-Actions-

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 1 bludgeoning damage.

Jadefire. The Jade Magus targets up to three creatures he can see within 120 feet of him. Each target takes 19 (3d12) fire damage, or half damage on a successful DC 16 Dexterity saving throw.

Mario Teodosio

Jurgen Underhold

The shop's clock rang. It was a somber thing, a tower of wood and gears among the clutter of numberless curiosities.

Jurgen let out a defeated sigh. *Another day ends without a customer,* he spoke to his raven familiar through their mental bond. *Not a single one.* He took slow steps between stands overflowing with spell components, feeling his way along with outstretched cane and hand.

The bells commenced their sequence of chimes. *Ting tang ting tong ...*

"Damn that clock," he cursed.



Cande Moffatt

You always say that. Yefyr rustled his wings from his perch on the other side of the shop. *Yet, you are the one who's damned.* Yefyr's beetle-black eyes locked onto the clouded eyes of the old mage. The man was hardly sixty years old, but he looked a hundred.

Claaang. The clock tolled once ... twice ... thrice ...

"I can't say anything without you commenting," Jurgen snapped. *Nor think anything, for that matter.*

Claaang. Four tolls ... five ... six ...

The raven flew over curio cases and alighted upon the blind mage's shoulder. Jurgen shifted his weight toward the cane in his hand to compensate.

Claaang. Seven tolls ... eight ... nine ...

You're too loud, even when thinking. Yefyr spoke with an infuriating placidity. *Besides, the master has made it abundantly clear how he wants me to have access to all of you, which includes your thoughts.*

"Damn Azzuranon too," Jurgen grumbled.

Careful, Yefyr warned.

Claaang. Ten tolls ... eleven ... twelve ...

Both of them felt it, a weight within their chests. Azzuranon's stare pierced from afar. Brimstone spiced the air.

"Forgive me," said Jurgen.

Claaang. Thirteen.

Ice ran across Jurgen's skin. *The thirteenth hour has come.* A spike of pain bore into his head, sending him to the floor. Yefyr squawked and flapped to the side. Jurgen grabbed his temples to fight back the torment. Psychic fangs gnashed at his mind and sapped his body.

A different voice came, reverberating from the bowels of an icy cave. "My court has been busy as of late. Your case is next."

When the agony subsided, Jurgen drew his shaking hands away from his head. Strands of his thin hair fell out when he did.

The end draws near, my friend. The bird hopped closer.

Jurgen's milky eyes were no use, so he focused on the link with Yefyr and scanned the room through raven eyes. After seeing nothing but the stillness of the shop for a moment, he lifted his aching bones onto a trunk.

Well, was it all worth it to you?

You know it wasn't. Jurgen's face went into his hands. *I'm going to be dragged to Hell without seeing Deliah again.* His daughter hadn't spoken to him in years, not since she learned the truth of the dark pact he had made.

And I'm going to be dragged back, even more of a failure than you. At least you have the excuse of being a weak mortal.

"I have far more to lose than you, blasted crow!"

It only seems that way because you're ignorant of how things work. Yefyr kept to his coldness, as always. *My punishment will certainly be more severe than yours. Master made me as I am, spent souls on me, and still I failed at every objective we were given for this shop.*

Jugen made to stand. *Well, what are we waiting for? Let's drown ourselves in the river and get this over with.*

"Wait," Yefyr cawed. *Never give up when there is still a chance for victory, even if the chance is slim and distant.*

Are you trying to help me? No, you miserable imp, you're trying to draw out my suffering.

Your suffering is going to be drawn out for all of eternity. I'm helping prepare you. In any case, it will be no more than a couple days before master summons us.

Exhaustion washed over Jurgen. He sank to the floor, drained. In his heart flickered a final wish, not a thought, lest the raven find a way to detect it. It was a desperate hope that tomorrow would bring someone—some savior—who could face the devil in the cave and lift these awful bonds.

Jurgen Underhold

OC

Medium humanoid (human), neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 40 (9d8) plus 7 temporary hit points from *false life*
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	10 (+0)	10 (+0)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Arcana +4, Deception +5, Insight +3, Medicine +3
Other Proficiencies Alchemist's Supplies, Herbalism Kit
Senses blind, passive Perception 11
Languages Common, Draconic, Infernal
Challenge 3 (700 XP)

Equipment potions (*animal friendship*, *climbing*, *greater healing*)

Familiar Bond. Jurgen can see anything that Yefyr can, and they can communicate telepathically, as long as they are within 100 feet of one another. He is otherwise blind.

Innate Spellcasting. Jurgen's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: *detect magic*, *false life*, *mage armor*
1/day: *confusion*

Spellcasting. Jurgen is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *chill touch*, *minor illusion*, *prestidigitation*
1st–4th level (2 4th-level slots): *burning hands*, *darkness*, *dimension door*, *fear*, *fire shield*, *noxious mist*[EEE], *protection from evil and good*, *transmogrify*[EEE], *unseen servant*

-ACTIONS-

Cane. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 − 1) bludgeoning damage.

Yefyr

OC

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 15 (natural armor)
Hit Points 22 (5d4 + 10)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +6, Wis +3
Skills Deception +5, Insight +3, Persuasion +5, Stealth +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Common, Infernal
Challenge 2 (450 XP)

Shapechanger. Yefyr can use his action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into his true imp form. His statistics are the same in each form, except for the speed changes noted. Any equipment he is wearing or carrying is not transformed. He reverts to his true form if he dies.

Devil's Sight. Magical darkness does not impede Yefyr's darkvision.

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

-ACTIONS-

Sting (Bite in Raven Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Foreboding Caw (Raven Form Only). Yefyr caws, targeting one creature that can see and hear him within 60 feet of him. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. While frightened in this way, the target cannot regain hit points. At the end of each of its turns, the target repeats the saving throw, ending the effect on itself on a success.

Invisibility. Yefyr magically turns invisible until he attacks or until his concentration ends (as if concentrating on a spell). Any equipment Yefyr wears or carries is invisible with him.

THE OLD BLIND MAGE SHUFFLES CAREFULLY AHEAD, WITH A CANE FEELING OUT FOR OBSTACLES. RESTING ON HIS SHOULDER IS A GLASSY-EYED RAVEN.

Labyrinth Lord

Archfey of Mazes and Inspiration. One of the eldest and most powerful archfey is the Labyrinth Lord, who has existed since the primeval age when gods walked among mortals. He designed and oversaw the construction of several districts of Bazagon, City of Mazes, though his true masterpiece is the Isle of the Labyrinth Lord, which is located about a day's travel away from Bazagon's main island-metropolis. He is an enigmatic entity, a grandmaster of artifice and engineering as well as a wielder of words and songs composed of the creative magic that shaped existence. Within him, order and chaos dance a great dance of balance, which reflects in his close ally, the Mithral Emperor.

The mazes of his home isle as well as those of Bazagon City often restructure according to his will. Most of these changes happen slowly and spontaneously, as the very building materials are compelled to rearrange for the sake of variation or in order to embody higher aesthetic expressions. But when the need arises, the Labyrinth Lord concentrates exclusively on a particular section, which causes rapid and radical alterations in the architecture. The most recent such incident was during the Infernal War, when an alliance of devils, tieflings, and dwarves attempted to dominate Bazagon (and its budding empire). The Labyrinth Lord used his control over the mazes to thwart enemy squads by rerouting their movement, sealing them off, or leading them into traps.

A Series of Labyrinth Lords. A secret few people know is that the Labyrinth Lord is not one single entity, but rather a succession of individuals who have received the mantle over time. When one Labyrinth Lord perishes or resigns, a new candidate is selected from among worthy souls. The successor receives the *Staff of the Labyrinth Lord* and takes part in an esoteric rite that confers unto him the powers of the archfey and binds his essence to the Plane of Faerie. The current Labyrinth Lord is Yoni, a close friend and ally of Anji, the Mithral Emperor. He was named so by the prior Labyrinth Lord, Royzov Layne, after the invaluable role he played during the Infernal War. Ironically, Yoni had been imprisoned within the Isle of the Labyrinth Lord many years ago, stemming from one of his misadventures with the thrill-seeking Phantasmagencia.



Mario Teodosio

His eyes are like two pearlescent moons gazing from behind strands of smoky hair which fall in varying lengths. His robes and armor display an extravagant combination of exotic artisanship, and an intricate labyrinth icon tops the staff he wields.

The Labyrinth Lord

Medium fey, neutral

Armor Class 21 (*cloak of resistance, +2 studded leather*)
Hit Points 218 (23d8 + 115)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	20 (+5)	23 (+6)	19 (+4)	27 (+8)

Saving Throws Str +2, Dex +14, Con +13, Int +7, Wis +12, Cha +16
Skills Acrobatics +13, Acana +20, Deception +22, Insight +18, Intimidation +15, Investigation +13, Perception +18, Performance +15, Persuasion +15, Stealth +13, Survival +11
Damage Resistances cold
Condition Immunities charmed, unconscious
Senses truesight 120 ft., passive Perception 28
Languages Common, Draconic, Elvish, Sylvan, Undercommon
Challenge 24 (62,000 XP)

Equipment *+2 studded leather of cold resistance, cloak of resistance, Staff of the Labyrinth Lord*[EEE]

Innate Spellcasting. The Labyrinth Lord's innate spellcasting ability is Charisma (spell save DC 23). He can innately cast the following spells, requiring no material components:

At will: *arcane lock, dancing lights*
3/day each: *counterspell, sending*
1/day each: *darkness, faerie fire, gate, maze, plane shift, reverse gravity, teleport*

Legendary Resistance (3/Day). If the Labyrinth Lord fails a saving throw, he can choose to succeed instead.

Spellcasting. The Labyrinth Lord is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He knows the following bard spells:

Cantrips (at will): *mage hand, minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *bane, disguise self, healing word*
2nd level (3 slots): *detect thoughts, heat metal, lesser restoration*
3rd level (3 slots): *dispel magic, hypnotic pattern, tongues*
4th level (3 slots): *banishment, dimension door, greater invisibility, hallucinatory terrain, polymorph*
5th level (3 slots): *cloak of nevermore*[EEE], *greater restoration, hold monster, passwall*
6th level (2 slots): *guards and wards, irresistible dance*
7th level (2 slots): *forcecage*
8th level (1 slot): *dominate monster, Yoni's mystifying labyrinth*[EEE]
9th level (1 slot): *foresight*

-ACTIONS-

Staff of the Labyrinth Lord. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) bludgeoning damage plus 5 (1d10) force damage and the target must succeed on a DC 18 Strength saving throw or be moved up to 15 feet to an unoccupied space.

Open the Way. The Labyrinth Lord opens any lock, seal, or door he is aware of within 10 feet of him, up to DC 25 or an 8th-level spell. He can also do the same with disabling traps.

-LEGENDARY ACTIONS-

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

Maze Jaunt. The Labyrinth Lord teleports up to 30 feet. He does not need to see the destination, but if it is occupied by a solid object, the teleportation fails. Before or after teleporting, he can make a melee weapon attack.
Inspire Greatness (Costs 2 Actions). The Labyrinth Lord speaks a word of inspiration that infuses him or one creature within 60 feet of him. The target gains a d12 Bardic Inspiration die that it can spend to increase an ability check, saving throw, or attack roll it makes. If unused, this die is lost after 10 minutes or when the Labyrinth Lord uses Inspire Greatness again.
Psychic Patterns (Costs 2 Actions). The Labyrinth Lord casts a magical hallucination over a creature he can see within 60 feet of him. The target must succeed on a DC 23 Wisdom saving throw or suffer disadvantage on ability checks and attack rolls until the end of its next turn.

The Labyrinth Lord's Lair-

The Labyrinth Lord lairs on an island that contains a maze of wonders and perils. The mystifying corridors extend into subterranean layers as well, becoming more and more challenging the deeper one delves. If encountered in his lair, the Labyrinth Lord has a challenge rating of 25 (75,000 XP).

-LAIR ACTIONS-

On initiative count 20 (losing initiative ties), the Labyrinth Lord can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- **Command Wall.** A stone wall extends from a solid surface the Labyrinth Lord can see within 120 feet of him. The wall is 1 foot thick and composed of up to ten panels that are each up 10-foot-by-10-foot in size. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the Labyrinth Lord's choice). Each panel has AC 17 and 180 hit points. The wall lasts for 1 hour or until the Labyrinth Lord uses this lair action again.
- **Oubliette.** The Labyrinth Lord chooses a point on the ground he can see within 120 feet of him. A pit opens from the chosen point, and it is up to 15 feet wide, 15 feet long, and 30 feet deep. A creature that is on the floor where the pit opens can make a DC 23 Dexterity saving throw as a reaction, moving off the pit opening on a success. Climbing the pit walls requires a DC 20 Strength (Athletics) check. The pit lasts until the Labyrinth Lord closes it as a bonus action or uses this lair action again. Any creatures inside the pit when it closes are shunted to the surface.
- **Strange Music.** Bizarre and discordant music fills the air around the Labyrinth Lord. Each creature of his choice within 120 feet of him must make a DC 23 Wisdom saving throw. A creature takes 10 (3d6) psychic damage on a failed save, and on a successful one, it hears the music harmonize and become sublime.

-REGIONAL EFFECTS-

The Isle of the Labyrinth Lord is a series of mystifying mazes as well as habitable structures where dwell a variety of creatures. The Labyrinth Lord's magic creates one or more of the following effects:

- Maze tunnels and chambers reshape according to the Labyrinth Lord's will. General reconfigurations happen slowly, over the course of weeks, though if he focuses on an area, the effects come about quickly, in a matter of minutes.
- While on the Labyrinth Lord's isle, creatures often experience surreal dreams. This effect is particularly pronounced with creatures who are not inhabitants of the isle.
- At seemingly random intervals, magical gates open between the Plane of Faerie and the surface level of the Labyrinth Lord's isle. A gate can lead to danger, sanctuary, or anything in between. Roll 1d6 to randomly determine how long the gate remains open: 1. One minute, 2. One hour, 3. One day, 4. One week, 5. One month, 6. One year.

If the Labyrinth Lord dies, these effects fade in 1d10 days.

A powerful phenomenon occurs when someone or something is named. A spark and a shadow come to be within the subject. Now, some names are given carelessly, resulting in a disoriented person or a poorly-functioning tool or an unstable house. When thoughtless naming happens, we can expect mediocrity at best and catastrophe at worst.

Other names are given with care and with a sense of ritual. What I mean is that the name-giver pays close attention to the act of naming and binds his loftiest wish to the subject, be it a new child or a work of art or a discovered place. The spark it receives is all that shines, all that makes itself known—in other words, the brilliance of the subject that presents itself to the world. The shadow it receives is equally part of its essence, but exactly the opposite. It is the unknown, the hidden, the hazardous. The more the shadow is kept blocked off and unexplored, the more the subject becomes something monstrous. Venturing into the shadow is dangerous, yes, but ironically, not venturing into it is even more dangerous.

He who raises his spark on high for it to shine and who also confronts the fears of his shadow will fulfill the potential promised in his name. He will be as a star in the night sky.

—The Labyrinth Lord, *Tolmirisophia*

The sprite-like fellow sports a pair of moth wings sprouting from his back. He wears a suit of light armor made from the silk of some exotic giant spider, and from his belt hangs a shortbow and a quiver of arrows with fletching in various colors.



Meriol Tunder

Small fey, neutral good

Armor Class 17 (*+1 silk armor*)
Hit Points 91 (14d6 + 42)
Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Dex +7, Int +7, Wis +6, Cha +5
Skills Arcana +7, History +7, Insight +6, Perception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish, Gnomish, Sylvan
Challenge 7 (2,900 XP)

Fey Arrows. As a bonus action, Meriol imbues an arrow with one of the following magical effects. If he hits a creature with that arrow during the same round, apply the associated effect.

Dispelling Arrow: The target must succeed on a DC 15 Intelligence saving throw or all beneficial spells currently affecting it end.

Riddling Arrow: The target must succeed on a DC 15 Intelligence saving throw or be incapacitated until the start of Meriol's next turn.

Slumber Arrow: The target must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 minute. It wakes up if it takes damage or another creature takes an action to shake it awake.

Innate Spellcasting. Meriol's innate spellcasting ability is Intelligence (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *invisibility* (self only)
3/day each: *charm person*, *detect magic*, *faerie fire*
1/day each: *alarm*, *identify*, *legend lore*

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

-ACTIONS-

Multiattack. Meriol makes two attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Meriol Tunder

Where, oh where have the children gone?
They're not to be found at home nor the field.
They've gone away to the secret playground,
Before the devils have them stealed.
They've gone to where the shadows dance,
And the moth-man's flute pipes diddly-dee,
Where inky-things turn knights upside-down,
And giant toads take them to the Land of Sidhe.

—*Rhyme of the Secret Playground*

Why do I grin so much? Well, you would too if you had bested some of the greatest idols of the current age. The Stormbringers? I foiled them and sent them fleeing. Phantasmagencia? They ran without even knowing what hit them. Enigmas of Ambition? It's a mystery how they lasted as long as they did. The Blackhearts? Or as I call them, the blacked-outs.

—Meriol Tunder,
boasting after an evening of drinking

Joan Maldonado

Mithral Emperor

The War of Three Dooms. Many decades ago, wars raged across the world. In a global incident known as the Three Dooms, a series of *allabons* were deployed. These mass-scale magical weapons wracked the nations of Magneland, Drekkengrim, and Jaia, sending out pyroclastic clouds, death winds, arcane plagues, meteor strikes, and more. The cataclysms annihilated tens of thousands of people and desolated whole regions. Magneland was left covered in perilous mists and other forms of blight. Only a few coastal areas remained unscathed. Throughout the mist-laden continent, here and there were towns and villages that managed to survive by the grace of manaflame beacons—white fires that held back the mists and never burnt out. The flames mysteriously appeared as the mists fell across the land, some providing a radius of protection that spanned as much as five miles.

The Hummingbird. Anji was born to a human father and an elven mother in one such manaflame village, Brolton. Anji's father was an eccentric adventurer obsessed with prophecy and esoteric knowledge. He disappeared on an expedition into the mists, which devastated Anji's family. Curiously, he left Anji an item of unusual make—a plain mask of white leather. Anji experienced strange dreams, and he often remembered his father raving about the mithral dragon who would make a glorious return. As far as anyone knew, no such dragon existed.

One night, Anji awoke from the grips of a disturbing dream in which he died and was reborn in a body of pale silver. He took a walk in the cold air to clear his head. A stranger appeared to him, a dark druid named Rechnirog who claimed he could walk through the blight mists unscathed. He offered to lead Anji to Kostroma, the capital of Magneland which lies on the southern coast of the continent. It would be a new life away from the grief and the mists. Anji initially refused, but as the weeks passed, his dreams grew more intense. Questions burned within him. Was his father gone forever? What was the meaning of the mask? Would the great mithral dragon truly come? He realized fate was calling him to something greater. Against the pleas of his mother and sister, he left.

After what seemed like a clouded nightmare, Anji arrived in Kostroma. Rechnirog said he would collect repayment for the passage at a later date, and he left the half-elf to fend for himself. Without money, home, or friends, Anji took to living as a street thief. His natural agility and luck served him well, and his mask hid his identity. On several occasions, he narrowly avoided capture, earning himself the moniker of the Hummingbird. After a time, his luck ran out, and he was imprisoned. He was sold to a pit master and sent by ship to Bazagon to serve as a gladiator. In the City of Mazes, Anji utilized his Hummingbird style in the fighting pits and always wore his iconic mask. The pit master paid for him to be trained in an exotic martial arts style, which proved a wonderful complement to his innate abilities.

The Adventures of Phantasmagencia. Anji grew in fame and skill, and he eventually won his freedom and his citizenhood. He founded the adventuring party Phantasmagencia and quickly became wrapped up in a series of expeditions that were as mystical as they were deadly. His guile and fast cunning were only outshone by his audacious daring and his incredible knack for narrowly escaping death. Permanent death, that is, for Anji was revivified multiple times and even reincarnated once, miraculously reforming in the body of a silver-gold high elf, much like the dream he had years prior.

His exploits were many and often unbelievable. He was sliced in a blade trap chamber in the Royal Crypt, burned in an acid plunge trap in Bog Bottom, and cursed by a gem of undeath in a ruined temple of Rhodelm the Scarab. A spirit-knight came to his service after he drew a card from a *deck of many things,* he confronted and mastered his dark side in the Shadow Temple, and he learned various forms of combat technique and magical ability throughout the years. Phantasmagencia's wild raids ended when they met their demise in one of the deeper levels of the Isle of the Labyrinth Lord. Anji alone escaped, incredibly withstanding symbol spells and the onslaught of multiple archmages.

The Keepers of the Silver Flame. When the Infernal War threatened to subjugate the world under the rule of a diabolic empire, Anji created a new mask made of mithral and gathered champions from across the realms. This legendary party took up the name The Keepers of the Silver Flame. They allied with resistance factions in Bazagon and other nations, and undertook various quests of great peril. At the Battle of Bazagon, Anji and his companions played key roles—both intentionally and unwittingly—in bringing about the reincarnation of an ancient and long-deceased god, Mitra-Satsil, the Mithral Dragon. The mad ramblings of Anji's father aligned into majestic clarity. With the Divine on their side, The Keepers of the Silver Flame defeated their enemies, vanquishing devils and driving tieflings and dwarves into surrender. Mitra-Satsil could not remain in the Material Plane, as nature spirits sapped him from the world itself and overseers from the astral realm pressured him to take his rightful place as an extraplanar celestial. The age of gods walking among mortals was long past. Before ascending to his heavenly palace, Mitra-Satsil appointed Anji his exarch and the emperor of the newly-founded Bazagonian Empire. As divine gifts, he gave Anji one of his scales and one of his fangs, and he blessed the mithral mask. To this day, the Mithral Emperor, also known as the Dragon Emperor, rules from Bazagon City. He is sometimes in attendance at the Grand Coliseum, watching the games he so favors. The emperor is both shadow and light, order and chaos, ambition and fate. His draconic spirit reveres those who achieve glory, skill, and wealth, and his celestial transcendence coupled with his strange background makes him a singularly complex being.

Mithral Emperor

Medium celestial, neutral

Armor Class 27 (unarmored defense, *mithral mask*, *scale of the dragon god*)
Hit Points 199 (21d8 + 105)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	27 (+8)	20 (+5)	17 (+3)	23 (+6)	19 (+4)

Saving Throws Str +11, Dex +16, Con +6, Int +4, Wis +14, Cha +12
Skills Acrobatics +15, Athletics +10, Insight +13, Perception +13, Religion +10, Sleight of Hand +15, Stealth +15
Damage Resistances necrotic, radiant
Condition Immunities frightened
Senses truesight 120 ft., passive Perception 23
Languages Celestial, Common, Draconic, Elvish
Challenge 24 (62,000 XP)

Equipment *Fang of the Dragon God*[EEE], *gem of brightness*, *Mithral Mask*[EEE], *potion of supreme healing*, *Scale of the Dragon God*[EEE]

Evasion. If the Emperor 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.

Ki. The Emperor's weapon attacks are magical. He has 10 ki points that he can spend on the following options, each of which costs 1 ki point. He recovers all ki points upon completing a short rest.

Celestial Step: As a bonus action, the Emperor teleports up to 60 feet to an unoccupied space he can see (along with any equipment he is wearing or carrying). He gains advantage on the next attack roll he makes this turn.

Overwhelming Force: When the Emperor hits a creature with a melee weapon attack, the target takes an additional 7 (2d6) force damage and must succeed on a DC 21 Strength saving throw or be pushed 5 feet away and knocked prone.

Patient Defense: The Emperor takes the Dodge action as a bonus action.

Stunning Strike: When the Emperor hits a creature with a melee weapon attack, the target must succeed on a DC 21 Constitution saving throw or be stunned until the end of the Emperor's next turn.

Legendary Resistance (4/Day). If the Emperor fails a saving throw, he can choose to succeed instead.

Revivification (Recharges in 1d10 Days). If the Emperor dies, the *Mithral Mask* casts *revivify* on him at the start of his next turn.

Spellcasting. The Emperor is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). He has the following cleric and wizard spells prepared:

Cantrips (at will): *guidance*, *minor illusion*, *resistance*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *command*, *detect evil and good*, *disguise self*, *healing word*, *mystic shield*[EEE], *shield*, *unseen servant*
2nd level (3 slots): *augury*, *darkness*, *enhance ability*, *invisibility*, *lesser restoration*, *levitate*, *sanctuary*
3rd level (3 slots): *daylight*, *dispel magic*, *fly*, *haste*, *revivify*, *sending*, *spirit guardians*
4th level (3 slots): *celestial form*[EEE], *divination*, *freedom of movement*
5th level (2 slots): *dispel evil and good*, *dominate person*, *greater restoration*, *passwall*

-ACTIONS-

Multiattack. The Emperor makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) bludgeoning damage.

Fang of the Dragon God. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 18 (2d6 + 11) adamantine slashing damage.

-LEGENDARY ACTIONS-

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

Springing Strike. The Emperor makes a weapon attack. He may move up to half his speed without provoking opportunity attacks before or after this attack.
Light and Shadow (Costs 2 Actions). The Emperor casts *celestial form*[EEE] or *darkness*.
Soul Wind (Costs 3 Actions). The Emperor releases a rending force in a 60-foot cone. Each creature in this area takes 36 (8d8) force damage, or half damage on a successful DC 21 Constitution saving throw.



A silvery dragon scale the size of a shield hovers about him, and the gracefully-curving sword in his hand seems to have come from a fang of the very same dragon. A mask of mithral fits perfectly upon his face, giving him a still, surreal expression. Pale golden hair spills from his head, and his eyes glow with celestial light, though the shadows within his form are unusually deep. The majesty that emanates from him is almost too much to bear.

Miqueias Silva



Odion Jabal Lazrak

Medium humanoid (human), neutral evil

Armor Class 18 (*+2 silk armor, cloak of protection*)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Str +3, Dex +4, Con +6, Int +3, Wis +6, Cha +8
Skills Arcana +5, Athletics +5, Deception +7, Intimidation +7, Investigation +5, Persuasion +7
Other Proficiencies Gaming Set (Dice), Thieves' Tools
Senses passive Perception 12
Languages Common, Giant, Halfling, Thieves' Cant
Challenge 6 (2,300 XP)

Fiendish Resilience. When Odion finishes a short or long rest, he chooses one damage type. He gains resistance to that damage type until he uses this feature again. Damage from magical weapons or silver weapons ignores this resistance.

Innate Spellcasting. Odion's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, speak with dead*
1/day: *flesh to stone*

Spellcasting. Odion is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *gleaming arrow* (+4 damage)[EEE], *infernal trident* (+4 damage)[EEE], *prestidigitation*, *shadowgaze* (+4 damage)[EEE]
1st–5th level (3 5th-level slots): *aura of corrosion*[EEE], *banishment*, *charm person*, *doomful duress*[EEE], *fire shield*, *fly*, *hellish rebuke*, *mirror image*, *sands of time*[EEE], *scrying*, *snake tongue*[EEE]

-ACTIONS-

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

He is a large man, easily a head taller than most. His silks and robes are of exquisite artisanship and rich hues, complementing his deep pecan complexion. When he speaks, his voice exudes a masterly presence, and his eyes light up with a motivating ardency.

Odion Jabal Lazrak

Oasis Lord with Dark Secrets. Odion was not always a grand and mystical lord. He was born into a serf family and lived a harsh life in a distant city. His beginnings are known to very few, particularly the fact that he has a fraternal twin brother, Idris Hachim Lazrak, who is the elder by a matter of minutes. Odion is a large man, but when he was a child, Idris began to grow even bigger than him. In a jealous fit, Odion tipped a cart of bricks over onto his brother, leaving him crippled and brain damaged. He got away with making this heinous deed appear an accident due to an overfull cart.

As a young man, Odion accepted an offer of arcane power from a devil, which allowed him to escape his life of hopeless serfdom and become an extremely wealthy merchant. He purchased a section of desert that contained two oases, one with the ruins of a burnt village, and the other, the lair of a deadly monster. He erected his mansion, the House of Eleven Stars at the first oasis. To this day, his brother dwells there, hidden. Odion both loves and hates Idris. He shares a deep bond with him, almost an obsession.

Publicly, Odion is a jovial and spirited fellow. He trades with nomadic halfling tribes as well as giant-kin, such as ogres, wrestling with them to maintain affinity. Privately, he plots to expand his keep into a city, and he longs to topple his rivals. He also is inclined to extract information out of corpses using his magic. Any dead body is a potential resource as he sees it, and many times he has fantasized about speaking with his brother's corpse, should he die.

Cande Moffatt

The mage continually bears a hint of a cheeky grin, and the frayed edges of his robes indicate that he spends as much time exploring as he does studying.

Picaroon the Lorekeeper

Treasure Hunter Turned Wizard. In his earlier days, Picaroon was a roughneck scavenger who plundered ruins at the edge of the empire. The relics he discovered on his ventures piqued his interest in histories and legends. Not only was his draw to such lore of scholarly interest, but learning about the various creatures that haunted the ruins meant he was more likely to survive his precarious expeditions. He soon found himself delving into texts as much as overgrown tombs, and it was only a short matter of time before he took up the pursuits of alchemy and wizardy. No matter how far into arcane schooling he went, he never abandoned his first loves—dredging dungeons and cracking open a bottle of spirits. After obtaining sufficient wealth, he built the Highhand Spire, a gargoyle-laden tower that is more library than anything else.



Mario Teodosio

Picaroon the Lorekeeper

Medium humanoid (human), chaotic good

Armor Class 18 (*+1 breastplate, cloak of protection*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	19 (+4)	14 (+2)	13 (+1)

Saving Throws Str +2, Dex +3, Con +8, Int +9, Wis +7, Cha +6
Skills Arcana +12, History +12, Investigation +8, Nature +8, Perception +6, Religion +8, Survival +6
Other Proficiencies Thieves' Tools
Senses passive Perception 16
Languages Common, Dwarvish, Elvish, Primordial
Challenge 10 (5,900 XP)

Equipment *+1 breastplate, cloak of protection, driftglobe*, flask of mead, *potion of superior healing, staff of the alchemist*[EEE]; spellbook (all prepared spells plus *conjure minor elementals, contact other plane, detect magic, floating disc, identify, locate creature, sending, tiny hut, unseen servant*)

Master of Lore. Picaroon can cast *conjure elemental* with a casting time of 1 action instead of 1 minute. In addition, he can make Intelligence checks to recall information or lore as a bonus action instead of an action.

Spellcasting. Picaroon is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *delver's spryness*[EEE], *fire bolt, mage hand, minor illusion, prestidigitation, windblast*[EEE]
1st level (4 slots): *comprehend languages, detect magic, mystic shield*[EEE], *shield*
2nd level (3 slots): *darkvision, gust of wind, sands of time*[EEE], *web*
3rd level (3 slots): *dispel magic, slow*
4th level (3 slots): *arcane eye, dimension door*
5th level (2 slots): *conjure elemental, legend lore*

Staff of the Alchemist. Picaroon's staff has 5 charges. When he hits with a melee attack using the staff, he can expend 1 charge to apply one of the following effects:

Acid: The target takes an additional 10 (3d6) acid damage, or half damage on a successful DC 15 Dexterity saving throw.

Glue: The target must succeed on a DC 15 Strength saving throw or be restrained. As an action, the restrained creature can attempt a DC 15 Strength check to break free of the glue. Otherwise, the glue dissolves after 24 hours.

Sneezing Dust: The target must succeed on a DC 15 Constitution saving throw or be incapacitated with a fit of sneezing until the start of Picaroon's next turn. A creature that does not breathe is immune to this effect.

The staff regains 1d4 + 1 expended charges daily at dawn.

-Actions-

Multiattack. Picaroon makes two weapon attacks.

Staff of the Alchemist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) magical bludgeoning damage.

Praetor of the Undercity

Medium aberration (shapechanger), lawful evil

Armor Class 19 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 40 ft., climb 40 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	21 (+5)	19 (+4)	17 (+3)

Saving Throws Con +8, Int +9, Wis +8, Cha +7
Skills Arcana +9, History +9, Insight +8, Intimidation +7, Perception +8, Religion +9
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 18
Languages Common, Deep Speech, Infernal, Thieves' Cant, Undercommon, telepathy 120 ft.
Challenge 11 (7,200 XP)

Equipment *amulet of proof against detection and location*, *necklace of adaptation*

Horrifying Appearance (Aberration Form Only). When an enemy starts its turn within 60 feet of the Praetor and can see him, it must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and be frightened until the start of its next turn.

Innate Spellcasting. The Praetor's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *eldritch blast* (3 beams, +5 damage each)
3/day each: *clairvoyance*, *dispel magic*
2/day each: *dimension door*, *dominate person*, *fear*, *hold monster*
1/day each: *disintegrate*, *finger of death*, *dominate monster*, *telekinesis*

Limited Magic Immunity. The Praetor cannot be affected or detected by spells of 3rd level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Shapechanger. The Praetor can use his action to polymorph into his human form or back into his true aberration form. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. He reverts to his true form if he dies.

-ACTIONS-

Multiattack. The Praetor uses Shadow Tendril up to three times.

Shadow Tendril. *Melee Spell Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) necrotic damage.



Tall and pale he stands, a direful magistrate in Stygian regalia.

Praetor of the Undercity

Dread Undercity Lord. The Praetor is more than meets the eye, and what meets the eye is disturbing enough. Below the city streets, he is the leader of the Dark Council, and though he appears as a human, his true form is that of a bipedal horror with tendrils of shadow-sludge sprouting from its back.
The Praetor was not born, but rather spawned by a great old one called Apliskolik the Wishmaster, who appointed him as judge and head councilor at the inception of the Pit of Avarice. Many people deal with the Dark Council (whether for trade, vice, or vengeance), though doing so is risky, for the Praetor and his councilors exact severe consequences upon those who do not uphold their end of a bargain.

Ashkan Ghanbari



Mario Teodosio

Theosis

Masterful Priest and Monk. As headmaster of the Mount Brave Monastery, Theosis has taught a great many people who have sought out the mountain sanctuary. Though he sets aside time for contemplation and prayer, he is a rather dutiful individual who is driven towards productivity.

If you develop a tremendous level of discipline, you will free yourself from a multitude of obstacles and distractions that you would otherwise put onto your very own path. Until you reach self-discipline, your spirit is imprisoned.

If you attain great wisdom, you will manifest your truest destiny. Without wisdom, you are shackled by lies, resentment, and corruption. Without wisdom, you will stumble into a pit, sooner or later.

If you foster deep patience, you will overcome countless worries and grievances, as you will apprehend life from a broader perspective; what appears as misfortune now can lead to good things later. Without patience, you are as a leaf blown about by the winds of the moment.

—Theosis, *Foundational Virtues*

Theosis

Medium humanoid (human), lawful good

Armor Class 18 (unarmored defense)
Hit Points 105 (14d8 + 42)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +8, Cha +5
Skills Athletics +6, Acrobatics +8, Insight +8, Perception +8, Religion +9
Senses passive Perception 18
Languages Celestial, Common
Challenge 9 (5,000 XP)

Equipment *spell scrolls (dispel magic, enhance ability, purify food and drink, silence, zone of truth)*

Ki. Theosis's unarmed strikes are magical. He has 6 ki points that he can spend on the following options, each of which costs 1 ki point. He recovers all ki points upon completing a short rest.

Divine Fire: Theosis casts *sacred flame* as a bonus action.

Patient Defense: Theosis takes the Dodge action as a bonus action.

Stunning Strike: When Theosis hits a creature with an unarmed strike, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the Theosis's next turn.

Spellcasting. Theosis is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*
1st level (4 slots): *cure wounds*, *detect magic*, *mystic shield*[EEE], *sanctuary*, *shield of faith*
2nd level (3 slots): *calm emotions*, *lesser restoration*
3rd level (3 slots): *beacon of hope*, *magic circle*, *spirit guardians*
4th level (2 slots): *deific visage*[EEE], *divination*, *edict of law*[EEE]

-ACTIONS-

Multiattack. Theosis makes three unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

His vestments are fine without being garish, dyed in earth tones accented with hues of brass, white, and red. In hand, he holds a set of prayer beads from which dangles a holy symbol.

Truesilver Justiciar

A Legend from Birth. Elka was born to rather extraordinary parents. Her father was a northron hero and her mother, a priestess with celestial blood. Elka's heritage filled her with both might in battle and magical powers. Truly, she was a favored soul, and for years, she travelled as a companion of such legendary figures as Anji and Yoni (who went on to become the Mithral Emperor and the Labyrinth Lord, respectively). Ever a source of steadfast honor, Elka kept her companions from losing themselves to the harrowing darkness they so often encountered in their adventures.

Elka suffered a number of terrible pitfalls of her own during this period of her life. The worst of which occurred when her then-party, Phantasmagencia, met with the Witches of Whiptail at their remote lair. During this gathering, Elka did battle with a stone giant sorceress who petrified her. The witches stole away with the statue-like Elka in the night, and traded her to devils. They and their archdevil leader used fell magic to transform Elka into a hellish knight who served as a champion in their legions of fiends, tieflings, and corrupt dwarves. This unholy alliance launched their campaign of world conquest, and for a time, it seemed they would succeed.

On the final day of the Battle of Bazagon, the Keepers of the Silver Flame (including Anji, Yoni, Straegor, Hravenaug, and Twyla) and their allies stood to defend the island metropolis from the encroaching foes. In a fateful turn, they brought about the reincarnation of the dragon god Mitra-Satsil through an incredible sequence of events that was part tactics, part prophecy, and part miracle. They defeated the diabolic conquerors, which included Elka and the archdevil who wielded a *voidstar.*

Mitra-Satsil, before ascending to his celestial realm, bestowed a number of divine boons. He appointed Anji as exarch and emperor, and he resurrected Elka in a glorious, angelic form. She assumed the role of Justiciar of Bazagon and was henceforth known as Elka Truesilver.



Joan Maldonado

The angelic warrioress is donned in plates of gleaming mithral. From her back unfold wings of snowy feathers, and gripped in her hands is an exquisite greatsword. When she invokes her righteous fury, a nimbus of aurora borealis emanates from her.

Truesilver Justiciar

Medium celestial, lawful good

Armor Class 20 (*+2 mithral full plate*)
Hit Points 209 (22d8 + 110)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	21 (+5)	17 (+3)	20 (+5)	24 (+7)

Saving Throws Str +14, Con +12, Wis +12, Cha +14
Skills Athletics +14, Insight +12, Perception +12, Religion +10
Damage Resistances necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 22
Languages Celestial, Common, Draconic
Challenge 23 (50,000 XP)

Angelic Weapons. The Justiciar's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (already included).

Innate Spellcasting. The Justiciar's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *flame strike*, *ray of frost* (4d8)
3/day each: *branding smite*, *dispel evil and good*, *dispel magic*, *sending*, *shield*
1/day each: *commune*, *revivify*, *spiritual weapon* (as 4th level), *sunbeam*

Legendary Resistance (3/Day). If the Justiciar fails a saving throw, she can choose to succeed instead.

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

-ACTIONS-

Multiattack. The Justiciar makes two weapon attacks or casts *ray of frost* twice.

Mithral Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) silver slashing damage plus 18 (4d8) radiant damage.

Healing Touch (4/Day). The Justiciar touches a living creature, who magically regains 29 (5d8 + 7) hit points and is freed from any curse, disease, poison, blindness, or deafness.

-LEGENDARY ACTIONS-

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

Rushing Strike. The Justiciar makes a weapon attack. She may move up to half her speed before or after this attack.
Valkyrie's Aura. (Costs 2 Actions). The Justiciar emanates an aura that reaches out to 30 feet from her. Allies in the aura gain Magic Resistance and deal an additional 4 (1d8) radiant damage on weapon attacks. The aura lasts until the end of the Justiciar's next turn, though she can expend 2 Legendary Actions on her turn to maintain the aura.
Celestial Magic (Costs 3 Actions). The Justiciar casts one of her innate spells, expending it as normal.

Duty. Honor. Justice. These are the three pillars of my faith. They provide purpose to the despairing, draw truth out of deceit, and make right that which was wronged. May the sacred pillars stand forevermore, lest we fall into the clutches of evil.

Hear my words, for I have seen Hell, felt its tendrils infest my every fiber, wielded its blade of black flames. It is a place without hope, an existence in which the fertile ground of meaningfulness is burnt away by the ravages of suffering. Death itself is nothing compared to a soul shackled to the infernal realm.

But the pillars stand, like radiant beacons of a celestial palace. Stand with them. Stand amongst them. Let their strength be your strength. Heed the righteous call, and never shall you be toppled. Though you tread the depths of darkness, you will be clad in armor without cleft, and you will bear a torch that brings light to all.

—Elka, Truesilver Justiciar, *Of Heaven and Hell*



Her hair is a stunning mane of black ringlets, and her eyes splendidly reflect the sunlight. When she speaks, her voice carries such warmth and such zest that you cannot help but listen.

Tyra Tavoros

Bright and Charismatic Island Princess. Tertulia is a beautiful island of year-round warm weather, crystalline waters, and spirited inhabitants. On the eastern end of the island is Castle Tavoros, positioned atop the cliffs that rise above Emerald Cove. For many generations, the Tavoros family has ruled Tertulia and overseen several of the nearby isles. Tyra is the eldest daughter of the current monarchs and a very active individual. She grew up learning from the resident bard college, she traveled as an emissary to broker peace with a rival tribe of the archipelago, and she went on to become Mistress of the Reliquary, heading the Emerald Cove's vault of mystical wares.

Though Tyra maintains an upbeat disposition, in private she still mourns the death of her brother Laercio. For years, he spent large sums of money on the arcane blood sport *besta alterada,* in which competitors augment animals and other creatures that battle to the death in pit fights. Through *besta alterada,* Laercio became entangled with a sect of warlocks and fell into bad company. One morning, Tyra went to Laercio's chamber to find his feet in bed and the rest of his body gone—only a stained impression sunken into the sheets.

Tyra Tavoros

Medium humanoid (human), neutral good

Armor Class 16 (*cloak of protection*, *silk armor of fire resistance*)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Str +1, Dex +7, Con +7, Int +3, Wis +5, Cha +8
Skills Arcana +5, Insight +7, Medicine +4, Performance +7, Persuasion +7
Damage Resistances fire
Senses passive Perception 11
Languages Common, Goblin, Sylvan, Undercommon
Challenge 7 (2,900 XP)

Hand of Fate (1/Short Rest). When Tyra makes an ability check, saving throw, or attack roll, she can use Hand of Fate before rolling to gain advantage.

Innate Spellcasting. Tyra's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no somatic components:

At will: *guidance*, *resistance*
2/day (as 3rd level): *bane*, *bless*, *command*, *healing word*
1/day each (as 3rd level): *gust of wind*, *thunderwave*

Spellcasting. Tyra is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She knows the following bard spells:

Cantrips (at will): *dancing lights*, *message*, *vicious mockery*
1st level (4 slots): *charm person*, *cure wounds*, *detect magic*
2nd level (3 slots): *blindness/deafness*, *heat metal*, *shatter*
3rd level (2 slots): *hypnotic pattern*, *sending*

-ACTIONS-

+1 Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Muddle Conviction (1/Short Rest). Tyra targets one creature within 60 feet of her that can see and hear her. The target must make a DC 15 Wisdom saving throw. On a failed save, it cannot take hostile actions against Tyra or her allies for 1 minute, or if the target's CR or level is 2 or lower, it changes its loyalty and becomes Tyra's ally for 1 hour. Either effect ends if Tyra or an ally takes a hostile action against the target. Creatures immune to the charmed condition are unaffected.

Miqueias Silva

Monsters by Type

Aberration
Horrid Councilor (CR 1)
Optovoa (CR 1)
Queanraq (CR 2)
Blatherskite (That Which Speaks) (CR 4)
Harbinger of Madness (CR 5)
Sarcoid Star (CR 6)
Dream Devourer (CR 7)
Praetor of the Undercity (CR 11)
Whisperer in Darkness (CR 19)
Lord of Heresy (CR 20)
That Which Speaks (CR 21)

Beast
Jinkwing Nymph (CR 1/4)
Ridgeback Turtle (CR 1/4)
Garfish (CR 1/2)
Jinkwing Dragonfly (CR 1)
Lunaward Moth (CR 1)
Flush Viper (CR 3)
Bog Lord Frog (CR 4)
Nebula Jelly (CR 4)
Sicklemaw Slug (CR 5)
Bog Emperor Frog (CR 7)

Celestial
Luxite (CR 1)
Host of Angels (CR 11)
Astrelle Shadefall (CR 17)
Aspect of Argus (CR 19)
Ophan (CR 20)
Overseer (CR 21)
Truesilver Justiciar (CR 23)
Mithral Emperor (CR 24)

Construct
Candelabracadabra (keeper of lost things) (CR 1/8)
Ring Worm (keeper of lost things) (CR 1/8)
Tatterdemalion (CR 1/8)
Fork Knight (keeper of lost things) (CR 1/4)
Waxencorn (CR 1/4)
Gargoyle, Basilica Imp (CR 1)
Old Scrolls (keeper of lost things) (CR 1)
Drossguard (CR 2)
Gargoyle, Belfry Sentinel (CR 3)
Gargoyle, Guardian Grotesque (CR 4)
Runewyrm (CR 7)
Crawling Sphere, Silversphere (CR 9)
Crawling Sphere, Blacksphere (CR 12)
Tychistis (CR 14)
Lithomachus (CR 18)
Golem, Adamantine (CR 22)

Dragon
Dragon, Orb Wyrmling (CR 2)
Yex Drake (CR 2)
Dragon, Astral Wyrmling (CR 3)
Dragon, Orb Young (CR 8)
Dragon, Astral Young (CR 9)
Dragon, Orb Adult (CR 15)
Dragon, Astral Adult (CR 16)
Dragon, Orb Ancient (CR 22)
Dragon, Astral Ancient (CR 23)

Elemental
Animated Embers (embergeist) (CR 1/2)
Muckspawn Mudman (CR 1)
Elemental, Frostcloud (CR 2)
Elemental, Geode (CR 2)
Elemental, Tarfire (CR 2)
Muckspawn Invoker (CR 5)
Muckspawn Abomination (CR 8)
Vulcastrophex (CR 14)

Fey
Enigma Cat (CR 1)
Cervina Houndmaster (CR 2)
Naiad (CR 3)
Cervina Lightbringer (CR 4)
Keeper of Lost Things (CR 4)
Hag, Shadow (CR 6)
Meriol Tunder (CR 7)
Hag, Shadow (in coven) (CR 8)
Imogilda the Zograturgist (CR 11)
Emerald Bellatrix (CR 13)
Labyrinth Lord (CR 24)

Fiend
Yefyr (Jurgen Underhold) (CR 2)
Demon, Vokkasu (CR 3)
Abyssal Elf (CR 4)
Devil, Wrathlure (CR 4)
Demon, Nightmare Demon (CR 5)
Devil, Logos (CR 6)
Dobodaem (CR 7)
Hag, Cinder (CR 7)
Headless Mule (CR 7)
Hag, Cinder (in coven) (CR 9)

Giant
Blemmyes (CR 3)
Neshnegug (CR 9)
Div (CR 10)
Old Woman of the Mountain (CR 12)
Brobdingnagian (CR 18)

Humanoid
Vescaphage (CR 1/8)
Monk, Acolyte (CR 1/4)
Soldier, Spearman (CR 1/4)
Sonderwaif (CR 1/4)
Vescaphage Tunnel Rat (CR 1/4)
Ichoriite, Sentinel Statue (CR 1/2)
Soldier, Elite Soldier (CR 1/2)
Soldier, Watchman (CR 1/2)
Vescaphage Bone Priest (CR 1/2)
Fenguard (CR 1)
Rag Man (CR 1)
Xamax Dancer (CR 1)
Cairnguard (Earthliege) (CR 2)
Ichoriite, Bronzen Warrior (CR 2)
Monk, Adept (CR 2)
Vescaphage Archigos (CR 2)
Catelyn Weirman (CR 3)
Juniper Druid (CR 3)
Jurgen Underhold (CR 3)
Soldier, Captain (CR 3)
Geomancer (Earthliege) (CR 4)
Hierophant (CR 4)
Saturnine Magehunter (CR 4)
Baio Sedulus (CR 5)
Ichoriite, Temple Guardian (CR 5)
Zealot (CR 5)
Bannis the Shackled (CR 6)
Brekka the Rock (CR 6)
Hypnotic Enchanter (CR 6)
Odion Jabal Lazrak (CR 6)
Tyra Tavoros (CR 7)
Albevazin (CR 8)
Elgar the Arcane (CR 8)
Jade Magus (CR 9)
Theosis (CR 9)
Akket (CR 10)
Picaroon the Lorekeeper (CR 10)
Blacktongue (CR 13)

Monstrosity
Aurupede (CR 1/8)
Ashen Servitor (cinder hag) (CR 2)
Mistveil Wolf (CR 3)
Coraphage (CR 5)
Guardian of the Hollow (CR 5)
Owlbear, Spellwarped (CR 5)
Pinctagrex (CR 5)
Terraceous Arborite (CR 6)
Minotaur, Doomslaught (CR 7)
Obâridan (CR 7)
Muwatrep (CR 9)
Terraceous Angler (CR 9)
Owlbear, Dreadnought (CR 12)
Sphinx, Nychtasphinx (CR 13)
Argent Serpent (CR 14)

Ooze
Duzldaug (CR 3)
Ink of Pain (CR 5)
Flesh Ooze (CR 6)
Spelldrinker Ooze (CR 11)
Zymôkratoras (CR 17)

Plant
Juniper Spirit (juniper druid) (CR 1/4)
Spearspine Cactus (CR 1)
Moss Monster (CR 3)
Vicemold (CR 4)
Sturmfeld (CR 5)
Uggbobora (CR 6)
Bellemort (CR 7)
Treefolk, Grandmother Willow (CR 10)
Treefolk, Sylvan Lord (CR 16)

Undead
Mortling (CR 1/8)
Skeleton, Bone Drummer (CR 1/2)
Veinzer (CR 1/2)
Skeleton, Bone Hellion (CR 1)
Malugeist (CR 2)
Bane Swan (CR 3)
Embergeist (CR 3)
Skeleton, Crimson (CR 3)
Charnel Reaver (CR 4)
Lung Eel (CR 4)
Skeleton, Four-Armed (CR 4)
Skeleton, Wyvern (CR 5)
Spirit of the Feast (CR 5)
Skeleton, Archer of the Black Arrow (CR 6)
Skeleton, Giant (CR 7)
Estrava, Dread Spirit (CR 8)
Pernicious Mist (CR 8)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Bonefire (CR 8)
Undead Elemental, Sepulterra (CR 8)
Undead Elemental, Shipwretch (CR 8)
Vampire, Bloodmist (CR 9)
Estrava, Weaver of Despair (CR 10)
Wargwraith (CR 15)

Monsters by Environment

Arctic
Enigma Cat (CR 1)
Elemental, Frostcloud (CR 2)
Elemental, Geode (CR 2)
Duzldaug (CR 3)
Mistveil Wolf (CR 3)
Guardian of the Hollow (CR 5)
Pernicious Mist (CR 8)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Bonefire (CR 8)
Undead Elemental, Sepulterra (CR 8)
Neshnegug (CR 9)
Emerald Bellatrix (CR 13)

Coast
Garfish (CR 1/2)
Dragon, Orb Wyrmling (CR 2)
Elemental, Frostcloud (CR 2)
Yex Drake (CR 2)
Blemmyes (CR 3)
Lung Eel (CR 4)
Coraphage (CR 5)
Pinctagrex (CR 5)
Sarcoid Star (CR 6)
Dragon, Orb Young (CR 8)
Pernicious Mist (CR 8)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Shipwretch (CR 8)
Neshnegug (CR 9)
Owlbear, Dreadnought (CR 12)
Dragon, Orb Adult (CR 15)
Dragon, Orb Ancient (CR 22)

Desert
Sonderwaif (CR 1/4)
Lunaward Moth (CR 1)
Spearspine Cactus (CR 1)
Elemental, Geode (CR 2)
Elemental, Tarfire (CR 2)
Yex Drake (CR 2)
Blemmyes (CR 3)
Harbinger of Madness (CR 5)
Obâridan (CR 7)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Bonefire (CR 8)
Undead Elemental, Sepulterra (CR 8)
Muwatrep (CR 9)
Neshnegug (CR 9)
Div (CR 10)

Forest
Juniper Spirit (juniper druid) (CR 1/4)
Sonderwaif (CR 1/4)
Enigma Cat (CR 1)
Jinkwing Dragonfly (CR 1)
Lunaward Moth (CR 1)
Cervina Houndmaster (CR 2)
Elemental, Frostcloud (CR 2)
Demon, Vokkasu (CR 3)
Duzldaug (CR 3)
Juniper Druid (CR 3)
Mistveil Wolf (CR 3)
Moss Monster (CR 3)
Abyssal Elf (CR 4)
Cervina Lightbringer (CR 4)
Terraceous Arborite (CR 6)
Bellemort (CR 7)
Estrava, Dread Spirit (CR 8)
Pernicious Mist (CR 8)
Undead Elemental, Bonefire (CR 8)
Terraceous Angler (CR 9)
Estrava, Weaver of Despair (CR 10)
Treefolk, Grandmother Willow (CR 10)
Owlbear, Dreadnought (CR 12)
Emerald Bellatrix (CR 13)
Sphinx, Nychtasphinx (CR 13)
Treefolk, Sylvan Lord (CR 16)

Grassland
Mortling (CR 1/8)
Sonderwaif (CR 1/4)
Enigma Cat (CR 1)
Lunaward Moth (CR 1)
Ashen Servitor (cinder hag) (CR 2)
Elemental, Frostcloud (CR 2)
Blemmyes (CR 3)
Duzldaug (CR 3)
Mistveil Wolf (CR 3)
Charnel Reaver (CR 4)
Harbinger of Madness (CR 5)
Owlbear, Spellwarped (CR 5)
Sturmfeld (CR 5)
Hag, Shadow (CR 6)
Terraceous Arborite (CR 6)
Uggbobora (CR 6)
Hag, Cinder (CR 7)
Headless Mule (CR 7)
Hag, Shadow (in coven) (CR 8)
Pernicious Mist (CR 8)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Bonefire (CR 8)
Undead Elemental, Sepulterra (CR 8)
Hag, Cinder (in coven) (CR 9)
Neshnegug (CR 9)
Terraceous Angler (CR 9)
Div (CR 10)

Hill
Mortling (CR 1/8)
Lunaward Moth (CR 1)
Cairnguard (Earthliege) (CR 2)
Elemental, Frostcloud (CR 2)
Yex Drake (CR 2)
Blemmyes (CR 3)
Duzldaug (CR 3)
Mistveil Wolf (CR 3)
Charnel Reaver (CR 4)
Geomancer (Earthliege) (CR 4)
Owlbear, Spellwarped (CR 5)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Bonefire (CR 8)

Undead Elemental, Sepulterra (CR 8)
Neshnegug (CR 9)
Div (CR 10)
Owlbear, Dreadnought (CR 12)
Emerald Bellatrix (CR 13)
Harbinger of Madness (CR 5)

Mountain

Lunaward Moth (CR 1)
Cairnguard (Earthliege) (CR 2)
Elemental, Frostcloud (CR 2)
Elemental, Geode (CR 2)
Yex Drake (CR 2)
Dragon, Astral Wyrmling (CR 3)
Geomancer (Earthliege) (CR 4)
Undead Elemental, Blightning (CR 8)
Undead Elemental, Bonefire (CR 8)
Dragon, Astral Young (CR 9)
Neshnegug (CR 9)
Div (CR 10)
Owlbear, Dreadnought (CR 12)
Vulcastrophex (CR 14)
Dragon, Astral Adult (CR 16)
Brobdingnagian (CR 18)
Dragon, Astral Ancient (CR 23)

Swamp

Jinkwing Nymph (CR 1/4)
Ridgeback Turtle (CR 1/4)
Garfish (CR 1/2)
Fenguard (CR 1)
Jinkwing Dragonfly (CR 1)
Lunaward Moth (CR 1)
Muckspawn Mudman (CR 1)
Elemental, Frostcloud (CR 2)
Elemental, Tarfire (CR 2)
Bane Swan (CR 3)
Duzldaug (CR 3)
Flush Viper (CR 3)
Moss Monster (CR 3)
Naiad (CR 3)
Bog Lord Frog (CR 4)
Vicemold (CR 4)
Muckspawn Invoker (CR 5)
Sicklemaw Slug (CR 5)
Bog Emperor Frog (CR 7)
Muckspawn Abomination (CR 8)
Pernicious Mist (CR 8)
Undead Elemental, Sepulterra (CR 8)
Neshnegug (CR 9)
Treefolk, Grandmother Willow (CR 10)

Underground

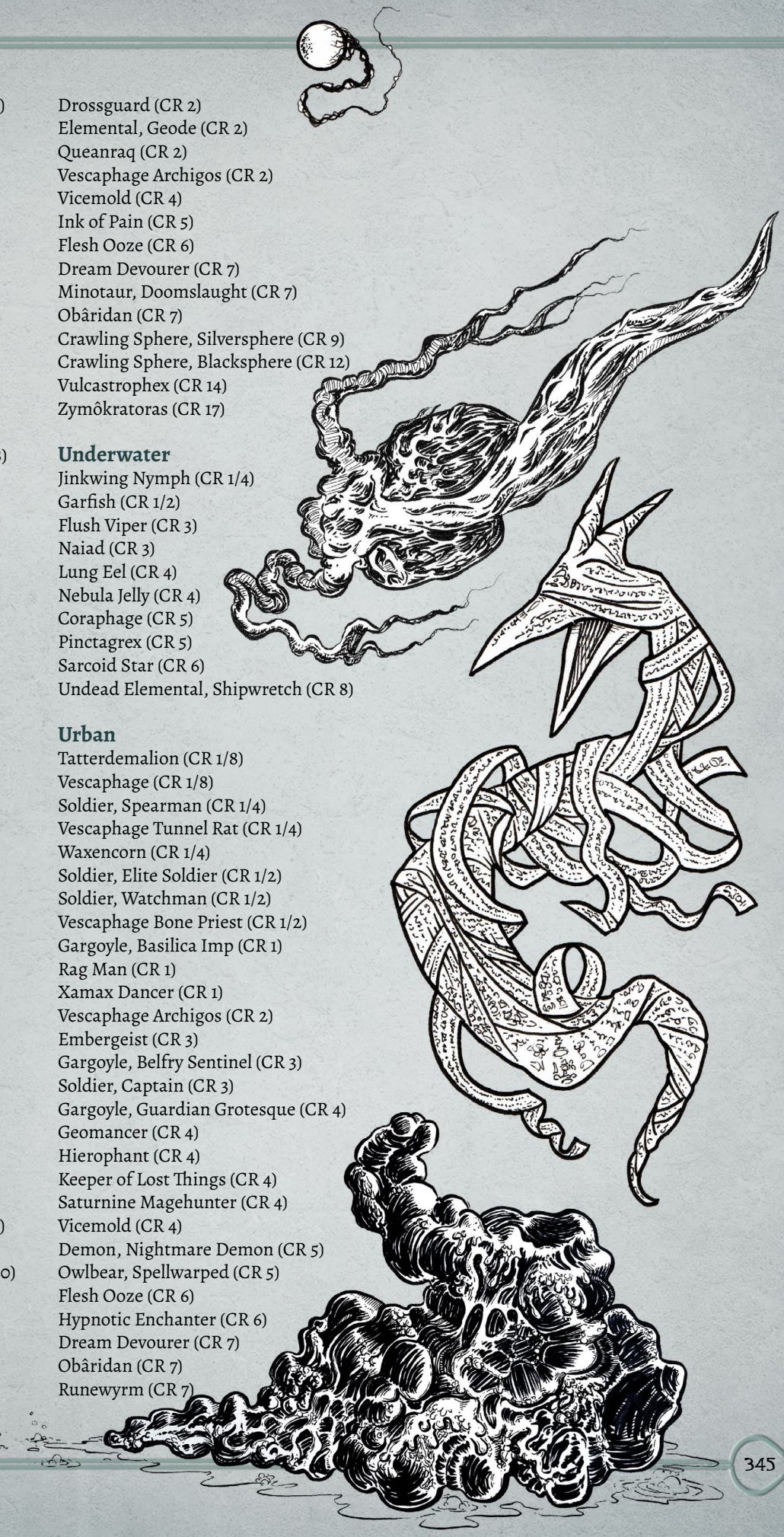
Vescaphage (CR 1/8)
Vescaphage Tunnel Rat (CR 1/4)
Vescaphage Bone Priest (CR 1/2)
Drossguard (CR 2)
Elemental, Geode (CR 2)
Queanraq (CR 2)
Vescaphage Archigos (CR 2)
Vicemold (CR 4)
Ink of Pain (CR 5)
Flesh Ooze (CR 6)
Dream Devourer (CR 7)
Minotaur, Doomslaught (CR 7)
Obâridan (CR 7)
Crawling Sphere, Silversphere (CR 9)
Crawling Sphere, Blacksphere (CR 12)
Vulcastrophex (CR 14)
Zymôkratoras (CR 17)

Underwater

Jinkwing Nymph (CR 1/4)
Garfish (CR 1/2)
Flush Viper (CR 3)
Naiad (CR 3)
Lung Eel (CR 4)
Nebula Jelly (CR 4)
Coraphage (CR 5)
Pinctagrex (CR 5)
Sarcoid Star (CR 6)
Undead Elemental, Shipwretch (CR 8)

Urban

Tatterdemalion (CR 1/8)
Vescaphage (CR 1/8)
Soldier, Spearman (CR 1/4)
Vescaphage Tunnel Rat (CR 1/4)
Waxencorn (CR 1/4)
Soldier, Elite Soldier (CR 1/2)
Soldier, Watchman (CR 1/2)
Vescaphage Bone Priest (CR 1/2)
Gargoyle, Basilica Imp (CR 1)
Rag Man (CR 1)
Xamax Dancer (CR 1)
Vescaphage Archigos (CR 2)
Embergeist (CR 3)
Gargoyle, Belfry Sentinel (CR 3)
Soldier, Captain (CR 3)
Gargoyle, Guardian Grotesque (CR 4)
Geomancer (CR 4)
Hierophant (CR 4)
Keeper of Lost Things (CR 4)
Saturnine Magehunter (CR 4)
Vicemold (CR 4)
Demon, Nightmare Demon (CR 5)
Owlbear, Spellwarped (CR 5)
Flesh Ooze (CR 6)
Hypnotic Enchanter (CR 6)
Dream Devourer (CR 7)
Obâridan (CR 7)
Runewyrm (CR 7)



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Sphere of Flames

We chase the horizon lit by our dawning soul,
Mortal beings helpless but to be captured by the dream of immortality.
There exists an undeniable sense,
Of something more beneath our masks of skin,
An anchor that reminds the ship
There is an ocean floor,
A tether connecting the kite in the wild winds
To the guiding hand.

Star of the eastern sky
Parts the clouds over the valley.
Watcher of the horizon's womb,
Waits to greet the birth of the sun.
He shines until our eyes mirror the radiance.
Then we see the footprints on the ground
And know that we tread this valley
In a before time,
Now in a present time,
And the gap between cycles closes.

We chase the skyline that promises the sweetest discovery,
Finite creatures enthralled by the song in our souls, glorifying infinity.
From the wellspring, we emerge to fly with the vigor
Given by our fiery dream—the star in us.
Across ten thousand suns by ten thousand more,
Wind, waves, and fields course past.

Like calls to like,
Light to light,
Sphere of flames,
Toward another,
The ultimate giver and taker,
The star waiting at the final dawn.
He shall read the verse inscribed upon our essence:
All things end,
And in doing so,
All things begin.

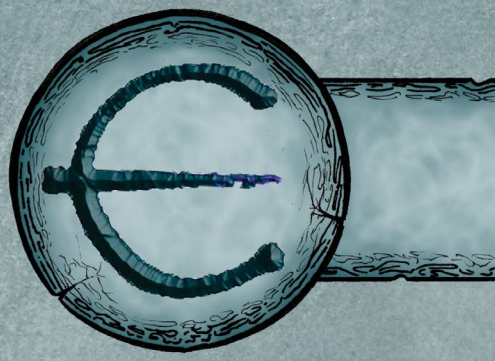
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