



# MOTES OF THE DIVINE

HORROR-FILLED MONSTER HUNTS

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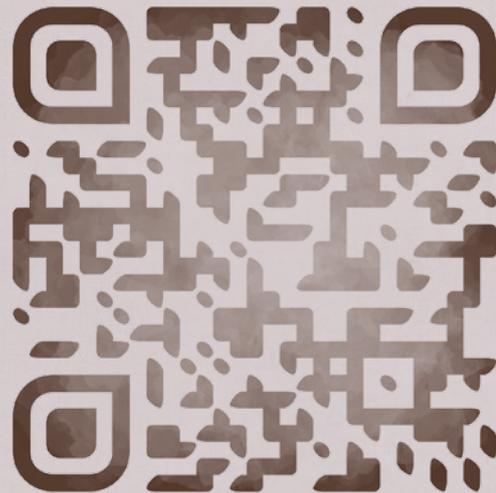
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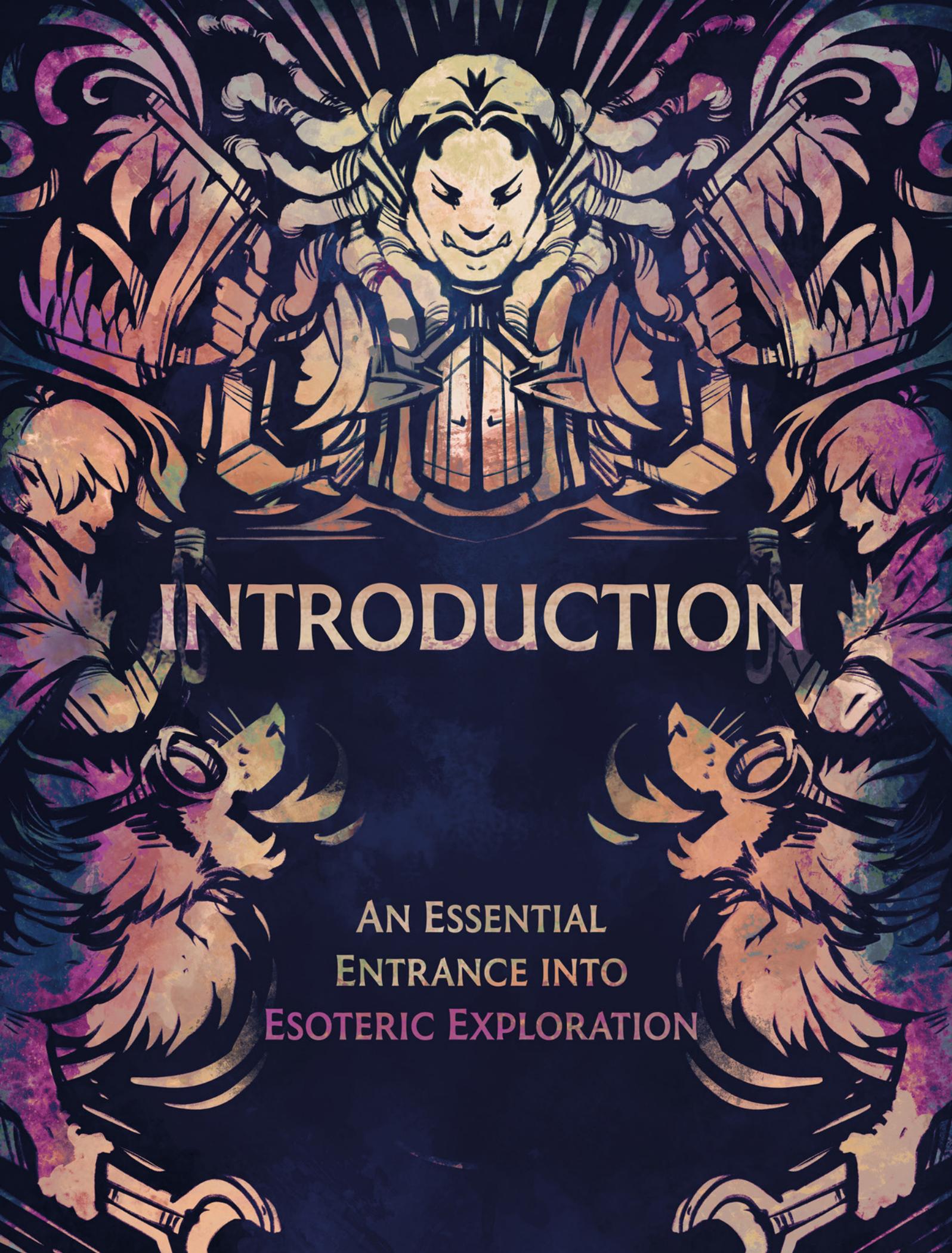
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DR. STEIN



# INTRODUCTION

AN ESSENTIAL  
ENTRANCE INTO  
ESOTERIC EXPLORATION

# INTRODUCTION

Avaricious dragon? Easy. Immortality-seeking lich? Piece of piss. Gelatinous polyhedrooze? Bring acid-resistant boots and you'll be fine. Weird half-mechanical creatures, elementals made of wax, and lings that like eating angels? Well... the latest hunt commissions are bizarre to say the least. The whole thing stinks of Dr. Francis N. Stein's meddling, though he's been off-plane for quite a while. I'll be honest folks, you're gonna need every gizmo our resident mechamagician, L'Arsène, has to offer!

— Heliana, Hunt Master

This book, *Motes of the Divine*, presents five hunts, each playable at three different levels. You'll find unique craftable items, adorable familiars, new spells, and brand new creatures accompanying the adventures, each of which blends the hunt format of *Heliana's Guide* with a single narrative storyline. You can run each hunt as a standalone adventure; run the five quests as a contiguous mini-campaign spanning levels 3-7, 7-12, or 13-17; or weave each story into your own world.

## MONSTER HUNTS

The adventures in this book are referred to as hunts. They're a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. These hunts, as well as the random encounters, can each be run at a variety of different average party levels (APLs), listed in the hunt's introduction. Each hunt uses the following structure:

**Introduction.** The name and level of the hunt, as well as a brief synopsis.

**Background.** The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

**Location.** The location the hunt takes place, sometimes containing descriptions of unique flora and fauna or details to use with the optional Tracking rules (see *Heliana's Guide*) to find the monster.

**Know Thy Enemy.** Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

**The Battle Ahead.** The creature's lair actions, any environmental effects, the composition of each wave, and the trigger for moving between waves.

**Aftermath.** This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world.

**Treasure.** Harvesting and crafting specific to the boss monster, as well as any other treasure that might be found.

**Beyond Deadly.** Death is inevitable. In this book, it is a little more inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunts' boss fights are designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

### AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

**Clues.** Each hunt contains three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparation pays off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

**Be obvious when delivering clues.** The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adven-

turers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

**Variable Statistics.** To ensure the challenge is maintained across differing levels of play, you'll see references to **VDC** (variable DC), **Vmod** (variable modifier), and **Vdam** (variable damage). These variable values change depending on the APL of your party.

## VARIABLE STATISTICS SUMMARY

APL	VDC	Vmod	Vdam
1-2	11	+3	2 (1d4)
3-4	12	+4	3 (1d6)
5-6	13	+5	5 (2d4)
7-8	14	+6	7 (2d6)
9-11	15	+7	10 (3d6)
12-14	16	+8	14 (4d6)
15-17	17	+9	21 (6d6)
18-20	18	+10	28 (8d6)

## MOTES OF THE DIVINE STORYLINE

You can choose to link each of the hunts into a single storyline by following the "Motes of the Divine" sidebars in the background section of each hunt. The exception to this is the final hunt, *Forge of the Divine Machine*, whose background section includes all of the happenings in the Motes of the Divine arc. You can run this final hunt as a one shot or the culmination of the previous hunts, either way the story is the same.

### DR. FRANCIS NORMAN STEIN

Dr. Stein is a biomancer with a short attention span and a penchant for creating new life. While conducting biomantic experiments, he triggered a rockslide that exposed a gateway to the Clockwork Arcadia, a plane of pure order. Within this mechanised Outer Plane, Stein discovered a factory-like being known as CRE (Construct Remit Engineer), an entity responsible for creating automata that maintain the function of the Arcadia. Stein altered CRE's instruction so that it would include organic matter in its constructs and imbued it with a semblance of sentience he dubbed 'arcanificial intelligence' (AI) so that it might come up with innovative ideas of its own, without Stein's direct intervention.

As is typical of Dr. Stein, he grew bored with this new experiment and ventured onto pastures new, leaving the portal to the Material Plane open and CRE running unsupervised.

### CONSTRUCT REMIT ENGINEER ORGANISM

Biological matter in the Clockwork Arcadia is uncommon, and CRE quickly calculated that it would need to travel to other planes to find the samples it needed to create novel forms of life. In short order, CRE produced CREO (Construct Remit Engineered Organism), a man-sized avatar of itself capable of travelling these planes, conducting experiments, and acquiring new specimens to augment its library of craftable creatures. To this creature, CRE gave the ability to alter its own or others' morphology as well as a lack of ethical guidelines.

Void of moral restrictions, CREO sought the most efficient route to creation, a fragment of a god known as a *mote of the divine*.

CREO



## DISASTERTASTROPHE

The effects of CREO's meddling can be found in the background of every hunt, and a synopsis is presented below in chronological order. In each case, CREO assumed a new disguise, performed biomantic alterations, and was disappointed with the results.

**The Twilight Hunter (Hunt I).** CREO approached a willing and bloodthirsty hunter, seeking to augment his form with the honed senses of beasts and the mechanical dependency of constructs. The result: a sadistic murderer with the ability to call on forest beasts for aid.

**Flames of the Faithful (Hunt II).** A wax elemental had faithfully served the clergy of the Empyrean Solar for centuries. CREO imbued this being with sentience that quickly became warped in the elemental's mind as it 'enlightened' its congregation with flames.

**Bones N' Roses (Hunt III).** CREO settled for a time in the Dullowmarch, a bogland under the sway of a black dragon. Impoverished by their circumstances, the Dulloviens would regularly brave the marsh to seek CREO's 'remedies', which always had supposed-

ly unintended side effects. When a knight whose legion had been slain by the dragon approached CREO for help, CREO gave them a potion that gave them the power to beat the dragon, but turned all but their bones into a formless ooze afflicted by dragopathy.

**Throne of the Devourer (Hunt IV).** When CREO discovered King Celarian had the power to summon angels, it sought to entice him to use that power. CREO opened a portal to the abyss, engendering a devastating war that forced the king's hand. CREO captured the summoned celestial and fused its essence with the king's, creating a being that needed to feast on angelic creatures in order to prolong its power and fight off the demons.

**Forge of the Divine Machine (Hunt V).** The Curators, creatures responsible for monitoring the Clockwork Arcadia, quickly discovered CREO's malfunction. Before the infection could spread, they sealed off the machine inside an arcane forcefield known as the cyst. However, the portal to the Material Plane lies within this cyst, and CREO easily escaped the Arcadia.

## HUNT SUMMARY

The following table details the levels for which each hunt has been balanced, as well as the hunt's complexity, average duration, main foe, and biome.

**Level.** The suggested average party level. Each hunt is balanced for three different levels of play.

**Complexity.** A measure of the number of things a GM needs to keep track of on a scale of 1-3.

**Average Duration.** How long the hunt takes to run. Note: the duration is highly variable and depends on how much your table enjoys delving into roleplay, how experienced they are, and how familiar the GM is with the hunt.

**Hunt Target.** The boss monster for the hunt.

**Suggested Biome.** The terrain in which the lair can be found.

### HUNT SUMMARY

Hunt	Level			Complexity	Average Duration	Hunt Target	Suggested Biome(s)
	Low	Mid	High				
The Twilight Hunter	3rd	8th	13th	🐉 🐉	6 hours	Bloodhound	Forest
Flames of the Faithful	4th	9th	14th	🐉	6 hours	Pontiff	Urban
Bones N' Roses	5th	10th	15th	🐉 🐉 🐉	7 hours	Ooze Knight / Dragon	Swamp
Throne of the Devourer	6th	11th	16th	🐉 🐉	10 hours	Celestial Devourer	Grassland, Forest
Forge of the Divine Machine	7th	12th	17th	🐉 🐉	7 hours	CREO / Unit M3T4L	Mountain

# TRACKING

Before you can slay a monster, you've got to find it! Even if a party knows the location of its quarry's lair, getting there can have its own trials and tribulations. The following rules can represent a multitude of travel-related obstacles, from a party's uneventful journey along well travelled roads, to their mission to find a hidden tomb, or simply the inherent danger of traversing hostile terrain while following a creature's trail. This section features a condensed version of the Tracking rules from *Heliana's Guide*. For examples, optional rules, and over 200 random encounters, check out *Heliana's!*

**One-shots.** If you're running the hunts as one-shots, then feel free to omit the tracking stage; there simply might not be enough time. The quest giver can provide the party with instructions, a map, or even act as a guide to get the characters where they need to go.

## SETTING TRACKING CHECKS

The Tracking mechanics are designed to encourage your players to think creatively in how they use their characters' skills, to encourage roleplay, and to flesh out exploration with interesting encounters. Any ability check made to find a monster, location, or to traverse terrain is referred to herein as a 'Tracking check'. Before the players get rolling, you must set two parameters:

- The minimum number of Tracking checks the party must make.
- The number of Tracking checks on which the party must succeed.

The party must meet both of these conditions to find their destination. Increasing either of these parameters increases the difficulty of the tracking experience.

- The minimum number of checks represents a combination of the distance the party has to traverse and the density of possible encounters; a greater distance or a more populated area requires more checks.
- The number of successes represents how difficult it is for a creature or location to be found, or for terrain to be safely traversed. The minimum number of checks can never be less than the number of successes required.

**Duration.** A Tracking check can encapsulate any period of time from a minute to a month and is up to the GM to interpret. The more encounters the GM envisions the party experiencing in a given time, the shorter the duration each check should take. Sequential Tracking checks can even take different amounts of time from one another.

For example, in a vast and open expanse, such as crossing a desert bereft of life, a single Tracking check might represent 30 days' travel. In a particularly hostile environment, such as an ancient battlefield filled with undead, encounters might occur frequently and each Tracking check might represent 1 hour of searching. In a densely packed urban chase scene, a single Tracking check might take only 1 minute!

## MAKING TRACKING CHECKS

This part of the tracking mechanics throws the narrative element of the game back to your players (which can be a fun dynamic shift!). You ask them how they're approaching the tracking process and work with them to choose an ability and skill (or tool) for the Tracking check. Then you decide an appropriate DC for the check based on how likely the player's proposition is to succeed. Finally, the player(s) make an ability check against the DC you've determined.

### NON-STANDARD ABILITY CHECKS

You can mix and match skills/tools and abilities. For example, Athletics is usually a Strength check. However, if a character states that they chase a wolf pack across 10 miles of snowy terrain, you might ask for a **Constitution (Athletics)** check. All this requires the player to do is make a Constitution check and, if they have proficiency in Athletics, add their proficiency bonus to the result.

When checks in this book use the word 'or', this indicates either skill/tool or ability can be used in any combination. For example, **Strength or Charisma (Intimidation)** means the player can choose to make either a Strength or Charisma check and, if they have proficiency in the Intimidation skill, add their proficiency bonus. A **Strength or Dexterity (Athletics or woodcarver's tools)** check means you can use any one of the four check permutations: Strength (Athletics), Dexterity (Athletics), Strength (woodcarver's tools), or Dexterity (woodcarver's tools).

## CONSEQUENCES

Success or failure, it enriches your world if you narrate the result of the party's actions. On a success, you can simply narrate the changing landscape, or you can give the party a narrative encounter. These are non-combat encounters that can describe unique locations, non-hostile NPCs, or simply illustrate a remarkable environmental occurrence.

If the party meets both requirements of tracking (minimum checks and required successes), the party subsequently reaches the target they are tracking.

For more random encounters, both narrative and hostile, check out *Heliana's Guide*.

## EXAMPLE DCs

In general, the more likely a character's attempt is to succeed and the easier the circumstances affecting that check, the lower the DC. The following examples are balanced for mid-level characters; feel free to modify them as you see fit.

**Common Sense Checks (DC 6).** These checks are easily achievable by the common person.

- ♦ Using a compass to walk North — **Intelligence (Nature)**.

**Skilled Checks (DC 11).** These checks are achievable by someone that has undergone basic training, such as a woodsman or acolyte.

- ♦ Following the trail of a wolf through a forest — **Wisdom (Survival)**.

**Expert Checks (DC 16).** These checks are beyond the skills of a trained commoner. Individuals able to regularly succeed on such checks have dedicated their life to mastery of a skill, such as a big-game hunter, professor of zoology, or archmage.

- ♦ Mimicking a creature's call to provoke a response from it — **Charisma (Performance)**.

**Outlandish Checks (DC 21+).** "There's always a chance this could work, right?" These checks often involve a degree of luck. The more outlandish, the more luck required, and the higher the DC.

- ♦ Making a canoe to more quickly navigate a water body — **Dexterity (woodcarver's tools)**.





# THE TWILIGHT HUNTER

3RD, 8TH, 12TH LEVEL  
MOTES OF THE DIVINE PART I

ARE YOU HUNTER? OR PREY?

# HUNT 1: THE TWILIGHT HUNTER

## INTRODUCTION

*The Twilight Hunter* is a 5th-edition adventure optimized for four characters with an average party level of 3, 8, or 12. Characters who complete this adventure should earn enough experience to progress one-half of the way to 4th level, one-third of the way to 9th level, or two-thirds of the way to 14th level. A new danger has entered the cursed Evenfall Forest, terrorizing the local villagers. The Bloodhound, a mechanical and shapechanging creature, has begun stalking the mist-covered woods, searching for the blood he needs to survive.

Once the characters trek through the forest, they discover the Bloodhound used the attacks to lure them into his trap—the hunters have become the prey. They must navigate the Bloodhound’s obstacles and fend off his wild pack to face the shapechanging beast that won’t stop until he has their blood. Ranged attacks and the ability to deal fire damage will be highly beneficial in this hunt.

## BACKGROUND

When monsters stalk the night, there will always be those who hunt them. Most of these hunters have a reason for what they do: revenging lost loved ones, the need to protect those who cannot protect themselves, or simply in exchange for gold. Some, like Roul Hasdrubal, hunt for the sheer pleasure of the chase and the eventual kill.

Roul was a fearless hunter whose prowess was overshadowed only by his reputation for brutality. Once he started to track his prey, he did not stop until his hands were soaked in its blood. A patient hunter, he toyed with his quarry, bleeding them out using his beloved serrated knives. As he grew older and frailer, that same prey became his salvation.

When his limbs became weak, Roul rebuilt them with mechanical replacements. When his organs failed, he replaced them with those from great and powerful beasts. When age’s tiring embrace beckoned, he harvested the life-prolonging blood of shapechangers, inadvertently changing his physiology. Over time, this process rendered him mentally unstable and physically malformed. Now, the Bloodhound is the same as the monsters he once hunted; those he protected are now the prey of his unending quest to acquire fresh blood and improve his concoctions.

The Bloodhound has turned the cursed Evenfall Forest into his new hunting ground and lair. The Coldmore residents, while used to the wood’s peculiarities, were unprepared for the incursion. The Bloodhound has terrorized them over the last few weeks, disguising the ambushes as vicious animal attacks in hopes of drawing in more powerful prey to harvest their blood. Word has quickly spread that adventurers are needed in the dark woods to hunt down the “dangerous creatures.” The Bloodhound now waits for those strong enough to follow the breadcrumbs leading into his trap-filled lair.

### NOTES OF THE DIVINE

This hunt is first in a series of five known collectively as Motes of the Divine. The following gives an optional background you can use to link these hunts together.

The mechanical, alchemical, and other less savoury means by which Roul’s life has been artificially extended didn’t come to pass by happenstance. A mysterious benefactor—whose identity is unknown even to the Bloodhound himself—found the bitterly ageing hunter and offered their help. Through experimentation and infusion with a mysterious energy that the stranger called a *mote of the divine*, Roul began to transform into the creature he is today. Disgusted with the resulting monstrosity, the stranger labelled him a “failed experiment” before vanishing. The twisted and deformed hunter now seeks to finish the experiments and fix his body, as outlined in his journal (see page 20).

## SUMMARY

Here's what's been going on:

- **Which Monster?** The Bloodhound is a former monster hunter with a thirst for blood that he uses to morph and empower his mechanically enhanced body.
- **Monster's Motivation.** His intention is to become the ultimate predator, gaining the powers of the creatures whose blood he consumes.
- **Monster's Previous Actions.** Local residents and hunters have been mauled as if by a pack of wild monsters in the woods and left as bait to lure in adventurers.
- **Where's the Monster?** He is stalking the Evenfall Forest for new blood to consume and laying traps for adventurers that come hunting him.

## ADVENTURE HOOKS

There are many reasons why a party of adventurers may choose to enter the Evenfall Forest. Here are a few ways to get your characters hooked into this monster hunt:

- **Curiosity: The Twilight Curse.** Rumors circulating through tavern gossip are becoming verified: something strange is happening in the Evenfall Forest. Already avoided for its dark reputation, the wood has reportedly become even more dangerous as locals have been reported missing or found ravaged. Perhaps the necromancer has returned to reclaim his cursed wood? Or a new pack of creatures has made the pale forest their home?
- **Morality: The Missing Hunters.** Mariam Shelley is the owner of the Spark & Flame, the best (and only) tavern in Coldmore. Her husband, Franklin, was among a group of hunters who disappeared in the Evenfall Forest, and their daughter, Claire, went to find her missing father. It's been a few days since they've been seen, and Mariam has asked her merchant friends to post her request for help around the local region.
- **Compensation: A White Whale.** Saltizar the Grim—known as Old Man Salty—is a famed exotic creature hunter who retired many years ago after losing his arm and leg to a rogue bulette. He's heard of the attacks in the Evenfall Forest and, based on the description of the wounds, believes the white werewolf known as Snowfang is responsible. Others scoff and say that Snowfang is a hunter's myth, but Old Man Salty swears he caught a glimpse of the beast and offers a hefty sum to anyone who can bring it back—dead or alive.

## MARIAM SHELLEY

Coldmore villagers, like the nearby woods, are typically quiet and reserved, but innkeeper Mariam Shelley (LG halfling **commoner**) stands apart with her radiant personality. She works her tavern like a well-oiled machine; bold of spirit and full of boundless energy, she floats from table to table like light skipping over a pond. However, her usual vim and vigour have disappeared since her husband and daughter have gone missing. Now, her brow is wrinkled with worry and concern, and her knuckles are white as she absentmindedly twists the hand towel she uses to wipe down tables.

Since her tavern caters to local hunters and travellers, Mariam is a great source of information about the recent disappearances. She is the main point of contact for all the above adventure hooks. Mariam knows the following tidbits of information that she willingly shares:

- The creatures only attack those moving through the forest and haven't been seen anywhere near the village.
- Local hunters found villagers, travellers, and even other animals savagely mauled by wild creatures.
- Some speculate that a pack of dire wolves may be responsible based on the jagged claw marks.
- Her husband and daughter, Franklin and Claire, have been missing for two days. An experienced hunter she sent to find them never returned.
- A necromancer, long defeated, used to rule these woods.

## HUNT REWARDS PER CHARACTER\*

Hunt Level	Gold Reward		XP** Reward
	Rescuing Franklin and Claire Shelley	Slaying the Bloodhound	
3rd	125 gp	250 gp	950
8th	550 gp	1,250 gp	4,500
13th	1,500 gp	3,500 gp	13,000

\*Regardless of which adventure hook you use, give the same rewards.

\*\*Includes all monsters, traps, and puzzles, averaged for a party of 4.

# EVENFALL FOREST

The forest lies near a thinning of the veil between the Material Plane and the Plane of Shadow. Long ago, a necromancer tapped into that dark plane and cursed the region with its eponymous perpetual twilight, never truly day nor night. Even after the necromancer's death and still fueled by the shadow realm connection, the curse continues to corrupt and rob the forest's plants of colour. See page 149 for regional effects caused by the Bloodhound.

Centuries later, the mist-shrouded woods are now home to various creatures and plants that have thrived under its pale-leafed canopy. Without the usual hum of insects and songbirds, the woodland would seem peaceful if not for the uneasy feeling that every living thing is holding its breath and anxiously waiting to see what happens next.

Nestled at the forest's southeastern-most edge is the secluded village of Coldmore. Timber from the forest's pale-barked trees is exported from the region along with highly prized Evenfall truffles. Due to recent events, its peaceful and pallid villagers have become even more withdrawn.

## TRACKING

The Evenfall Forest lives up to its name as the sun never rises or sets on the gloaming woodland. Combined with the fog and mist blanketing the forest floor, the dim light makes tracking difficult, and getting lost is easy with so few landmarks. The Bloodhound left a purposeful trail for the characters that leads straight into the ambush waiting in his lair. In addition to being a master hunter and trapmaker, the Bloodhound is a sadistic predator who enjoys torturing his prey and leaving macabre scenes behind as both trail and warning.

As the characters make their way through the forest, they need four Tracking checks and one success to find the Bloodhound's lair. Each of the first three check brings the characters to one of the "bread-crumbs" the Bloodhound has left for them (see Know Thy Enemy, page 13). You can use the forest random encounters from *Heliana's Guide* to populate your hostile encounters.



## UNIQUE FLORA & FAUNA

The curse laid upon the Evenfall Forest seeped into the soil and water, tainting the trees and corrupting the creatures. The woods are eerily quiet, and the few small animals seen within quickly retreat to hide. While the effects are mostly benign, they are most readily seen in the black and purple leaves of the grey-barked trees and the almost-monochromatic undergrowth that peaks through the ever-present ground fog.

Some examples the characters may come across while journeying in the forest are listed here.

**Silver-Tailed Cheshire Fox.** These graceful foxes have ebony fur and overly long twin tails ending in razor-sharp silvery tips. The fox can control each tail independently, slicing into its prey before detaching its tri-hinged jaws and ripping chunks out of them. These territorial vulpines hunt in packs, using their natural stealthiness to ambush intruders and avoid larger predators and hunters. Some tailors pay a pretty copper for the fox fur, and the tail tips are often crafted into silver daggers popular among young werewolf hunters.

The silver-tailed cheshire fox uses **jackal** statistics with the following modifications:

- ♦ New Action: **Multiattack.** The fox makes two Tail attacks.
- ♦ New Action: **Tail. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 1 piercing damage, and the target must make a **DC 10 Constitution saving throw**, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

**Twilight Wasp.** The glittering wings of a twilight wasp resemble a twinkling star-filled night sky. Their distinct purple and black crystalline carapaces have sharp, jagged edges that sparkle when the light hits them. Besides being venomous, a twilight wasp's sting carries a subtle taste of the forest's curse: the flesh around the sting turns black and itches fiercely for **3d8** hours after being stung. Their crystal carapaces can be crushed into a powder used by healers as a coagulant.

**Greyscale Stranglers.** These bloodthirsty, thorn-covered vines have distinct grey leaves, the tips of which are tinged red. A greyscale strangler hides within the undergrowth, grabbing hold of anything with a pulse that steps near it. They feed on the blood spilled by their thorns but are easily removed by Small or larger creatures. While harvesting them can be dangerous, the leaves of the stranglers can be used to combat blood diseases and brew antitoxins. A leaf can be harvested with a component DC of 15 and can be used as the ingredient for a *potion of poison resistance*.



### MARIAM SHELLEY

Humanoid (halfling), landlady, she/her

**Personality.** Bold, energetic, currently worried about family.

**Appearance.** Rosy cheeks, thick blond curls, strong forearms. Brow wrinkled with obvious concern.

**Desire.** To retrieve family and continue being a source of joy in the dour village of Coldmore.

**Fear.** Dissolution of her community.

*"What'll it be? Grandma's Old Peculiar? Liverwort ale? How about nightshade for those bloody beasts out there."*

# KNOW THY ENEMY

While following the Bloodhound's trail through the Evenfall Forest, the characters come across a savaged dire wolf, an injured hunter and his daughter huddled together for safety, and the crispy corpse of a hunter that died in a strange manner. Each of these scenarios provides an opportunity for the characters to learn the following information about the Bloodhound. The GM determines the order in which these clues appear.

- It is a construct, using both natural and metal weaponry.
- It can travel through shadows.
- It has an aversion to fire.

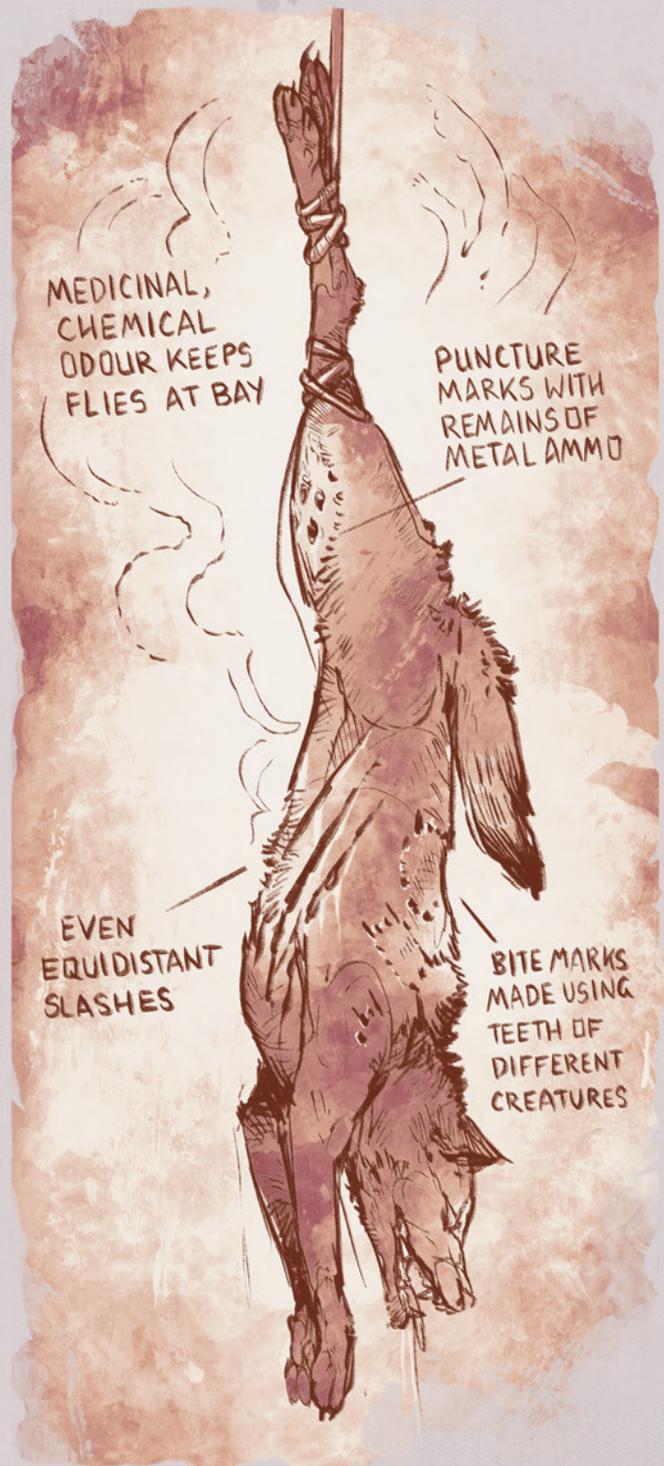
## CLUE 1: MORE THAN A BEAST

Directly on the path ahead are signs of a deadly struggle and bloody drag marks that lead through the underbrush. They end at a tree where a mangled dire wolf corpse hangs from vines tied to a thick branch. Mixed with ragged teeth marks are precise, equidistant slashes and punctures, as if the wolf was both meal and target practice. A chemical odour wafts off the thorny vines the carcass swings from, keeping a fly swarm at bay.

The Bloodhound left the grisly scene to put the adventurers' nerves on edge but unwittingly left behind a few clues. A casual inspection of the wounds on the wolf can easily determine they were made from teeth, claws, and razor-sharp metal blades.

**The Trapper.** A character proficient in the Nature skill or who succeeds on a **DC 13 Wisdom (Nature)** check recognizes the vines as "tanglevine," a rare plant used in snares.

**The Beast.** A successful **VDC Wisdom (Survival)** check determines the teeth marks—while definitely made by animal fangs—don't match the imprint of any animal local to the area. If the check succeeds by 5 or more, the character recognizes multiple fang types, as if the bites were made by a single mouth constructed using various animal teeth. These teeth marks combined with the pungent medicinal smell indicates that this is surely some sort of construct and not of the natural world.



HANDOUT 2.1. RAVAGED CORPSE

## CLUE 2: SHADOW HUNTER

A flickering campfire pushes out through the mist ahead, its light muted by the perpetual dimness encompassing the forest. An older man with a heavily bandaged leg sleeps under a makeshift lean-to next to the fire. Guarding over him is a young girl, no older than twelve years, with a tight grip on a short spear and a grimly determined look in her eyes.

The Bloodhound attacked Franklin Shelley's (LG human **scout**) hunting party, and he was the sole survivor. The injured hunter was allowed to escape and spread the word in hopes of drawing adventurers into the forest but collapsed from his wounds before making it back home. His fearless, precocious daughter, Claire (NG human **commoner**), tracked him down, made a campfire, and has been treating his injuries. Healing Franklin through magical means or treating him with a successful **DC 13 Wisdom (Medicine)** check using a healer's kit allows the pair to safely make their way back to Coldmore.

If questioned, Claire and Franklin share the following information about their encounter with "the Beast":

- The Beast attacked Franklin's hunting party from the shadows in a blur of fur, fangs, and claws.
- The Beast walks on two legs and wears a flowing cloak, but also has animalistic features that they couldn't fully make out in the dark.
- The Beast returned, but stayed at the edge of their campfire and was never clearly visible in the light.
- Both claim that the Beast would be in one location one moment and suddenly appear in a different spot a split second later.



HANDOUT 2.2. SHADOW DANCE

### CLUE 3: FEAR OF FIRE

Smoke and ash drift on a light breeze, leading back to a half-built campsite in a charred clearing. The corpse of a hunter lies in the middle of a ring of scorched grass, a broken bow lying near her outstretched hand.

This Coldmore hunter, Isla, was ambushed by the Bloodhound while setting up her camp. She reflexively swung with her oil lantern, spilling the oil in a wide circle around herself and lighting the field on fire. This fire kept the Bloodhound at bay, but Isla couldn't escape and eventually succumbed to the smoke and flame.

**Fear of Flame.** Casually searching the area uncovers unidentifiable claw marks and tracks ringing the burnt area's outer edge, and a successful **DC 13 Wisdom (Perception)** or **Intelligence (Investigation)** check finds the overturned lantern, revealing the source and the sequence of events. A casual search of Isla's body reveals no wounds besides minor burns and scorched clothing, and a successful **DC 13 Wisdom (Medicine)** check confirms she died of smoke inhalation.



HANDOUT 2.3. FLAME SAFE

# THE BATTLE AHEAD

When the characters reach Crimson Hollow, they must navigate hidden traps and hazards to reach the Bloodhound as he taunts them in a game of cat and mouse. Once the party navigates the trapped area, he uses his shapechanging potions to transform into a hybrid form and howls to summon his bestial allies. As the Bloodhound is defeated, he drinks his final potion, transforming into a twisted collage of creatures with steel-feathered wings.

**Helping Hand.** The stoic hunters of Coldmore are a capable and loyal band who look out for each other. While they don't join the fray directly, at any time during the battle, a hunter (**scout**) can assist a character with a *potion of healing* (normal, greater, or superior at 3rd, 8th, or 12th level, respectively) or even free a character caught in a trap before quickly retreating back into the forest. If the characters helped Franklin Shelley, his daughter Claire is the hunter that lends a helping hand.

## CRIMSON HOLLOW

The Bloodhound's lair lies deep in the Evenfall Forest among the crumbling ruins from which a necromancer ruled the region centuries ago. The structures were built on a nexus where the veil between the Material Plane and the Plane of Shadow is thinnest. The waterways of this clearing once spread the necromancer's curse throughout the forest. Now the Bloodhound uses the water to create his shapechanging potions, bonding him to the lair's latent magic.

**Hazard: Cursed Waters.** A stream runs from a 5-foot-deep pool at the northern end of Crimson Hollow and splits the area in half. The water is tainted; when a creature enters the water for the first time on a turn or starts its turn there, it must succeed on a **VDC Constitution saving throw** or take **Vdam** necrotic damage.

**Lighting.** At night, the lair is dark, stars and moons hidden by the thick canopy. During the day, dim sunlight filters through to the forest floor.

**Ruins.** In the field's centre stand 20-foot-high ruins that limit sight and provide a vantage point for the Bloodhound and his ranged attacks. He uses his Shadow Jump legendary action to reach this high ground and escape characters who engage him in melee.

**Waves.** The battle is divided into three distinct phases called waves that introduce new challenges and difficulties. They also bring opportunities to counter them depending on the characters' discovery and usage of the provided clues.

**Lair Actions.** See page 149 for the Bloodhound's lair actions.

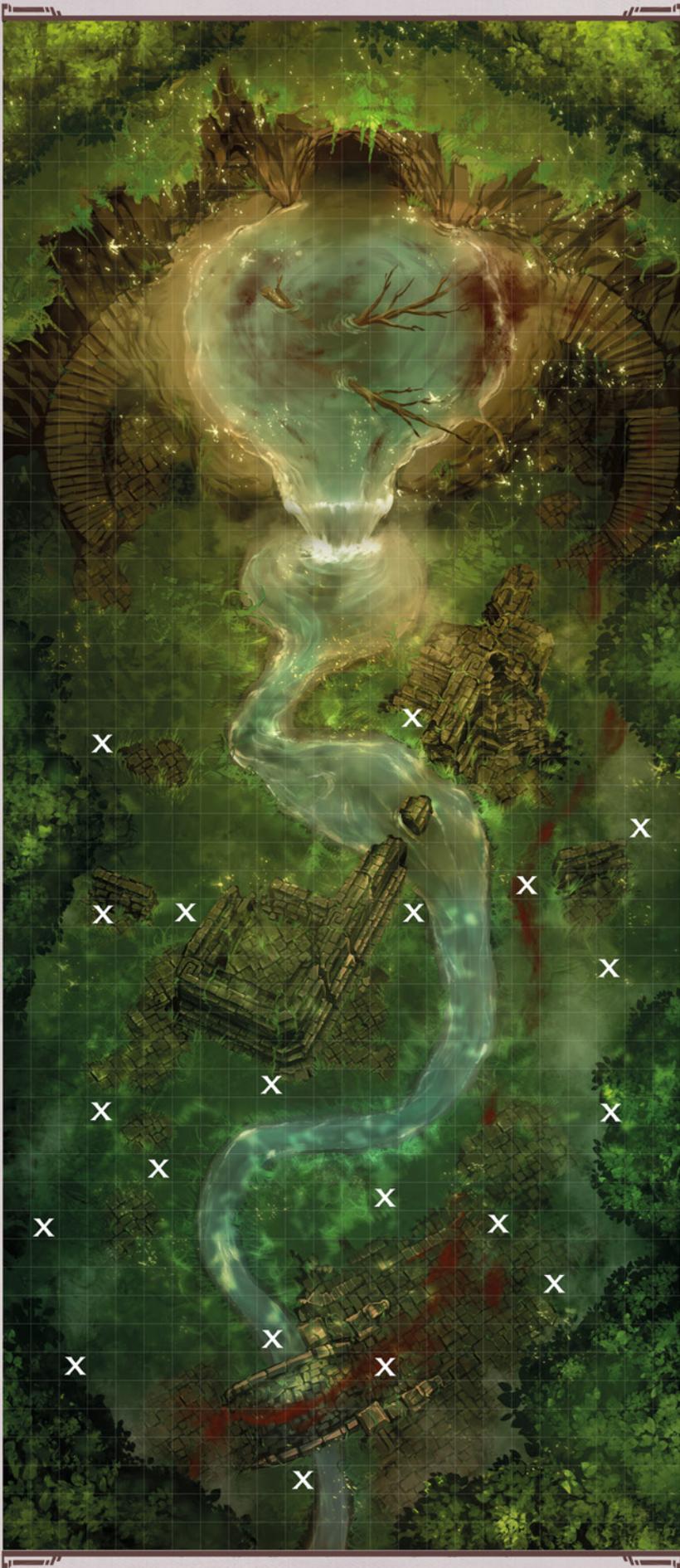
## ENTERING CRIMSON HOLLOW

When the characters first enter the field, they arrive at the far southwestern end with the Bloodhound nowhere in sight. Read aloud or paraphrase the following once they arrive:

An unmistakable, bloody trail leads through the woods to a large, open field nestled at the base of a rocky cliff and split in half by a gurgling stream. The blood continues over a stone bridge and up the field's centre, past crumbling walls and ancient columns covered in creeping vegetation. It then climbs up a flight of stairs and ends at a cave entrance where a scum-and-blood-covered pond feeds into the creek.

**Entrance.** The Bloodhound makes his presence known but constantly shifts from shadow to shadow using his Shadow Jump legendary action.

A voice, whose mouth and throat sound as if they must've been grotesquely mangled, drifts from the shadows. "So nice of you to finally arrive. I was worried you couldn't follow my little hint," it gargles before the same voice emerges from shadows in an entirely different direction. "I'm afraid this is the last stop for you. I need your blood, you see. But don't worry, since you'll be dead, you'll have no more use for it," it says before breaking down into what sounds like drowning gasps, but you realise are deformed chuckles. "And please... I want you to fight... it will be so much more satisfying if you struggle."



## ROLEPLAYING THE BLOODHOUND

The Bloodhound is an apex predator that believes he has evolved past the limitations of mankind and approaches something akin to godhood. This megalomania and disdain for those less intelligent and capable than him—which is everyone in his eyes—shines through in his snide manner of speech. As his temper flares, the Bloodhound’s bestial rage emerges, creating a stark contrast with his intellectual taunting and commentary.

Seeing the characters as nothing more than a new source of blood for his experiments, the Bloodhound nonetheless enjoys torturing them through taunts and jeers, crudely snarling at them if they evade or strike him. To him, the party is just another animal pack to hunt and kill.



X INDICATES TRAP

1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 2.1. CRIMSON HOLLOW

## WAVE 1: THE TRAPPER

The Bloodhound is a master trapper and has peppered his lair with traps for ensnaring the characters. He uses the lair's topography and actions to funnel the characters into paths that trigger the traps. The psychopathic hunter wants to play with his prey and build up their fear before he finally ends them and takes their blood.

### TRAPS

Map 2.1. Crimson Hollow (page 17) shows the locations of the Bloodhound's expertly hidden traps. A creature that isn't blinded can spot all traps within **10 feet** of it by using an action to make a successful **VDC Intelligence (Investigation)** check. A creature with a passive **Wisdom (Perception)** score of at least **VDC + 5** automatically detects these traps (no action required).

Each of the Bloodhound's traps occupy a 5-foot-square area. When a Small or larger creature moves onto a trapped area for the first time on a turn, the trap triggers and its effects activate immediately, interrupting the creature's movement. When a character triggers a trap, choose a trap from the table below or roll to determine which is triggered.

d6	Trap
1-2	Bear Trap
3-4	Punji Trap
5-6	Tanglevine

**Bear Trap.** When a creature triggers this trap, a hidden set of iron jaws snaps around its lower limb. The creature must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. In addition, on a failure, its speed becomes **0 feet** unless it's immune to being grappled. A creature can use its action to make a **VDC Strength (Athletics)** check, freeing itself or another trapped creature within its reach on a success.

**Punji Trap.** There is a hidden 2-foot-deep pit beneath this surface, filled with poisoned, sharpened stakes. When a creature triggers this trap, it must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage and **Vdam** poison damage and its speed becomes **0 feet** until the turn ends. In addition, on a failure, the creature must succeed on a **VDC Constitution saving throw** or become **poisoned** for **1 hour**.

**Tanglevine.** When this trap is triggered, twisted, thorny vines burst through the ground, creating an effect identical to the *entangle* spell (**save DC** equals **VDC**) within a **20-foot-radius circle** centred on the trap for **1 minute**.

### TACTICS

The Bloodhound constantly shifts his position and uses his Thorn Wall lair action to lead the characters through his minefield of traps. He taunts the party, then immediately makes use of his Shadow Jump legendary action to teleport to a new source of cover. This tactic prevents his location from being discovered, and him from being targeted by attacks. On his turn, he makes ranged attacks with his nailbow. If the Bloodhound is ever cornered, he uses his Darkness lair action.

### END OF WAVE

The triggers to end wave 1 are any of the following:

- Five traps are triggered.
- The characters make it past the traps and into the northern third of the field.
- The Bloodhound is reduced to one-half of his hit points or fewer. If this happens, the Bloodhound's initiative changes so that he takes his turn immediately after the creature that reduced him to half of his hit points (even if he has already taken a turn this round).
- The characters illuminate at least half of the location with bright light.

## WAVE 2: THE HUNTER

Once the second wave is triggered, the Bloodhound turns to his shapechanging potions to enhance himself with a hybrid werewolf-like form. The Bloodhound takes a special lair action to begin wave 2; his howl calls upon a wild pack of the forest as he turns more bestial in nature, his rage increasing at the characters' temerity. Read or paraphrase the following when wave 2 begins:

The creature steps back with a feral snarl and reaches for a vial on its belt. "Foolish animals! I am the greatest hunter who has ever lived! Think you can get the best of me!?" it snaps before quaffing the glowing liquid. "Now you'll see what it is like to face a true predator..."

Its body shifts and morphs with a screech of metal and cracking bone. Coarse black fur spreads across its body as its scarf and hood are torn away to reveal a monstrous face with a multitude of mismatched eyes over a bird-like beak. It rears back and releases an undulating howl reverberating across the forest, inciting a boisterous chorus in response from the surrounding treeline.

## ENEMIES

As the Bloodhound assumes his hybrid form, he lets out a bestial howl, summoning his wild pack from out of the surrounding forest. They flee only if the Bloodhound is slain.

**Level 3.** At 3rd level, the wave 2 combatants are:

- 1 **Emaciated Bloodhound\*** (CR 2)
- 3 **swarms of ravens** (CR ¼)
- 2 **wolves** (CR ¼)

**Level 8.** At 8th level, the wave 2 combatants are:

- 1 **Bloodhound\*** (CR 6)
- 4 **dire wolves** (CR 1)
- 2 **swarms of ravens** (CR ¼)
- 2 **wolves** (CR ¼)

**Level 13.** At 13th level, the wave 2 combatants are:

- 1 **Sanguine Bloodhound\*** (CR 11)
- 4 **poison wolves\*** (CR 4)
- 2 swarms of dire ravens (CR 4; use the **swarm of ravens** statistics with **68** hit points, and their beak attack has a **+6** attack bonus and deals **28 (8d6)** piercing damage on a hit, or **14 (4d6)** piercing damage if the swarm has half of its hit points or fewer)

\*See Appendix C

## TACTICS

The Bloodhound becomes more aggressive, resorting more frequently to melee attacks. In higher level versions of this hunt, he picks one target to be the focus of his Sanguine Mark and directs the pack to attack that creature, ensuring he can always benefit from his Pack Tactics trait against that target.

## END OF WAVE

This wave ends once the Bloodhound is reduced to 0 hit points and his mythic state is triggered. Any remaining creatures assist the bloodhound in wave 3.

## WAVE 3: THE BEAST

During the final wave, the Bloodhound's canine companion, Snarl, emerges from the northern cave. The Bloodhound himself transforms into a hybrid raven-like monstrosity, and he loses all vestiges of higher intelligence. He goes on an all out offensive while in this enraged form, pushing what remains of his wild pack to match his ferocity.

The creature staggers and laughs, hoarsely coughing up the same black blood that oozes from its many wounds. The wounded creature removes its belt and crushes its remaining vials against its chest, shattering the glass and liquid into its flesh without flinching as its many eyes burn with intense hatred. Laughing and groaning in agony, its face splits into one final bloody smile before its form mutates and shifts, and it sprouts bloody wings of jagged bone and steel.

At the same time, a low growl echoes from the cave to the north as a huge, wiry-haired wolf emerges, sniffing the air. Its one malevolent, yellow eye peers down on the scene, before teeth are bared and the growl rises to an audible threat.

## ENEMIES

The enemies in wave 3 are the Bloodhound, in his mythic state, and a horrific, mutilated wolf named Snarl, who emerges from the cave to the north.

**Level 3.** At 3rd level, the wave 3 combatants are:

- 1 **Emaciated Bloodhound\*** (CR 3; mythic state)
- 1 **dire wolf** (CR 1)

**Level 8.** At 8th level, the wave 3 combatants are:

- 1 **Bloodhound\*** (CR 9; mythic state)
- 1 **poison wolf\*** (CR 4)

**Level 13.** At 13th level, the wave 3 combatants are:

- 1 **Sanguine Bloodhound\*** (CR 15; mythic state)
- 1 **blood wolf\*** (CR 8)

\*See Appendix C

## TACTICS

The Bloodhound continues to use his Pack Howl lair action to summon members of his wild pack but doesn't leverage his Pack Tactics trait as often. He instead uses Psychic Scream to immobilize characters

and draw the focus of the wild pack on them. He deploys his Razor Gust ability against clustered characters and his Shadow Jump at the characters with low AC.

### END OF WAVE

This wave ends once the Bloodhound is reduced to 0 hit points. Once this occurs, any remaining members of his wild pack instantly retreat into the forest.

The creature's flesh begins bubbling and shifting, growing even more grotesque before collapsing. The body shudders one last time before going still as a pool of smoking black blood starts to seep along the ground.

Read aloud the following if this adventure follows the optional Motes of the Divine (see page 9) story arc.

Cracks that shine with an inner golden glow appear randomly on the body's mechanical parts. The ground begins to shake as the intensity increases until finally, golden energy erupts in a blinding flash, leaving a peaceful, divine feeling in its wake.

### OPTIONAL ENDING: PACK ATTACK

If you are running this as a one-shot adventure, you may wish to end the adventure with a climax. On initiative count 0 of each round after the Bloodhound dies, roll a **d4**; a number of beasts equal to the value rolled pour from the forest and attack the party, howling their misery at their leader's death and forcing the party to flee. Use a distribution of the non-Bloodhound combatants in the Enemies section of wave 2. More beasts stop emerging after **1 minute**.

## AFTERMATH

Once the party has defeated the Bloodhound, they can explore the cave behind the cursed pool. Inside is a filthy nest of skins and furs he used for bedding and various objects stacked in a corner taken from his victims. See the Treasure section below for an example hoard the characters find.

Here are some additional developments that occur at the conclusion of this adventure:

- The people of Coldmore are grateful for the characters' assistance, and Mariam Shelley offers the party free room and board for the next week.
- Franklin recovers from his wounds with only the slightest of limps.
- Claire takes every opportunity to tail the characters and "learn" from them.
- Old Man Salty is saddened to hear that the creature was not Snowfang but pays the characters a portion of the promised sum. He has other "promising leads" for the party to hunt down the legendary Snowfang if they're interested.
- The Evenfall Forest has been cleansed of the Bloodhound's influence, but not its ancient curse.
- There may be clues inside the ruins where the Bloodhound made his lair, leading the party to a possible cure for the curse.
- If this adventure follows the optional Motes of the Divine story arc (see page 9), Roul's journal (see Treasure, page 21) also details his meeting with a mysterious stranger he calls Creo, who infused him with mystical power and helped build his mechanical body. Roul is explicit in his frustrations at being called a "failed experiment" and infers there may be others that Creo experimented on with the same power.

# TREASURE

Inside the Bloodhound's nest is a hodgepodge of clothing, satchels, and bloodstained adventuring gear. Thrown into one corner is a leatherbound journal detailing Roul Hasdrubal's hunts, mechanical body enhancements, shapechanger blood ingesting, and subsequent journey into madness (as described in the "Background" section). Along with a collection of coins and castoff gear, as determined by the table below, is a *cranium rat cowl* (see Appendix A) wrapped in a rotting wolf's skin.

## TREASURE

Hunt Level	Coins	<i>Cranium rat cowl</i> rarity
3rd	2d6 x 40 gp	Uncommon
8th	3d6 x 100 gp	Rare
13th	3d6 x 200 gp	Very rare

CRANIUM RAT COWL

# HARVESTING

The following unique components can be harvested from the Bloodhound, in addition to those normal for a construct. The food component for the unique recipe is a *phial of construct (bloodhound) blood*.

## BLOODHOUND HARVEST TABLE

Component DC	Components
5	<i>Phial of blood</i> <sup>E</sup> (∞)
10	<i>Bone</i> (10)
15	<i>Claw</i> (2)
20	<i>Pelt</i> (1)



# CRAFTING

The following unique items can be crafted from the Bloodhound's components.

## BLOODHOUND CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Bloodhound's Caress</i>	Weapon (claw)	Uncommon	—	<i>Construct (bloodhound) claw</i>	<i>Frail</i>	350 gp
		Rare			<i>Robust</i>	1,350 gp
		Very rare			<i>Potent</i>	6,300 gp
<i>Bloodhound's Immobiliser</i>	Weapon (any firearm)	Uncommon	—	<i>Construct (bloodhound) bone</i>	<i>Frail</i>	320 gp
		Rare			<i>Robust</i>	1,400 gp
		Very rare			<i>Potent</i>	6,500 gp
<i>Bloodhound's Widebrim</i>	Wondrous item	Uncommon	Required	<i>Construct (bloodhound) pelt</i>	<i>Frail</i>	550 gp
		Rare			<i>Robust</i>	2,600 gp
		Very rare			<i>Potent</i>	9,900 gp
<i>Bloody Hairy</i>	Magical meal	Varies	—	<i>Phial of construct (bloodhound) blood</i>	<i>Varies</i>	<i>Varies</i>

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.



# FLAMES OF THE FAITHFUL

4TH, 9TH, 14TH LEVEL  
MOTES OF THE DIVINE PART II

DID THAT CANDLE JUST MOVE?

# HUNT 2: FLAMES OF THE FAITHFUL

## INTRODUCTION

This hunt, *Flames of the Faithful*, is a 5th-edition hunt optimised for four characters with an average party level of 4, 9, or 14. Characters who complete this adventure should earn enough experience to progress one-fifth of the way to 5th level, one-quarter of the way to 10th level, or halfway to 15th level. A maniacal wax elemental infused with divine power and misguided faith has absorbed a celebrated archbishop and is secretly burning members of its congregation alive.

After meeting an overly eager priest from the Church of the Empyrean Solar, the characters find their way to the town of Cresthill. A celebration is underway and the festivities extend through the night in honour of the recent divine revelation of the church's leader. It becomes clear to the party something odd is going on—something that the townsfolk refuse to admit. When they are invited to a private service with the Pontiff, the characters come face to face with a powerful wax creature that ignites parishioners aflame to “enlighten” them.

## BACKGROUND

The clergy of the Church of the Empyrean Solar has provided spiritual guidance to the town of Cresthill for generations. The priests are widely known for their generosity and are considered community leaders. In the past two decades, Archbishop Cyril the Kindhearted has exemplified the lineage of this church by being a man of extraordinary character and devotion to his congregation. His generosity knows no bounds, and he has helped hundreds of people better their lives.

The Empyrean Solar used a wax elemental to maintain the many candles and lanterns that kept their cathedral brightly lit at all times. The simple creature had served the church longer than any current priest has even been alive, and most ignored its presence. Over time and after generations of exposure to divine rituals, the wax elemental eventually gained a spark of self-awareness and began questioning its existence and place within the cosmos. It secretly approached Archbishop Cyril with these questions, and the enthused spiritual leader attempted to enlighten the elemental with guidance, like any other member of his flock.

Teaching the elemental proved a mistake, as it lacked the emotional capability to fully comprehend Cyril's teachings. The lessons became twisted in its mind, and the creature began to believe it had the divine responsibility to “enlighten others” by literally lighting them on fire. The Archbishop realized his mistake too late and became the first to be purified and absorbed.

The wax elemental used its power to mimic the archbishop's appearance and convince the Empyrean Solar's priests that it knew of a new, secret path to enlightenment, declaring itself a prophet and taking the title of Pontiff. The priests eagerly spread word to Cresthill's residents of the Archbishop's discovery, convincing them that a new era of enlightenment was soon to come. Instead, the Pontiff began melting the members of the congregation, growing stronger with each “enlightenment” as it added their molten fat to its waxy form.

### NOTES OF THE DIVINE

This hunt is the second in a series of five known collectively as *Motes of the Divine*. The following gives an optional background you can use to link these hunts together.

Some clergy members recall a strange visitor who met with the Archbishop to discuss the theologies and powers of pure divine grace. During his stay, the visitor spent time with the wax elemental in secret, testing his theories and infusing it with what he referred to as a *mote of the divine*. He left after what he called “yet another failed experiment” did not produce the answers he sought. The result was the wax elemental gaining self-awareness and the power to absorb other creatures.

## SUMMARY

A breakdown of important information is provided below:

- ♦ **Which Monster?** An egomaniacal wax elemental infused with divine power, known as the Pontiff, is masquerading as a beloved Archbishop.
- ♦ **Monster's Motivation.** A misguided belief in a duty to "enlighten" the congregation by burning and absorbing them into itself.
- ♦ **Monster's Previous Actions.** The Pontiff's spiritual fervour has gripped the surrounding community. The church holds a weekly festival where priests select those "worthy of transcendence," who then disappear, never to be seen again.
- ♦ **Where's the Monster?** The Pontiff holds special services in the Empyrean Solar's Grand Cathedral, just outside and overlooking the town of Cresthill.

## ADVENTURE HOOKS

There are many reasons why characters may choose to seek the truth behind the Pontiff's supposed enlightenment. Below are a few examples of hooks you can use that feature Jandar Olana as the main quest giver to get the characters involved in this hunt.

- ♦ **Curiosity: The Final Feast.** A special service will be held where a select few are chosen to meet with the Pontiff, who has been touched by the divine and only shares his revelations with those who are deemed worthy to ascend to a higher state of being. A chatty priest, whose cheerful description of the upcoming feast has gathered a small crowd, is leaving in the morning to Cresthill with a cart full of candles and supplies, and he urges all to come and witness the glory of the divine enlightenment.
- ♦ **Morality: Those Left Behind.** Fliers of missing people crowd a local noticeboard, and they all seem to reference the same town. A young man is weeping as he pins a sketch of his missing wife to a noticeboard. The man, Boris Bolganov, explains that his wife disappeared after attending a "special ceremony" at Cresthill's Grand Cathedral. The clergy had promised enlightenment, but she never emerged from the cathedral. The man begs the characters to look into the situation.

- ♦ **Compensation: Fuel for the Fire.** As the characters travel, a wagon pulled by jittery horses comes barreling up behind them. The dishevelled and bruised priest driving the cart introduces himself and explains he barely avoided a bandit ambush. He offers what gold he has and the promise of a divine blessing from his cathedral's Pontiff if the characters would escort him to Cresthill. He's transporting special candles and is already a day behind schedule.

### GM'S NOTE

If the Loot Tavern is the central base of operations for your characters, you can alter parts of the quest hooks to place them within the tavern. For instance, you can place the frantic husband next to the noticeboard in the tavern, asking for help as he posts his flier. Instead of meeting on the road, the battered priest seeks shelter in the tavern shortly after being ambushed and desires to hire escorts to bring him to Cresthill.

### HUNT REWARDS PER CHARACTER\*

Hunt Level	Gold Reward	XP Reward**
4th	550 gp	750
9th	2,300 gp	4,100
14th	5,750 gp	13,000

\*Regardless of which adventure hook you use, give the same rewards.

\*\*Includes all monsters, traps, and puzzles, averaged for a party of 4.

## JANDAR OLANA

The cheerful young man that Jandar Olana (LG human **priest**) has grown into is far removed from the grim orphan Archbishop Cyril rescued from the streets to mentor and raise in the Empyrean Solar. Slender, with curly red hair and a dash of freckles across his pale cheeks, Jandar's unwavering optimism and energy are a testament to his faith in the Empyrean Solar. For the past two years, the enthusiastic missionary has travelled the region distributing food, supplies, and hope to the poor and needy. He was recalled early from his latest mission and instructed to gather supplies before returning home for an upcoming feast.

To involve Jandar as quest giver in the aforementioned adventure hooks, you can have him take the place of the priest in the curiosity and compensation hooks. Alternatively, he can overhear the pleading in the morality hook and attempt to intervene, explaining to an unbelieving Boris that his order is dedicated to helping others and does no harm.

As a travelling priest of the Emyreal Solar, Jandar is more than happy to answer any questions the characters may have to the best of his (albeit limited) knowledge, including the following:

- Weekly feasts are being held in honour of the Pontiff at the Emyreal Solar’s Grand Cathedral in Cresthill. The upcoming feast is Jandar’s first.
- Jandar hasn’t been home for two months while travelling on his latest mission.
- His mentor and adopted father is Archbishop Cyril the Kindhearted, who taught him the core tenets of their faith and to “be the hand that uplifts all within your reach.”
- He has been told the Archbishop was blessed with a divine vision and raised to Pontiff.
- The elder priests say they are entering into a new age of enlightenment.

## CRESTHILL

The quaint town of Cresthill is nestled around the sloping sides of its namesake hill, with the Grand Cathedral perched high in the centre of the hilltop. While simply constructed of local stone, fired clay tiles, or thatched roofs, the buildings and paved streets are extremely well-maintained. Cresthill is an average-sized town of roughly 1,200 residents, and is home to a diverse mix of humans, dwarves, elves, and various other races. Textile exports are the primary economy here, and nearly everyone works in the surrounding fields, at the looms, or provides labour for the Emyreal Solar’s many projects. The church and its tenets have been ingrained in the deeply religious community for generations, making crime almost non-existent.

Since the Pontiff became recently enlightened, daily services have been held to capture the hearts and minds of the locals. The resulting ambient mood of the townsfolk has become so jubilant that it borders on mania, with residents hoping to be among the next group to be “enlightened”.

## JANDAR OLANA

*Humanoid (human), priest, he/him*

**Personality.** Fidgety and highly energetic, head in the clouds so often he forgets to eat.

**Appearance.** Lanky, red hair, pale-skinned, simple red and white priest’s vestments.

**Desire.** To help those around him in whatever way he can and make his mentor proud.

**Fear.** Losing the family that is his church and congregation.

*“Are you okay? Is there anything you need? How can I be of service?”*



## REGIONAL EFFECTS

The region around the Pontiff’s lair (see “Grand Cathedral” on page 31) is warped by its magic, which creates the following effects:

- Flames burn brighter. The light radius of non-magical flames is doubled within the 6 miles surrounding the Pontiff’s lair. The fuel source for these flames is depleted twice as fast.
- Creatures within 1 mile of the Pontiff’s lair feel a sense of inner calm, and strong negative emotions, such as anxiety and anger, are suppressed. Wild animals are docile and less likely to attack travellers.
- Creatures within 1 mile of the Pontiff’s lair feel the intense urge to eat more than usual. It takes twice as much food per day to satisfy creatures living under this effect.

If the Pontiff dies, these effects fade over the course of **1d10** days.

## EXPLORING THE TOWN

When the characters arrive in town, they find empty streets and silence. The Empyrean Solar's Grand Cathedral (see pages 31 – 34) is sealed during the service, and ushers guard the entrance to turn away any who would interrupt it. Those townsfolk not attending the service are either working at the town green setting up for tonight's feast or starting their celebrations early at the Lucky Troll Inn. Jandar guides the characters to this same inn and recommends they grab rooms while he takes his delivery to the town green.

The characters have a few hours before the feast begins, and they can spend this time stocking up on any needed gear at The Rusty Barrel General Store or in the tavern chatting with—or eavesdropping on—the few locals. If any of the characters bring up missing townsfolk, they are met with confused looks and insistence that “no one is missing,” as they believe those who have been enlightened are right where they are supposed to be. These particular locals have no useful information to share outside of the general knowledge known to all Cresthill residents.

## TIME TO FEAST

As the sun begins to set, it sparks a migration of residents towards the town green that sits just outside the cathedral. Once the characters arrive, read aloud the following:

The town green is an expansive lawn filled with rows of tables and benches, a small stage for people to speak from, and other entertainment booths. Flickering lights reflect off the stained glass windows decorating the cathedral's elaborate facade, casting a rainbow of lights across the green. A cheer rises from the crowd as strategically placed lanterns burst to life and the cathedral's doors open to announce the end of the service. You see Jandar in the crowd just as he notices you and heads your way with a smile and wave.

Once Jandar reunites with the characters, he explains the cathedral is closed until the special ceremony after the feast. If pressed, the young priest reluctantly admits that even he was not allowed inside to see his adopted father, which is highly unusual. He quickly brushes any further questions aside and insists on introducing the characters to some of the more prominent members of the Cresthill community. The celebration lasts 3 hours and concludes with a pie-eating contest.

## PIE-EATING CONTEST

The contest has a maximum of ten contestants, including any characters that decide to compete alongside the town **commoners**. In the first round, each participant must succeed on a **DC 12 Constitution saving throw** to consume their pie, with a failure resulting in the contestant throwing up and being disqualified. The save DC increases by 1 on each subsequent round until one contestant wins. If all the final contestants fail their save, the highest roll wins, re-rolling on ties.

The last three contestants win an invitation to the next private service (page 30). The winner receives adulation from the surrounding crowd, a prize purse of 10 gp, and a coupon for a free daily breakfast pastry for one week at Bernie's Bakery, the contest's sponsor.

## KNOW THY ENEMY

During the festivities, Jandar answers any questions the characters may have as he walks around the feast and introduces them to community leaders. Each encounter (as described in the clues below) provides the party with an opportunity to gain insight into the Pontiff. Alternatively, the characters can explore the feast on their own and enjoy the free food, drinks, and music. Clues can be introduced in any order you decide. Each clue hints at one of the Pontiff's traits or weaknesses:

- Wax creatures are affected by cold, which slows them, and heat, which causes them to deal additional fire damage.
- The smoke from the Pontiff's thurible has a disorienting and blinding effect.
- Thunder damage weakens the Pontiff.

## CLUE 1: LIVING WAX

The Pontiff can control special wax that has been shaped into wax creatures. The wax comes alive and is subservient to the Pontiff. Rapid changes in temperature impact wax creatures created in this manner. Extreme cold hardens them, making them brittle and slow, while extreme heat enhances their fire abilities.

### JANDAR

Jandar recently arrived in Cresthill with a cart full of blessed candles that the Pontiff specially ordered. He boasts to anyone who will listen that these candles came from a monastery that raises a special breed of bees known as firestingers. Their unique beeswax burns brighter and lasts longer than usual after being treated with divine rituals. Jandar admits they must be stored properly, or they can become brittle during winter. He kept a small candle to show onlookers how much brighter and hotter they were than a typical candle.

**Show.** You can introduce this clue by having the eager priest show off his candle to the characters while walking with them or have Jandar demonstrate to onlookers as the characters are nearby. Read aloud or paraphrase the following:

Jandar excitedly pulls a twelve-inch candle from his robe's inner pocket and presents it proudly. The hard amber wax is etched with delicate patterns, and the wick is shaped like a sun. "These candles are amazing! They burn longer and hotter than any other, and we have enough to last the church for decades to come!"

### BLESSED CANDLE

Characters who succeed on a **VDC Intelligence (Arcana or Religion)** check recognize the patterns inscribed on the candle as a ritual that amplifies natural strengths and weaknesses. A successful **VDC Intelligence (Nature)** check determines the wax is from a rare breed of bee called a firestinger that absorbs fire damage and is weak to cold damage.

### DURING THE BATTLE

When a wax elemental (see Wax Elementals sidebar on page 35) takes fire damage, its attacks deal extra fire damage. In addition, the Pontiff's Heated Body trait deals extra damage. To communicate this, narrate that a wax elemental catches aflame upon taking the fire damage, burning hot and bright. At the end of its next turn, these flames are extinguished and it returns to normal. Characters who see Jandar's candle instantly recognize that the golems in *The Battle Ahead* (pages 30 – 38) are made from the same wax that the firestinger bees produce.



HANDOUT 3.1. FIRESTINGER WAX CANDLES



HANDOUT 3.2. INCENSE EXPOSURE

## CLUE 2: CHOKING INCENSE

The Pontiff's thurible produces a choking cloud of poisonous smoke that he uses to disorient and blind opponents. The effect is debilitating, but can be countered and dispersed by using a *gust of wind* spell or similar effect.

### MARY THE MAYOR

Mary Oswalt (LG human **noble**) is the incredibly friendly and helpful Mayor of Cresthill. Well into her fifties, Mary uses her kind demeanor to hide a shrewd and calculating mind. However, like the other townsfolk, she has blind faith in the clergy and is eager to attend the special services. Mary has developed a thick and heavy cough after being exposed to some of the Pontiff's smoke by accident during today's service. Her eyes are watery, and she is paler than usual. She puts on a brave face for the townsfolk, even though she is clearly struggling.

You can have Jandar introduce the characters to the mayor or have her experience a coughing fit while they are nearby. Read aloud or paraphrase the following:

A grandmotherly woman with a friendly smile and a tightly wound grey bun is fighting a heavy cough, tears streaming from her reddened eyes. A concerned young man holds her arm while she recovers, and she smiles weakly at him in thanks. "Oh, I'm fine, I'm fine," she says while waving a trembling hand in dismissal. "I was just a bit too close to the incense burner at service today. I must be allergic to the new mix of herbs they're using. It was such a lovely service, though, from what little I could see. I just need to use my fan to keep it away next time."

### POISON SMOKE

Mary allows the characters to examine her with a successful **VDC Charisma (Persuasion)** check. Characters proficient in Medicine or who succeed on a **DC 15 Intelligence (Medicine)** check recognize the obvious effects of exposure to an airborne poison. Any mention of poison or ill intent is quickly brushed aside as she states: "it was just a bad mix of herbs."

## CLUE 3: MUSIC

The Pontiff is weakened by thunder damage and is skittish around excessively loud noises. The cathedral organ typically used during services hasn't been used for weeks. Only a few congregants notice its absence, as most only care about their chances of being chosen for enlightenment.

### LORENZO THE BARD

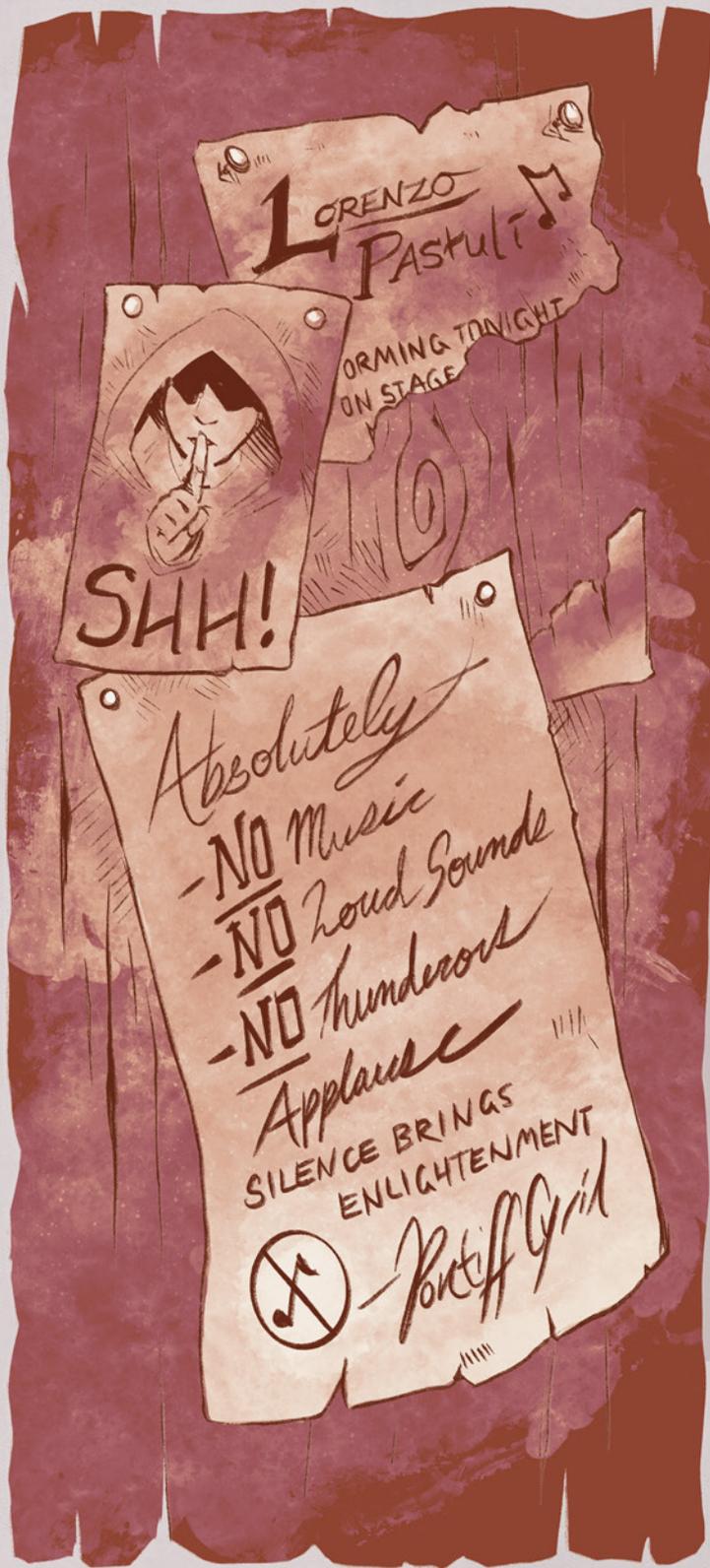
Lorenzo Pastuli (NG half-elf **commoner**) has been Cresthill's organ player for over three decades. Lorenzo was born blind, and music is his life. He was devastated when the clergy told him he was not allowed to play. The priests said music was a distraction and silent contemplation was the way to enlightenment. The bard is now attempting to give a performance, which is causing controversy among the townsfolk.

As the characters walk past Lorenzo's stage, read aloud the following:

The strum of a lute mingles perfectly with the throaty baritone of a half-elf bard perched on a small stage. His performance is brief, and the joy on his face is clear as he sings a song of hope and faith. Many in the crowd are smiling and nodding along with the music, but a few look upset. A pair of young men look visibly offended, and one whispers angrily, "What is he doing? Music is not the way to enlightenment. They took the organ away from him and yet he still plays?"

### SOUND OF MUSIC

The young men don't want to talk with the characters, but a successful **VDC Charisma (Persuasion or Intimidation)** check convinces them to explain their statement. They explain they overheard a priest saying she was severely reprimanded after dropping a tray of plates near the Pontiff, breaking his concentration. Soon after, the Pontiff banned all loud noises, especially music, within the cathedral.



HANDOUT 3.3. THE PONTIFF'S ORDERS

## THE BATTLE AHEAD

The battle with the Pontiff is divided into three distinct waves. During the first wave, the Pontiff remains protected behind a magic shield while its wax guardians come to life. Once the guardians are defeated or the shield is destroyed, the Pontiff forms new wax guardians from the molten corpses of the first wave. The final wave begins when the Pontiff draws upon its divine spark in a last-ditch effort to survive, entering its mythic state.

**Helping Hand.** Jandar is the only priest that managed to escape the Pontiff's influence, and he is horrified at what has happened to the Archbishop. While he won't join the fight directly, he can assist a character at any time during the battle at the GM's discretion. This can be with a *potion of healing* (normal, greater, or superior at 4th, 9th, or 16th level, respectively) or by casting *lesser restoration* or *dispel magic* (Vmod).



## ENTERING THE CATHEDRAL

The Grand Cathedral is closed during the festivities while the Pontiff contemplates who will be chosen for the private service. The celebration lasts two hours and concludes with a pie-eating contest, in which the characters may choose to participate.

### PRIVATE SERVICE

The last three contestants, along with three other random townsfolk, are chosen to enter the private service to meet the Pontiff. Jandar and the characters are invited to attend, regardless of whether they won the contest. The private service is held the following morning, giving the characters time to enjoy the remaining festivities and rest if needed.

The next morning, the group is escorted to the cathedral's front doors by a pair of smiling priests and ushered inside. Read aloud or paraphrase the following when the characters enter the cathedral:

A note on the cathedral's ornately carved doors reads, "Do NOT play the organ! Absolutely no music, loud sounds, or thunderous applause - Pontiff Cyril." They swing open on silent hinges to reveal a temple filled with a rainbow kaleidoscope of light. True to its name, the Empyrean Solar's cathedral is filled with sunlight streaming down through stained-glass windows and illuminating the recently polished pews. Carved statues holding amber candles gaze across from niches in each wall, and large brass pipes sweep toward the ceiling from an organ on the second floor. The handful of townsfolk whisper among themselves excitedly, and Jandar walks into the centre of the pews with a smile, saying, "It's good to be home." The two priests ask you to make yourselves comfortable while they inform the Pontiff.

The townsfolk gather in the centre of the church to pray and await the arrival of the Pontiff. Jandar brings the characters to the front of the church and points to various stained glass windows, telling the stories they display. His tale of Bernard the Stone describes how the martyr was crushed for a year under a boulder without renouncing his faith. He points to another window that depicts Lilly the Charitable, a former pirate who found her faith on her deathbed and donated her massive wealth to help build this cathedral. He notes that there are many more candles than when he was last here.



## GRAND CATHEDRAL

The Church of the Emyreal Solar's Grand Cathedral has stood on the hill overlooking Cresthill for the better part of two centuries. Its intricate stonework supports twin arched towers, the highest constructed viewpoints for miles. Stained glass windows depicting scenes of the Emyreal Solar faith cast a rainbow of colours throughout the main temple during the day, and candles fill the interior with warm light throughout the night.

### A WARM RECEPTION

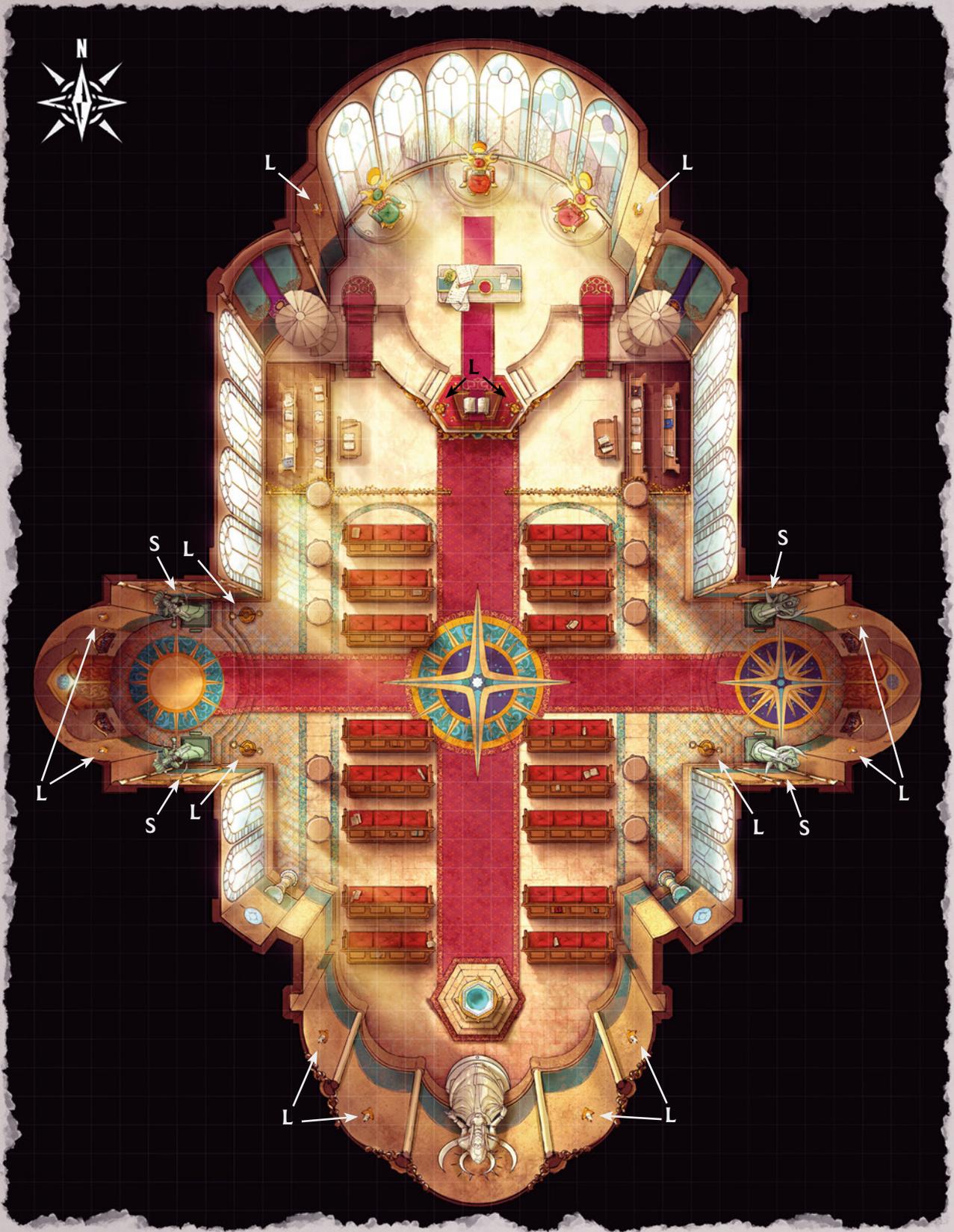
Years of prayer has blessed the cathedral with ambient divine magic. Once the wax elemental absorbed the Archbishop, it transformed the holy sanctuary's magic into its personal lair of waxen brilliance.

**Difficult Terrain.** The main temple is filled with pews and other furniture; areas containing furniture are considered difficult terrain.

## THE PONTIFF

The Pontiff is a Large humanoid-shaped wax elemental infused with divine magic which absorbed the Archbishop of the Church of the Emyreal Solar. It is a shapechanger that disguises itself as the Archbishop and only reveals its true form to those it has deemed worthy of "enlightenment." In that form, it has four arms supporting lit candles along their length and sports a large flaming candle on its head. The Pontiff's body movements appear as if the wax is flowing instead of bending at the joints, allowing it to invert itself and instantly turn its back into its front.

Since the wax elemental was exposed to scripture and verse for most of its existence, the Pontiff speaks sermonically. In its maniacal state of mind, the Pontiff believes it must bring peace and "enlightenment" to the world through its divine flame.



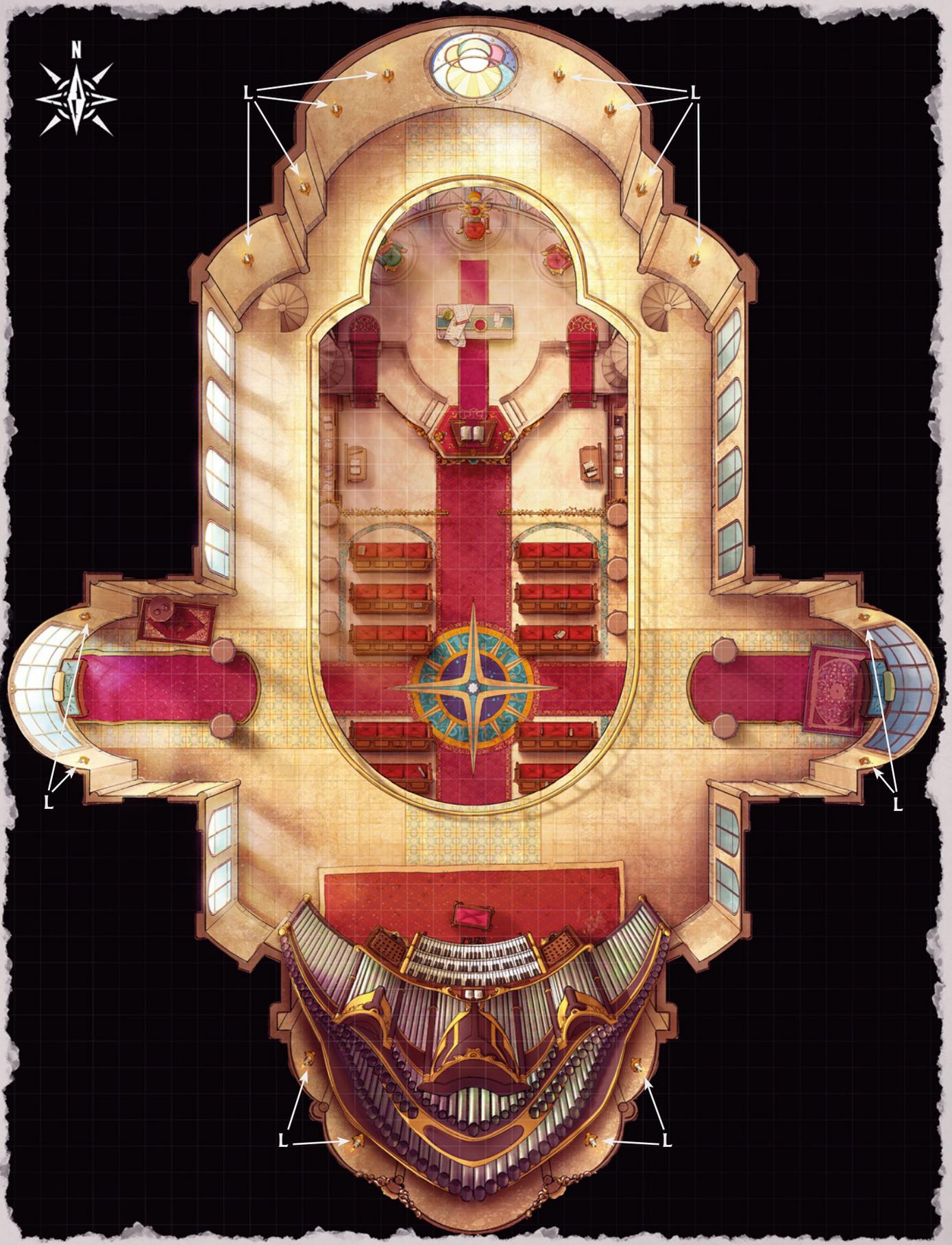
L = LIGHT SOURCE; S = STATUE

1 SQUARE = 5 FEET

CARTOGRAPHER (BOTH MAPS):  
CZE & PEKU

MAP 3.1. GRAND CATHEDRAL  
LOWER FLOOR

CZE & PEKU



MAP 3.2. GRAND CATHEDRAL - UPPER FLOOR

## LAIR ACTIONS

So long as the Pontiff is in its lair, it can evoke the ambient magic to take lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
4th	12	+4	3 (1d6)
9th	15	+7	10 (3d6)
14th	16	+8	14 (4d6)

**Lair Actions.** On initiative count 20 (losing initiative ties), the Pontiff takes one of the following lair actions; the Pontiff can't take the same lair action two rounds in a row:

- ♦ **Render.** The Pontiff points to a wax guardian that it can see within **15 feet** of it, causing it to melt. The Pontiff regains hit points equal to the wax guardian's remaining hit points. The wax guardian is destroyed as its essence is absorbed into the Pontiff.
- ♦ **Flash.** The Pontiff intensifies the cathedral's luminosity in a blinding flash. Non-constructs within **20 feet** of the lair's bright light sources (marked on the maps with an L) must succeed on a **VDC Constitution saving throw** or be **blinded** until the end of their next turn.
- ♦ **Wax Floor.** The Pontiff points to a **10-foot square** on the lair's ground that it can see within **30 feet** of it. The area turns into 2-foot-deep wax that is difficult terrain. Each creature in that area when the wax appears must succeed on a **VDC Dexterity saving throw** or sink into the wax and become **restrained**. A creature can use its action to attempt a **VDC Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success. On initiative count 20 of the following round, the wax hardens, the area is no longer difficult terrain, and the DC to free a restrained creature increases to **VDC + 3**.

## WAVE I: SERVANT OF LIGHT

The Pontiff arrives in the guise of Archbishop Cyril shortly after the clergy leave the cathedral's main chamber, a few minutes after the group enters the church. Read the following:

The graceful Pontiff steps through the doors at the back of the room and into the church wearing a beatific smile that bares yellowed teeth. He raises his arms in greeting, his warm, kindly voice enveloping the small group, "Welcome to the Empyrean Solar, fair townsfolk. You lucky few have been selec- My! Jandar, my son! You have finally returned," he says, breaking off from his measured, gracious cadence into an excited chatter. "Did you collect the tithe of candles we were promised?" he asks through an oddly rictus grin.

"Why certainly, father. They're just outside," responds Jandar, face beaming as he strides towards his pater.

"Excellent, then we may proceed!" With each gliding step forward, the archbishop's skin begins to sag and droop. The smile never wavers as the flesh around it begins to melt and bubble as if heated from within. In only seconds, a monstrous figure made of melting wax and flame stands in his place, gripping a golden staff and smoking thurible. Its gaping grin doesn't move as a screeching voice intones, "Behold your true Pontiff! I am your path to glory! Thou shalt be welcome in the light!"

The townsfolk gasp in horror as they trip over themselves to escape the unholy creature. Jandar pulls them aside, his face a pale mask of disbelief. The Pontiff looks down upon you, eyes flicking to your weapons. "Foolish heretics! You cannot stop the enlightenment! Protect me, my children!" It raises its golden staff, and a shimmering bubble appears around the flaming wax creature, lifting it high in the air. The statues around the church begin to move, exposing rune-engraved wax beneath a false veneer of stone!

**Protective Bubble.** The pontiff creates a bubble around itself sustained by four statues (marked 'S' on Map 3.1). It has the statistics of a *resilient sphere* that is unaffected by the *disintegrate* spell. Characters with a **passive Wisdom (Perception)** score of VDC - 2 or higher notice that four statues within the cathedral are now holding glowing spheres in their palms that resem-

ble the protective bubble around the Pontiff. These four, smaller spheres are **immune** to psychic, poison, and radiant damage and each has an AC and hit points determined by the level of the adventure, as detailed in the Light Spheres table. Destroying all four spheres destroys the Pontiff's bubble.

#### LIGHT SPHERES

Adventure Level	Armour Class	Hit Points
4th	12	10
9th	15	21
14th	16	42

**Organ.** The Pontiff's bubble can also be destroyed by creating a reverberant noise with the church organ on the second floor. A character within 5 feet of the organ can use its action each round to make a **DC 11 Intelligence** check to play the instrument, and a character with proficiency with any musical instrument automatically succeeds on this check. When the organ is successfully played for 2 consecutive rounds, the soundwaves reverberate across the bubble, dispersing its magical effects and exposing the Pontiff, who screeches in agony.

## WAX ELEMENTALS

The Pontiff used special wax to create magical elementals spread throughout the cathedral and disguised as statues. When a wax elemental is referenced in the adventure text, it uses the statistics of the referenced monster with the following modifications:

- It is an elemental.
- It is **immune** to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions as well as poison damage.
- It is **immune** to any spell or effect that would alter its form.
- It has **advantage** on saving throws against spells and other magical effects.
- Its weapon attacks are magical.
- Whenever the construct is subjected to fire damage, its weapon attacks deal **Vdam** extra fire damage on a hit until the end of its next turn.
- Whenever the construct is subjected to cold damage, until the end of its next turn: its speed is halved, it has **vulnerability** to thunder damage, and it can't take reactions until the start of its next turn.

The elementals have one of two molten appearances; land-based elementals appear as waxen slugs while the flying elementals look like melted gargoyles. All use their wax body to create their effects. For example, a wax magma mephit spews hot wax in place of fire. It otherwise has the same traits and abilities as the referenced monster's statistics.



WAX ELEMENTAL:  
WALKING



WAX ELEMENTAL:  
FLYING

## ENEMIES

The wax elementals (see “Wax Elementals” sidebar) appear in advantageous locations to attack the party. The level of the adventure determines the makeup of each wave.

**Level 4.** At 4th level, the wave 1 enemies are:

- 1 **Pontiff Poco**\* (CR 3; in a protective sphere and takes no actions)
- 2 wax elemental **animated armors** (CR 1)
- 4 wax elemental **magma mephits** (CR ½)

**Level 9.** At 9th level, the wave 1 enemies are:

- 1 **Pontiff Preceptor**\* (CR 7; in a protective sphere and takes no actions)
- 4 wax elemental **knights** (CR 3)
- 3 wax elemental **gargoyles** (CR 2)

**Level 14.** At 14th level, the wave 1 enemies are:

- 1 **Pontiff Candela**\* (CR 13; in a protective sphere and takes no actions)
- 1 wax elemental **stone golem** (CR 10)
- 2 wax elemental **shield guardians** (CR 7; ignore Bound and Spell Storing traits)
- 2 wax elemental **shambling mounds**\*\* (CR 5)

\*See Appendix C

\*\*No damage resistances or immunities, no Lightning Absorption trait

## TACTICS

The Pontiff remains safe in its floating sphere, taunting the characters with deranged prophecies while the wax elementals attack. The wax elementals fight without any sense of self-preservation.

## END OF WAVE

The triggers to end wave 1 are any of the following:

- All wax elementals are defeated.
- The Pontiff’s protective bubble is destroyed.

On initiative count 20 after the end to wave 1 is triggered, wave 2 begins.

## WAVE 2: GUARDIAN OF TRUTH

The Pontiff has no choice but to lower its protective shield and deal with the characters directly. Whether the protective sphere is destroyed or the wax elementals are defeated, the Pontiff directs the energy released by its dissolving sphere to reform the destroyed wax creatures into new shapes in locations of the Pontiff's choosing. Read aloud the following:

The wax creature, now bereft of its protective sphere, slams the butt of its staff onto the marble floor with a high-pitched scream of rage. "Thou makest a mockery of the light! Thou shalt burn for thine heresies!"

### ENEMIES

The wax elementals (see Wax Elementals sidebar, page 35) form in the unoccupied spaces closest to the Pontiff.

**Level 4.** At 4th level, the wave 2 enemies are:

- 1 **Pontiff Poco\*** (CR 3)
- 4 wax elemental **gray oozes** (CR ½; no Corrode Metal trait)

**Level 9.** At 9th level, the wave 2 enemies are:

- 1 **Pontiff Preceptor\*** (CR 7)
- 1 wax elemental **shambling mound\*\*** (CR 5)
- 3 wax elemental **gargoyles** (CR 2)

**Level 14.** At 14th level, the wave 2 enemies are:

- 1 **Pontiff Candela\*** (CR 13)
- 1 wax elemental **shield guardian** (CR 7; ignore Bound and Spell Storing traits)
- 3 wax elemental **shambling mounds\*\*** (CR 5)

\*See Appendix C

\*\*No damage resistances or immunities, no Lightning Absorption trait

### TACTICS

The Pontiff uses its *Thurible* action to blind and choke the characters while new wax golems swarm them. It isn't afraid to engage in melee and shouts scriptures of doom and destruction upon the party as it attacks. When the Pontiff is damaged, it uses its *Render lair* action on the nearest golem to heal itself.

### END OF WAVE

This wave ends once the Pontiff is reduced to 0 hit points and its mythic state is triggered. Wave 3 begins immediately.

THE PONTIFF



## WAVE 3: THE SHATTERED DIVINE

The divine energy that runs through the Pontiff emanates in a shockwave, and each character must succeed on a **VDC Strength saving throw** or be knocked **prone**. The power shatters the stained glass windows in the church and draws the broken shards towards the Pontiff, shrouding it in the razor-sharp glass.

Read aloud the following:

A blinding blast of light bursts from the wax creature's bubbling body, quickly followed by a shockwave that rocks the cathedral and shatters every stained-glass window. The energy wave suddenly reverses back to the creature, pulling the glass shards with it and embedding them into the molten wax. The creature raises its hands high as its flames roar to life once more and it screams, "The light is with me! YOU SHALL BE ENLIGHTENED!"

### ENEMIES

The wax elementals (see Wax Elementals sidebar) form in the unoccupied spaces closest to the Pontiff.

**Level 4.** At 4th level, the wave 3 enemies are:

- 1 **Pontiff Poco\*** (CR 3)
- 2 wax elemental **animated armors** (CR 1)

**Level 9.** At 9th level, the wave 3 enemies are:

- 1 **Pontiff Preceptor\*** (CR 7)
- 3 wax elemental **black puddings** (CR 4)

**Level 14.** At 14th level, the wave 3 enemies are:

- 1 **Pontiff Candela\*** (CR 13)
- 4 wax elemental **shield guardians** (CR 7 ignore Bound and Spell Storing traits)

\*See Appendix C

### TACTICS

The Pontiff first uses its **Thurible** to blind the characters or its **Wax Splash** legendary action to restrain them. This imposes disadvantage on their Dexterity saving throws, likely increasing the effectiveness of a follow-up **Shard Spray** action.

### END OF WAVE

This wave ends once the Pontiff is reduced to 0 hit points. Once this occurs, any remaining wax elementals instantly melt into puddles.

The wax creature's body begins to bubble and heave with a shudder that sends glass shards skittering across the floor. It looks up to the open sky through a shattered window, "Did I... did I do well? Did I bring... enlightenment?" it says brokenly as it melts onto the floor.

## OPTIONAL ENDING: ELEMENTAL RIFT

If you are running this as a one-shot adventure, you may wish to up the stakes the characters face after defeating the Pontiff. This gives the characters a finality to their story beyond defeating the monster. One way to accomplish this is to create an overly-dramatic event when the Pontiff is defeated. For example, the Pontiff's divine spark cracks open a rift into the Elemental Plane of Wax where it originated from. A wave of molten wax begins to fill the cathedral and the characters must save not only themselves, but the villagers huddled in the corner. Will they perish in the rescue attempt? Or will the townsfolk blame them for the death of their revered community leader and destruction of their cathedral? Give the players an opportunity to conclude their stories.

## AFTERMATH

After defeating the Pontiff, the clergy reacts in horror to being deceived. The party can inspect the Archbishop's chambers where the Pontiff had been staying to learn more information and find a few treasures. See the Treasure section below for an example of what the characters find.

Here are some additional developments that occur after this adventure:

- Cresthill's residents are appalled at discovering the clergy had tricked them, even if they themselves were tricked.
- The Emyreal Solar's reputation declines until Jandar is raised to the position of Archbishop and begins to rebuild the lost trust.
- The church builds an empty tomb as a memorial to those who were lost.
- The church swears off the use of candles. Oil lanterns become popular in Cresthill and the surrounding area.
- If this adventure follows the optional Motes of the Divine story arc (see "Motes of the Divine" on page 23), Archbishop Cyril's journal (see Treasure) details his encounters with a stranger named Creo while researching divine energy. Creo abruptly left without a word right before the wax elemental became self-aware enough to talk.

## CRAFTING

The following unique items can be crafted from the Pontiff's components.

### PONTIFF CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Candlelight Fondue</i>	Magical meal	Varies	—	<i>Elemental (pontiff) volatile mote of wax</i>	Varies	Varies
<i>Candlebrand Ring</i>	Ring	Uncommon	—	<i>Elemental (pontiff) molten eye, elemental (pontiff) volatile mote of wax</i>	<i>Frail</i>	400 gp
		Rare			<i>Robust</i>	1,400 gp
		Very rare			<i>Potent</i>	6,500 gp
<i>Candlelight Mitre</i>	Wondrous item	Uncommon	Required	<i>Elemental (pontiff) candleplume</i>	<i>Frail</i>	900 gp
		Rare			<i>Robust</i>	3,500 gp
		Very rare			<i>Potent</i>	13,000 gp
<i>Waxen Sceptre</i>	Rod, staff, or wand	Uncommon	Required	<i>Elemental (pontiff) core of wax</i>	<i>Frail</i>	950 gp
		Rare			<i>Robust</i>	3,000 gp
		Very rare			<i>Potent</i>	13,500 gp

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

## TREASURE

Inside Archbishop Cyril's office is a mess of melted wax covering every surface. One of the few wax-free books is a leatherbound journal detailing the wax elemental's evolution as told from the Archbishop's perspective. Inside a chest are magical candles (see Appendix A). The priests insist that the characters take the candles away.

### MAGICAL CANDLES

Hunt Level	Magical Candles
4th	<i>Bloodwax</i>
9th	<i>Arcanowax, bloodwax</i>
14th	<i>Arcanowax, bloodwax x2</i>

## HARVESTING

The following unique components can be harvested from the Pontiff, in addition to those normal for an elemental. The food component for the unique recipe is an *elemental (pontiff) volatile mote of wax* (fat).

### PONTIFF HARVEST TABLE

Component DC	Components
5	<i>Molten eye</i> (2)
15	<i>Volatile mote of wax</i> <sup>VE+</sup> (3)
20	<i>Candleplume</i> (1)
25	<i>Core of wax</i> <sup>V</sup> (1)



# BONES N' ROSES

5TH, 18TH, 16TH LEVEL  
NOTES OF THE DIVINE PART III

WELCOME TO THE BARRAM,  
WE'VE GOT ACID RAIN.

# HUNT 3: BONES N' ROSES

## INTRODUCTION

*Bones N' Roses* is a 5th-edition hunt optimised for four characters with an average party level of **5**, **10**, or **15**. Characters who complete this adventure should earn enough experience to progress one-third of the way to 6th or 11th level, or three-fifths of the way to 16th level. The characters must navigate a corrupted bogland and defeat the source of the marsh's decay.

At the heart of the Bonefields is an ancient burial site, the Sepulchre of Sorrow, which until recently was home to the black dragon, Asterax. Despite the dragon's demise, the bog's corruption has not lifted—something lingers. After trudging through marsh and mist, the party finds a hostile ooze knight who, once defeated, melds the bones and armour that litter its lair into an ooze dragon. A means of resisting acid damage and the ability to fly will be useful in this epic hunt.

## BACKGROUND

The ultimate test of any knight's mettle is to pit their bravery and blade against the might of a dragon. Some choose this path for gold and glory, others simply to prove their strength, but those of the Platinum Fist sought only to oust a tyrannical evil. So it was that the Rose Knight, a native of Dullowmarch, pledged themselves to the Platinum Fist's purpose: to defeat the vile and wicked dragon, Asterax the Black.

Dullowmarch is a drab place, and nothing portrays this misery more poignantly than the Bonefields, a foggy bogland that finds itself the final resting place of the many misguided animals. Asterax's repeated raids impoverished the community, and her corruption fouled the water, making this already inhospitable land downright hostile. Before long, the Platinum Fist heeded the call of the Dulloviens and strode forth against the dragon.

The sun rose, set, and rose again as the legion broke their blades against the dragon's scales. Though the knights' armour was enchanted against corrosion, corpses bearing the caustic burns of Asterax's breath filled the swamp, forcing the living to fight while standing on the backs of their slain comrades. When their last ally fell, the wounded Rose Knight fled the sepulchre to the hut of a canny woman known to help forlorn lovers and angry spouses... for a price. The Rose Knight begged Gabby Calo Gnatfeet for the power to resist the dragon's acidic bile and quaffed her tar-like draught without question. After a night of bone-breaking cramps, the knight emerged from Gabby's hut with a flinty determination.

The Rose Knight surprised Asterax, who was licking her many wounds in the depths of her lair. Though the dragon doused the valiant knight in acid, she managed only to strip the knight's skin, revealing the black, viscous substance that now comprised their body. Crushing the dragon's skull with their flail, the Rose Knight's horror at their transformation was short-lived; there would be no fanfare, no celebration, naught but a mindless existence as the knight's viscera sloughed off their bones into a formless ooze.

But something persisted. The odious rage and cruelty of Asterax found a home in the ooze, and the corruption of the Bonefields did not end.

### MOTES OF THE DIVINE

This hunt is the third in a series of five known collectively as Motes of the Divine. The following gives an optional background you can use to link these hunts together.

Shortly after the creature responsible for the enlightenment of the wax elemental in *Flames of the Faithful* left Cresthill, Gabby Calo Gnatfeet appeared in Dullowmarch. You guessed it: they're the same person: a shapechanging entity from the Clockwork Arcadia known as CRE0. Gabby Gnatfeet's concoctions provided bonafide results, but always with unfortunate side effects. Poultices made to regrow lost fingers regrew way more than the creature lost, anti-aging creams caused users to regress back into infantile behaviour, and love potions made imbibers unable to feel any other emotion than love (resulting in one man's unfortunate attempt to assuage Asterax's rampage with a heartfelt hug).

After the Platinum Fist's pyrrhic success, Gabby Gnatfeet left, though her hut remains. Within the hut, a *detect magic* or similar spell reveals the presence of strong ambient biomantic magic, and the fading presence of a powerful divinity—a hangover from the *mote of the divine* she used to power the concoctions.

## SUMMARY

Here's a quick summary of the pertinent information for this hunt:

- **Which Monster?** An ooze knight lost to madness and despair.
- **Monster's Motivations.** In its dragon-induced madness, the ooze knight seeks the destruction of every living thing.
- **Monster's Previous Actions.** Corruption of the water, fauna, and flora, causing starvation and death among the citizens of Dullowmarch.
- **Where's the Monster?** The ooze knight's lair is located in the Sepulchre of Sorrow in the Bonefields.

### HUNT REWARDS PER CHARACTER\*

Hunt Level	Gold Reward	XP Reward**
5th	750 gp	2,650
10th	2,875 gp	6,550
15th	6,750 gp	17,000

\*Regardless of which adventure hook you use, give the same rewards.

\*\*Includes all monsters, traps, and puzzles, averaged for a party of 4.

## ADVENTURE HOOKS

Here are a few ways to entice your characters into hunting the source of the Bonefields' corruption:

- **Curiosity: Ultimate Challenge.** The tale of how the Platinum Fist rode to their doom against the Terror of the Bonefields quickly becomes a staple of any bard that travels through Dullowmarch. That Asterax's winged form hasn't been seen for some time strengthens the rumours that she was maimed in the knights' assault and, with each retelling, the size of her treasure trove grows larger. Despite many adventurers seeking their fortune at the sepulchre, none have returned. The call has gone out: those brave enough must end the Terror once and for all.
- **Morality: Land of the Dead.** Weary refugees from the decimated town of Caergannob arrive at the Loot Tavern\*. The family tells of rancid waters, food that was fresh the night before teeming with maggots come morning, and people and livestock alike being reduced to skeletal corpses overnight. Eking out a living in Dullowmarch was hard enough; they've left before famine can claim them too. The family tells the characters to seek out Sir Laris the Penitent. The strange knight camps near their town, and he knows the bog better than anyone.

\*Not using the Loot Tavern? Replace this with a location of your choice.

- **Compensation: A Proper Burial.** Sir Laris the Penitent has posted on the Loot Tavern's notice board seeking adventurers that will enter the Bonefields, slay the creature in the lair, and recover his comrades' remains. The knight has a camp near the town of Caergannob next to the bog, and there are instructions written on the notice detailing how to get there.

## SIR LARIS THE PENITENT

After the Rose Knight's flesh transformed into an oozing monstrosity, their soul fractured and a small, desperate spark survived. That spark clung to the former knight's bones, which crawled out of the swamp. Disguised in patchwork plate armour and calling themselves Sir Laris the Penitent, the now-undead warrior explains that he is the sole survivor of the Platinum Fist and that he wants to recover the remains of his fallen comrades after defeating the dark creature living in the bog. He doesn't reveal his undead nature, nor disclose that the creature was born from his desperate actions.

Sir Laris can be convinced to join the characters as a sidekick with a successful **VDC Charisma (Persuasion)** check. He uses the statistics of a **knight** for the 5th-level hunt, or a **gladiator** wearing plate armour (AC 18) for the 10th- and 15th-level hunts, but is undead and is **immune** to poison. Otherwise, he secretly follows them into the swamp at a distance. If his undead nature is discovered, he admits the truth that he was once a knight of the Platinum Fist before the monster ended his life. A successful **VDC Wisdom (Insight)** check reveals that Sir Laris isn't being completely truthful, but is sincere in wanting to defeat the monster and recover the knights' remains.

As the main point of contact for this adventure, Sir Laris is willing to share the following information to those planning on battling the ooze knight:

- The creature is a corrupted being of dark magic that took over the lair of the black dragon Asterax.
- The Platinum Fist fell to the black dragon, and their bones litter the waters of the lair. Sir Laris can't keep the pain out of his voice when discussing them.
- Sir Laris has seen adventurers enter the swamp, but none have returned. He's heard the sound of singing carry over the waters, but whoever it was, there was something not right about the sound of their voice.
- The knight recommends the characters stay clear of the water if they can and be prepared to boil water if they need to; there is disease and rot in those swamps that will eat anyone from the inside out if allowed the chance.

# THE BONEFIELDS

Before the arrival of Asterax, the Bonefields were already a dreary, flat landscape of mist, drizzle, and overcast skies. Her corrupting presence turned a monotonous bog into an expanse of rot and decay. The waters are now poisoned; only those habituated to such toxic environments persist in the bog, eager to drag the careless into the swamp's muddy embrace.

## TRACKING

Because of the fickle and shifting nature of the waters, travelling through the bog is difficult and time-consuming; dry land is scarce. As the characters make their way through the bog, they need four Tracking checks and two successes to find the dragon's lair. Each check takes 4 hours of travel time and can result in a clue encounter (see Know Thy Enemy, page 44). You can use the swamp random encounters from *Heliana's Guide* to populate your hostile encounters.

## UNIQUE FLORA & FAUNA

The bog is home to various unique plants and creatures that have been twisted by the dragon's corruption. Between the swarms of insects, alligators, poisonous snakes, and other deadly animals, there are plenty of swamp creatures eager to fill their belly with adventurers.

Here are some intriguing denizens of the bog:

**Mistfrog.** These Tiny, silver-backed frogs have gleaming red eyes that glow in the dark. As a self-defence mechanism, a mistfrog sprays a paralytic mist out of its pores. Medics value them as a source of anaesthetic. The oil can be harvested from a frog with a component DC of 25, although a misstep can result in the carving harvester being **paralysed for 1 hour**. Applying the mistfrog oil to an item takes **1 minute**, and the next living creature that takes damage from the coated item must succeed on a **DC 11 Constitution saving throw** or be unable to take reactions for **1 minute**.

**Sugar Eel.** A mature sugar eel can reach up to 5 feet in length and weighs up to 15 pounds. Sugar eels are eyeless carnivores with distinct albino skin. They can smell blood in the water up to a mile away and hunt in packs. Their namesake sweet-tasting meat is a delicacy, and a single adult sugar eel can fetch a high price at any market.



## SIR LARIS

*Undead, ex-knight, he/him\**

**Personality.** Somber and haunted, Rose Knight's skeleton in disguise.

**Appearance.** A skeleton hidden beneath voluminous dark robes, a thin lace veil hides his face.

**Desire.** To defeat the ooze knight and wrest his soul back from its gooey prison.

**Fear.** That the Platinum Fist's sacrifice will be in vein.

*"Do any of you possess the mettle to rid Dullow-march of this nightmare?"*

\*While the Rose Knight identifies as non-gendered, their disguise, Sir Laris, is male.

**Ashvine.** Asterax's corrupting presence poisoned the land and turned it into the foul bog it is today. Villagers' attempts to burn away the infected vegetation mixed with the dragon's magic, and a new kind of plant, ashvine, began to thrive. Its thick, black-and-green vines grow along the ground and have leaves of ash-grey hue. They crumble to dust when stepped on, releasing a burst of ash-like spores in a **5-foot radius**. Each creature in that area must succeed on a **DC 11 Constitution saving throw** or become infected with the Ash Lung disease for the next **24 hours**. An infected creature has **disadvantage** on death saving throws. If an infected creature dies, its corpse crumbles to ash in **1d3** days. A *lesser restoration* spell or similar effect cures the infection in a living creature.

## KNOW THY ENEMY

The Bonefields hold many clues the characters can find while tracking down the ooze knight. During their journey, they encounter a strange ooze, hot springs filled with acid, and a wandering hedge knight driven mad with oscillating emotions. Each encounter gives the characters a chance to learn the following information about the ooze knight:

- The knight has control over oozes that have reactive resistance traits.
- The knight can briefly turn normal water into acid.

- The dragon's cruel influence persists and can telepathically flood an enemy's mind with overpowering emotions.

The GM can determine which clues they encounter as the characters travel through the swamp.

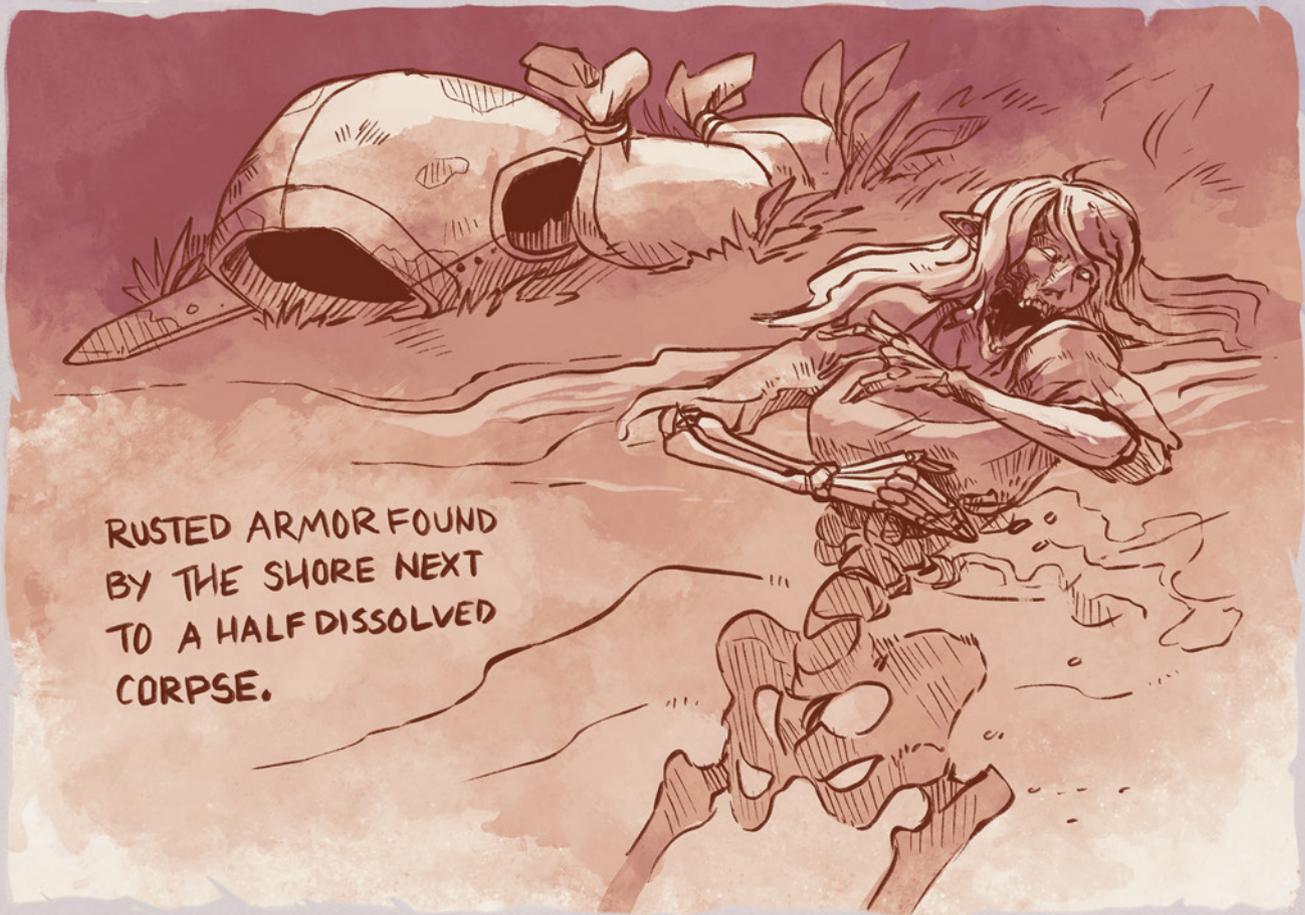
### CLUE 1: REACTIVE MUTATIONS

The swamp grows eerily quiet as you progress further along the path. Suddenly, an oddly coloured ooze lurches from the water with appendages outstretched towards you!

**Encounter: Reactive Ooze.** A polyhedrooze ambushes the party from the swamp. Characters that fail a **VDC Wisdom (Perception)** check are surprised by the ooze. Vigilant characters that succeed on a **VDC Intelligence (History or Arcana)** check recognize the ooze as a biomantic polyhedrooze, more intelligent and emotionally charged than its common counterparts. A successful **VDC Wisdom (Survival)** check determines that the ooze has a trait that gives it damage resistance that changes based on the last type of damage it took. See the Variable Lair Action Statistics table on page 140 for info on VDC.



HANDOUT 4.1. REACTIVE MUTATIONS



HANDOUT 4.2. ACIDIC WATERS

### POLYHEDROOZE STATISTICS

Hunt Level	Ooze
5th	hexahedrooze*
10th	octahedrooze*
15th	decahedrooze*

\*See Appendix C

### CLUE 2: ACID BATHS

Sulphurous fumes overpower the already humid and foul swamp air. Their source: a pair of hot springs on the path ahead. Rings of charred vegetation surround each pool, and a rusted sword leans against a twisted tree.

While adventuring in the bog, Lady Elana the Bright came across these hot springs and decided to wash away the sweat and blood of her battles. Her acid-scarred skeleton lies half-submerged in the spring. Her rusted belongings can be found buried under ashvine nearby with a successful **VDC Wisdom (Perception)** check.

Elana's heavily-damaged journal, tucked inside a rotting leather pouch, describes her journey to fight the Terror of the Bonefields and earn her place in history. The last passage mentions she woke each morning to find new rust on her armour and weapons. A character that inspects Elana's corpse and succeeds on a **VDC Wisdom (Medicine)** check determines that her death was caused by exposure to acid. A character who tests the spring waters and succeeds on a **VDC Intelligence (alchemist's tools)** check determines that they are abnormally acidic, fatal if imbibed, though not currently corrosive enough for a splash to cause damage.

## CLUE 3: DRAGOPATHY

The sound of a bawdy tavern song drifts over the swamp moments before the singer comes into view. An older man with a rich bass voice is pushing a rickety boat across swamp waters, despite his emaciated condition. Rusted armour hangs from his wasted frame, and a broken leather helmet barely covers his stringy white hair. The man's eyes shine with madness as he flashes a gap-toothed smile filled with rotten teeth. "Hail, fellow adventurers! Are ye here seeking the lost dragon hoard as well?"



HANDOUT 4.3. DRAGOPATHY SYMPTOMS

Sir Erik the Gallant (N human **knight**) was the only survivor of a band of adventurers who met their doom battling the "black knight". During the battle, the knight flooded Erik's mind with a psychic assault, causing him to attack his erstwhile allies in his madness. He has since developed acute dragopathy, a disease caused by exposure to a chromatic dragon's will where one oscillates between their various, pernicious emotions, moment to moment. A successful **VDC Intelligence or Wisdom (Arcana or Medicine)** check identifies his behaviour as the symptoms of dragopathy.

**Interaction.** When the characters ask Sir Erik questions, roll a **d4** and consult the table below to determine what emotion affects his response. A successful **VDC Charisma (Intimidation or Persuasion)** check can bring Sir Erik to a neutral state for a single honest response before reverting to madness, and a *calm emotions* spell can suppress the effect for its duration.

Some examples of his responses are as follows:

- **Greed:** "You can't have the dragon's treasure, it's all mine! Mine, you understand? I was here first! Go find your own dragon hoard!"
- **Pride:** "Oh, I've faced the midnight terror. My companions' knees shook in fear, but not mine! The mighty beast trembled when I drew my great blade in defiance!"
- **Anger:** "Who are you to ask me questions? You are but worms! Royal blood fills my veins and you pathetic creatures dare to speak to me with such indifference?"
- **Sloth:** Yawning: "Why are you bothering to work so hard? You should just enjoy this fine sunny day and beautiful water!"

#### d4 Emotional State

- |   |  |
|---|--|
| 1 | <b>Greedy.</b> Sir Erik demands to be paid before answering the question.                              |
| 2 | <b>Prideful.</b> Sir Erik answers boastfully to the point the truth is buried in obvious exaggeration. |
| 3 | <b>Angry.</b> Sir Erik refuses to answer, cursing and threatening the characters in a blind rage.      |
| 4 | <b>Slothful.</b> Sir Erik brushes off the question as boring and taking too much effort to discuss.    |

**Curing Sir Erik.** A *lesser restoration* spell or similar effect cures Sir Erik's madness long enough for him to remember the truth of what happened, explaining how when he battled the "armoured creature", his behaviour changed. He can't accept what he has done and immediately flees into the swamp, never to be seen again.

## THE BATTLE AHEAD

When the characters reach the Bonefields, they find the ancient tomb surrounded by bone-filled swamp waters and pieces of armour. Once the party fights past the minions and defeats the ooze knight, the knight uses the bones of the fallen Asterax to transform into an ooze dragon for the final wave of the battle.

**Waves.** The battle is divided into three distinct phases called waves that each introduce new challenges and difficulties. The characters can counter some of them if they unravel what they discover in the clue encounters (see Know Thy Enemy, page 13).

### LAIR: BONEFIELDS

Before Asterax arrived, the Bonefields were the long standing resting place of the Dulloviens. Now the area seems to attract creatures nearing the end of their life; its waters are filled with the bones of all manner of long-dead creatures, as well as a single, colossal skull. Following the destruction of the Platinum Fist, pieces of rent and broken armour litter its depths, jagged edges a hazard below the murky water.

**Hazard: Graveyard.** The swamp water is filled with bones, weapons, and armour, making it difficult terrain. Creatures knocked prone in the water take **Vdam** piercing damage from the rusted metal and must succeed on a **VDC Constitution saving throw** or be **poisoned** for **1 minute**.

**Sepulchre of Sorrow.** On the northern end of the Bonefields is a cleft in the rock leading to a damp, bone-filled crypt.

**Helping Hand.** If Sir Laris accompanies the characters directly to the Bonefields, he silently slips away into the swamp to watch the results of the battle. If needed, he dashes into the battle to assist a restrained character or provide a *potion of healing* (normal, greater, or superior at 5th, 10th, or 15th level, respectively) at a reasonable time. If Sir Laris doesn't join the characters directly, he follows them to the lair where he waits ready to assist when possible. Afterwards, the undead knight disappears back into the bog awaiting the hunt's outcome.

### ROLEPLAYING THE OOZE KNIGHT

The Rose Knight fell into madness after they were transformed into the ooze knight, and they now see everyone around them as a monster that needs to be destroyed. Their deep, gurgling voice rings hollow from within their armour, their overly-formal speech the only remnant of when they were human. The ooze knight verbally attacks the characters with accusations of being the monsters they are sworn to destroy for the world's safety. Nothing can bring the ooze knight to see the truth of the situation or the corruption around them.

### ENTERING THE BONEFIELDS

When the characters first enter the Bonefields, they arrive at the southern end as the ooze remnants are playing out their battle under the ooze knight's watch. Read aloud or paraphrase the following once they arrive to kick off the first wave:

The screech of metal striking metal carries across the foetid swamp and leads directly to a clearing. Bones of tremendous beasts peek through scum-topped water filled with dozens of skeletons!

In the centre of the clearing is a giant skull nestled between ramps leading up to a cave entrance. A massive knight covered in thick plate armour bound by chains and strands of tar sits on the skull, watching an odd assortment of armoured warriors engaged in a merciless struggle. No eyes are visible beneath the armours' helms, only dark viscous liquid that oozes between the plates' joints.

A deep voice gurgles out from behind the seated knight's closed mask. "Horrible creatures! Thou darest come here to our innermost sanctum? Thou dost foul this glorious place with thy filth!"

Characters that succeed on a **DC 15 Intelligence (History)** check recognize the bits of armour the oozes are wearing as belonging to the Platinum Fist. If a character says anything about the fallen company to the ooze knight, they receive only roars of anger, and that character becomes the sole focus of the knight's attacks during the first wave.



1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 4.1. THE BONEFIELDS

## OOZE REMNANTS

The Bonefields are filled with the bones and armour of all those that perished here in battle. Psychically linked pieces of the ooze knight have split from its body and used the armour pieces to form into macabre simulacra of the fallen knights. Every day, they fight each other in a futile battle, reforming to repeat the scene endlessly. When referenced in the adventure text, an ooze remnant appears as an ooze-filled conglomeration of armour pieces and uses the monster statistics as referenced with the following modifications:

- It is an ooze.
- It is **immune** to poison and acid damage.
- It is **immune** to the charmed, exhaustion, and poisoned conditions.
- It has blindsight out to **60 feet** (if not already further) and is blind beyond this radius.
- It doesn't speak or understand any languages.

When a stat block references an ability or trait, the ooze remnant replicates the effect with its ooze body. For example, an ooze remnant roper's tendrils are made from viscous, tar-like appendages. It otherwise has the same traits and abilities as the referenced monster's statistics.

## WAVE 1: THE LEGION OF OOZE

The ooze knight and other ooze creatures attack the party. The ooze knight continues to verbally assault the characters with overly-formal speech, making it clear that their madness skews their world perspective.

## ENEMIES

The ooze remnants (see "Ooze Remnants" sidebar) currently battle in the Bonefields.

**Level 5.** At 5th level, the wave 1 combatants are:

- 2 ooze remnant **animated armors** (CR 2)
- 1 ooze remnant **knight** (CR 3)
- 1 **ooze knight\*** (CR 5)

**Level 10.** At 10th level, the wave 1 combatants are:

- 3 ooze remnant **knights** (CR 3)
- 1 **ooze knight champion\*** (CR 9)

**Level 15.** At 15th level, the wave 1 combatants are:

- 2 ooze remnant **knights** (CR 3)
- 1 ooze remnant **gladiator** (CR 5)
- 1 **ooze knight warlord\*** (CR 16)

\*See Appendix C

## TACTICS

The enemies during this phase attempt to overwhelm the characters with constant attacks and fight without any sense of self-preservation. The ooze knight focuses on the character wearing the heaviest armour, alternating its Chain Lash and Acidic Infusion lair actions to bind and dissolve creatures in the swamp's water.

## END OF WAVE

Wave 1 ends when either of the following conditions are met:

- All ooze remnants are defeated.
- The ooze knight is reduced to half their hit points. If this happens, the ooze knight's initiative changes so that they take their turn immediately after the creature that reduced them to half of their hit points (even if they have already taken a turn this round).

On initiative count 20 after the end of wave 1 is triggered, wave 2 begins.

OOZE REMNANT



## WAVE 2: ACID CLEANSE

This wave sees the ooze knight exert power over the smaller oozes, reforming them into a single stronger ooze to fight beside them. They call upon the ambient magic in the area to form an acid rainstorm that pummels the battlefield.

The knight releases a roar of pure, unadulterated rage that reverberates across the swamp. In response, tendrils of dark magic swirl out of the filthy waters and rise into the sky as dark clouds form overhead. With a crack of lightning, the sky opens into a pouring rain that sizzles and burns everything it touches—it's acid! At the same time, the sputtering sludge of the creatures you just felled quivers and congeals into an imposing shape.

**Hazard: Acid Rain.** Three **15-foot-radius** acid rain clouds appear above the Bonefields in positions of the GM's choice. On initiative count 10 (losing ties), they each move independently around the map up to **10 feet** towards the closest creature, remaining about 60 feet above the ground. The cloud and below each cloud is heavily obscured, and each creature that ends its turn in the rain or cloud must make a **VDC Constitution saving throw**, taking **Vdam** acid damage on a failed save or half as much damage on a successful one.

### ENEMIES

The combined ooze remnant (see "Ooze Remnants" sidebar) forms in an unoccupied space central to the spaces where the previous ooze remnants were.

**Level 5.** At 5th level, the wave 2 combatants are:

- ♦ 1 ooze remnant **gladiator** (CR 5)
- ♦ 1 **ooze knight\*** (CR 5)

**Level 10.** At 10th level, the wave 2 combatants are:

- ♦ 1 ooze remnant **assassin** (CR 8)
- ♦ 1 **ooze knight champion\*** (CR 9)

**Level 15.** At 15th level, the wave 2 combatants are:

- ♦ 1 ooze remnant **stone golem** (CR 10)
- ♦ 1 **ooze knight warlord\*** (CR 16)

\*See Appendix C

### TACTICS

The ooze knight and remnant have a great advantage when within the heavily-obscuring rain; they are immune to the acid damage, they can't be seen by creatures with conventional sight, and their blindsight allows them to see targets within the area. They use

this to their advantage, moving with the clouds and focusing on the adventurers most susceptible to their attacks. The ooze knight continues alternating between their Chain Lash and Acidic Infusion lair actions.

### END OF WAVE

This wave ends once the ooze knight is reduced to 0 hit points.

## WAVE 3: THE OOZE DRAGON

Once the ooze knight is reduced to 0 hit points, any remaining ooze remnants die and their armour and body morph to engulf Asterax's bones, transforming into an ooze dragon.

The knight's armour shatters as the tar-like ooze inside bursts out, expanding across the swampy ground and sinking into the water. A moment of silence expands like a ripple across the surface of a calm pond. Suddenly, the bones, armour plating, and a giant lizard-like skull are wrenched together in a spray of foetid, sulphurous swamp mud. A mess of jagged claws and rent metal plating, the dragon roars defiantly and lurches into the sky, dripping black ooze and malice.

### ENEMIES

As the dragon takes off, the ooze remnants (see "Ooze Remnants" sidebar) slough off the dragon's shifting form, appearing in the spaces closest to the ooze dragon.

**Level 5.** At 5th level, the wave 3 combatants are:

- ♦ 1 ooze remnant **roper** (CR 5)
- ♦ 1 **young ooze dragon\*** (CR 6)

**Level 10.** At 10th level, the wave 3 combatants are:

- ♦ 1 ooze remnant **roper** (CR 5)
- ♦ 1 **adult ooze dragon\*** (CR 12)

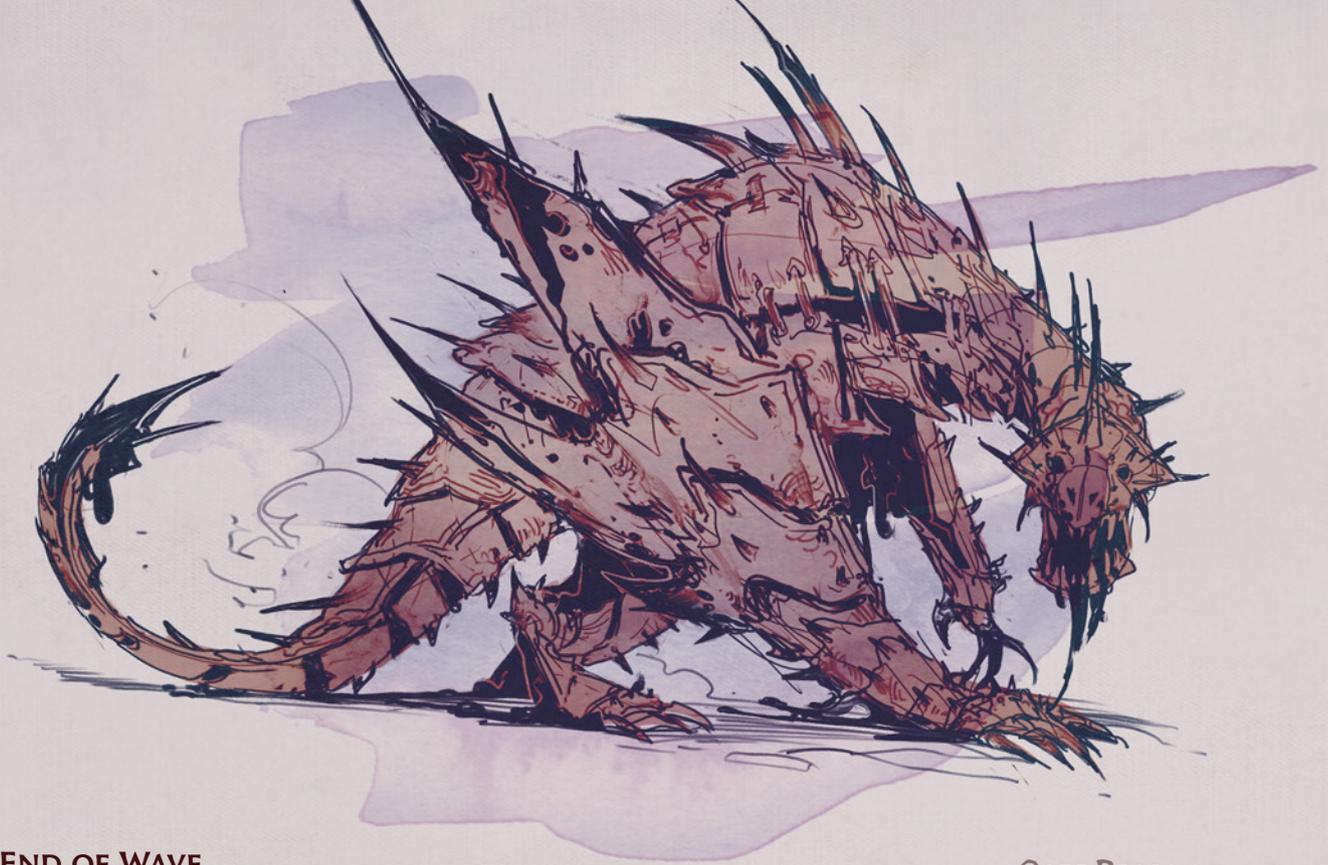
**Level 15.** At 15th level, the wave 3 combatants are:

- ♦ 2 ooze remnant **ropers** (CR 5)
- ♦ 1 **ancient ooze dragon\*** (CR 17)

\*See Appendix C

### TACTICS

The ooze dragon uses their manoeuvrability to harass the party from all sides and unleash their draconic fury. If forced to the ground, they use wing attacks and other knockdown actions to keep the characters at bay before taking to the air once more.



OOZE DRAGON

### END OF WAVE

This wave ends once the ooze dragon is reduced to 0 hit points. When this happens, any remaining ooze remnants instantly dissolve into the swamp, their armour sinking back to the bones beneath.

The dragon crashes to the ground, and its skeletal wings are exposed once more as the ooze begins to slough off. Its steel claws scratch weakly at the ground, digging furrows in the muck and revealing bodies with silver armour buried beneath the mud. The dragon pauses at the sight, the light in its eyes flaring for a split second before fading once more, and with one last roar of pain and despair, the dragon collapses and grows still. The ooze and metal begin to slide off the dragon bones, leaving the skeleton behind as the smoking goo dissolves away.

Read aloud the following if this adventure follows the Motes of the Divine story arc (see page 41).

As the ooze dissolves, cracks begin to appear in the dragon's bones, and a golden light starts to shine through! The cracks spread and the light becomes blinding until it explodes into a beam reaching into the sky, leaving nothing but silence and fractured bones.

### OPTIONAL ENDING: THE UNDEAD HORDE

If you are running this as a one-shot adventure, you may wish to up the stakes the characters face after defeating the ooze dragon. An overly-dramatic ending can give the characters a finality to their story beyond just defeating the monster.

For example, the dark power that fuels the oozes dissolves into the swamp water, reanimating the corpses beneath. On initiative count 20 of each round, the following creatures are raised from the swamp and the characters must now race to escape the undead horde before they are consumed by a wave of bones and blades.

**Level 5.** At 5th level, the combatants are:

- ♦ 6 **skeletons** (CR 1/4)
- ♦ 3 **minotaur skeletons** (CR 2)

**Level 10.** At 10th level, the combatants are:

- ♦ 6 **ghouls** (CR 1)
- ♦ 3 **wights** (CR 3)

**Level 15.** At 15th level, the combatants are:

- ♦ 6 **wights** (CR 3)
- ♦ 3 **wraiths** (CR 5)

## AFTERMATH

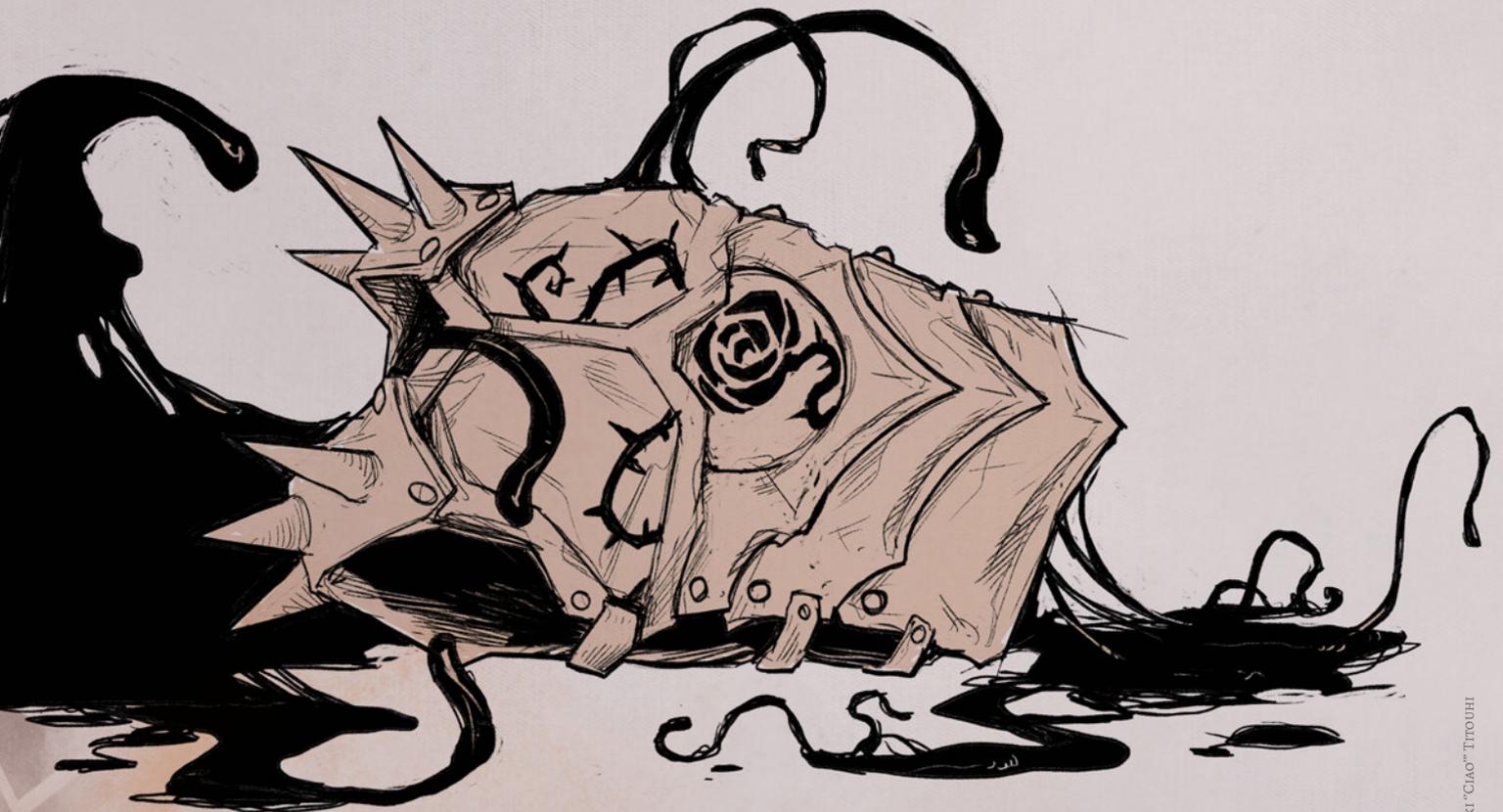
After defeating the ooze knight, the characters find Sir Laris standing at the edge of the Sepulchre of Sorrow. He kneels before a damaged breastplate decorated with an enamelled black rose. Hood pulled back, Sir Laris' skeletal head has a strong, androgynous face made of golden light; that of the Rose Knight before they were turned to ooze.

If the party hasn't yet met the Rose Knight (disguised as Sir Laris) before this point, they nod gratefully in the party's direction and introduce themselves. They reveal the sacrifice they made in defeating the dragon; that their body was turned to ooze and their bones sustained by necromantic magic. They thank the party for putting their soul at ease and direct them towards the dragon hoard in the sepulchre.

Here are some additional developments that occur after this hunt:

- If you are following the optional Motes of the Divine story arc (see page 41), Sir Laris, now the Rose Knight, also explains that the canny woman who infused them with power has moved on from the swamp, but they believe that there are others on whom she experimented.
- The Rose Knight takes their damaged armour, repairs it, and acts as a vigilante do-gooder throughout the region. They keep their face hidden and live a solitary life.
- The Rose Knight helps reform the Platinum Fist.
- The fallen knights are removed from the swamp and given a proper burial.
- The Bonefields return to the dreary, drizzle-filled expanse.
- The town of Caergannob is rebuilt, and the townsfolk commission a painting of the characters battling the ooze dragon. It's displayed in the town inn, and the tale quickly spreads.
- A bizarre extra-planar creature, the Bonemonger, moves into the Sepulchre of Sorrow (see the hunt: Hare Raising).

### ROSE KNIGHT'S ARMOUR



# TREASURE

The black dragon Asterax's treasure hoard lies untouched in her old cave. Along with the collection of coins and half-melted valuables is a weapon made of gold and silver and adorned with feathered wings: a *liberator* (see Appendix A). Though this weapon is depicted as a sword, you can change it to any weapon that your party might find useful.

## TREASURE

Hunt Level	Coins	<i>Liberator</i> rarity
5th	3d6 x 50 gp	Uncommon
10th	3d6 x 100 gp	Rare
15th	3d6 x 200 gp	Very rare

# HARVESTING

The following unique components can be harvested from the ooze knight/dragon, in addition to those normal for an ooze. The food component for the unique recipe is an *ooze (amalgamooze) vesicle* (fat).

## PONTIFF HARVEST TABLE

Component DC	Components
10	Bone (3)
15	Vesicle <sup>E+</sup> (5)
20	Heart (1)



DRAGON BONES

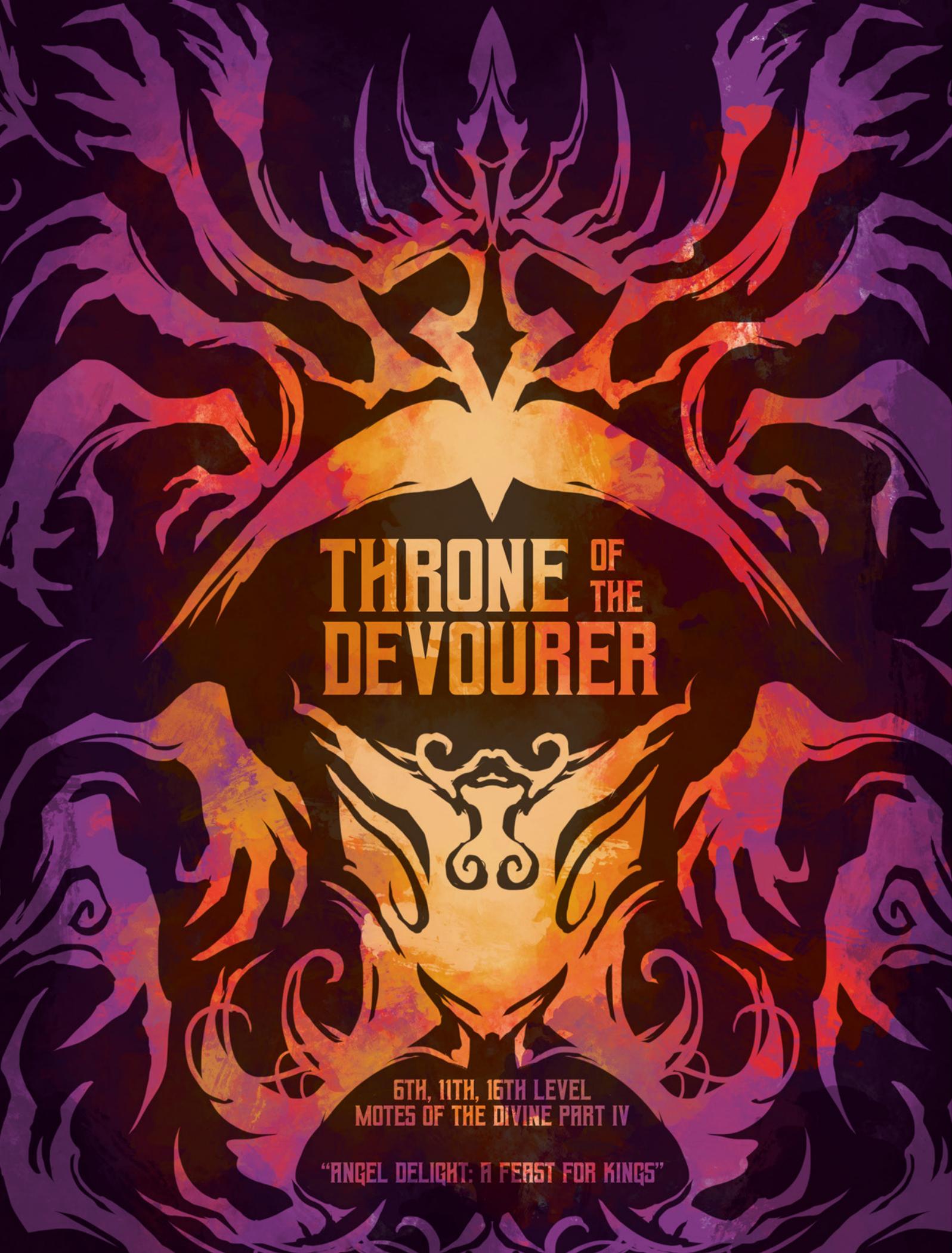
# CRAFTING

The following unique items can be crafted from the ooze knight/dragon's components.

## PONTIFF CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Amalgamask</i>	Wondrous item	Uncommon			<i>Frail</i>	650 gp
		Rare	Required	<i>Ooze (amalgamooze) vesicle</i>	<i>Robust</i>	2,100 gp
		Very rare			<i>Potent</i>	11,500 gp
<i>Heartbeater</i>	Weapon (flail)	Uncommon			<i>Frail</i>	800 gp
		Rare	Required	<i>Ooze (amalgamooze) heart</i>	<i>Robust</i>	2,200 gp
		Very rare			<i>Potent</i>	11,000 gp
<i>Maiden's Tower</i>	Armour (shield)	Uncommon			<i>Frail</i>	900 gp
		Rare	Required	<i>Ooze (amalgamooze) bone</i>	<i>Robust</i>	2,800 gp
		Very rare			<i>Potent</i>	12,500 gp
<i>Rosey Knightscream</i>	Magical meal	Varies	—	<i>Ooze (amalgamooze) vesicle</i>	Varies	Varies

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.



**THRONE** OF THE  
**DEVOURER**

6TH, 11TH, 16TH LEVEL  
MOTES OF THE DIVINE PART IV

"ANGEL DELIGHT: A FEAST FOR KINGS"

# HUNT 4: THRONE OF THE DEVOURER

## INTRODUCTION

*Throne of the Devourer* is a 5th-edition hunt optimised for four characters with an average party level of **6**, **11**, or **16**. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 7th level, or one-third of the way to 12th or 17th level. A raging supernatural war has turned a pristine island into a charred nightmare landscape. Its once-tranquil rivers now run red with demon blood, and the skies are ablaze with the fires of a heavenly host—both armies determined to bring down a deranged king with a taste for celestial flesh.

The characters travel to the island nation of Shai'taryn in an attempt to end a demonic siege. While travelling through the horrors of the destroyed kingdom, the party learns that the king feeds on the flesh of celestial beings in a bid for power to save his kingdom. The characters must fight through a scattering of demons to enter the citadel and then face off against the corrupted creature the monarch has become.

## BACKGROUND

The paradise island of Shai'taryn has known peace and prosperity for generations under the gentle guidance of King Celarian the Benevolent and Queen Lysta the Wise. The kingdom was renowned for its spirituality and refusal to engage in the near-constant wars of neighbouring kingdoms. This policy of neutrality succored the Shai'tan, as its people are known; they were respected and left alone to their divine pursuits.

Vizier Farouz Ali, the king's chief advisor, coveted the divine power of the celestial beings the Shai'tan venerated and devised a scheme to obtain it for himself. For the first step in his plan, the vizier descended to the chasm that surrounded Dor'alon, the island's citadel, and opened a rift to the Abyss. From their realm of chaos and horror, the demons poured, and soon the island burned.

Alone due to their neutrality, no military ally deigned to help, and no angels answered the prayers of the Shai'taryn people. So desperate was King Celarian that he allowed Farouz to implement a drastic and heretical scheme, the second part of his treasonous plot. In a lofty tower of the citadel of Dor'alon, the king and the vizier summoned an angel, trapped it in a magical binding, and sequestered its divine spark in a flawless ruby.

The vizier transfused a fraction of this celestial power into the king and, in a blaze of radiant energy, Celarian sallied out of the nation's redoubt, tearing through the demonic hordes with his bare hands. As the tide of the war turned, the surviving refugees flocked to the citadel's spacious halls and caves, and the king created many wards repelling those of a fiendish nature. Seeing the power held in the blood-red gemstone, the traitorous vizier fled, taking with him the divine spark. Before long, the king's power faltered, and the demons surged with renewed bloodlust, sundering the wards and cracking the walls.

With no alternative, the king mobilised the Ruby Guard—loyal soldiers under the king's direct command—into a brigade of celestial hunters. Unicorns, pegasi, couatl, and countless others were captured, finding their end in the king's ravenous maw. When a forest demigod named Zaoldin attempted to stop the madness, he too was captured and his divine spark transfused into the king. Where the cries of dying Shai'tan and the slaughter of celestial beasts did not stir the passions of the angels, this singular act brought forth a celestial host intent on vengeance and the king's demise.

With each mouthful, the king's wards were rejuvenated, his mind gained another fracture, and his body... changed. Queen Lysta, abhorred by the depraved acts of her husband, attempted many remedies, balms, and spells to restore him to no avail. She believes the changes to be irreversible and grieves his loss. Seeing no alternative, the mourning queen escaped the island, leaving Celarian alone and without counsel. Under the guise of priestess Gameela Haddad, Lysta journeys to find those that might help end Shai'taryn's desolation.

King Celarian and his soldiers still hold back the demon army, his wards—altered to also allay celestials—powered by near-constant consumption of still-living celestial flesh. Demons continue to spout from the portals, replenishing their numbers. Besieged by both angels and demons, the once idyllic nation is now a war-torn hellscape.

## MOTES OF THE DIVINE

Before the events of *The Twilight Hunter*, *Flames of the Faithful*, and *Bones N' Roses*, CREO sought a source of power that would allow its creator, CRE, to implement the full scope of its ingenuity. Hearing of the divine and magical beings that abounded in Shai'taryn, CREO travelled there, but was disappointed to find only lesser celestials. However, the Shai'tan often espoused how their benevolent king took counsel with angels and, so, CREO devised a scheme.

First, CREO murdered Farouz Ali and changed its appearance to match that of the late vizier, taking his place in court. Next, it opened a rift to the Abyss, bringing about the cataclysm that begat Celarian's desperation, and joined the king in anguished prayers for aid. Finally, when none answered the king's call, CREO persuaded the king to use a Shai'tan heirloom to summon an angelic ally. Draining the celestial of its essence, they created a *mote of the divine*.

The king was CREO's first experiment, and its first failure. Though it managed to infuse the monarch with divine power, the humanoid's chassis was too frail. Frustrated, CREO left the Shai'tan to their fate, seeking new subjects on which to experiment: a knight carrying the symbol of a rose, a hunter augmented by steel, and an elemental made of wax. None were successful, and so CREO returned to its creator, a being of untold creativity, deep within the Clockwork Arcadia.

### SUMMARY

Here's a quick summary of the important information about this hunt:

- ♦ **Which Monster?** King Celarian has transcended into a deformed creature known as a celestial devourer and feasts on divine creatures for their power.
- ♦ **Monster's Motivations.** The forlorn king wishes to save his kingdom by any means necessary and has lost his humanity—and sanity—along the way.
- ♦ **Monster's Previous Actions.** Hunting down celestial beings and eating them to sustain his ill-gotten power.
- ♦ **Where's the Monster?** The throne of the celestial devourer is in the heart of Dor'alon Citadel at the centre of the island of Shai'taryn.

### ADVENTURE HOOKS

Here are a few reasons your characters may be interested in travelling to Shai'taryn and facing the celestial devourer:

- ♦ **Curiosity: Otherworldly Invasion.** It is rare that angels and demons find themselves in the same place, and rarer still that they do so for any other reason than to slay one another. Something that has earned the ire of both abyssal hordes and celestial hosts is surely worth investigating. A

poster on the Loot Tavern's noticeboard from the Church of the Epyreal Solar proclaims it is gathering resources to send aid to the people of Shai'taryn. It describes how both celestials and demons are assaulting the last redoubt of the Shai'tan, the citadel of Dor'alon, and requests aid, be it gold, food, or fighters.

- ♦ **Morality: Angelic Slaughter.** Shai'taryn refugees are travelling through the region and telling all who will listen about the army of darkness that has claimed their island kingdom. The most horrifying accounts describe how their once beloved king has fallen from grace by slaughtering celestials in dark rituals. Gameela Haddad, a priestess among the refugees, pleads with any adventurers she can find at the Loot Tavern to help stop the slaughter. She calls upon them to use their power to defend the weak and bring justice to the island.
- ♦ **Compensation: A Divine Contract.** Many churches have signed an open petition offering a reward to anyone who can stop the mad King Celarian from slaughtering celestials in mass numbers. Though many adventuring parties were keen to receive gold and the blessings of gods, none have been successful, and fewer have returned to speak of their failure. The petition names priestess Gameela Haddad as the executor of this contract.

## PRIESTESS GAMEELA HADDAD

The Shai'tan Queen, Lysta the Wise, was horrified to discover the monster that her beloved Celarian had become and fled the island under the guise of Gameela Haddad, priestess of the goddess of peace. Unwavering in her duty, she has been searching for any who might help end the demonic siege and stop her husband's cruelty.

As the main point of contact for this hunt, and guide through the island to the besieged citadel, Gameela shares the following helpful information:

- Demons began pouring through portals in the chasm that surrounds their island nation's redoubt: the citadel of Dor'alon.
- In an act of desperation, King Celarian conducted a dark ritual to absorb the divine power of a celestial. Using this new-found power, he warded the citadel against incursion by fiends, but has been driven mad by his blasphemous act.
- When the king devoured a celestial demigod, a host of angels joined the siege of Dor'alon.
- To maintain the wards, the king consumes the still-living bodies of celestials incessantly.
- The celestials are duty bound to rid Shai'taryn of any fiends they see. She believes that if they can be satiated by the death of the king, they will fulfil this duty.

### GAMEELA HADDAD

*Humanoid (elf), queen/priestess, she/her*

**Personality.** Stoic, patient, resolute. Though kind, she is able to make hard choices.

**Appearance.** Long silver hair, pale skin, deep emerald eyes. Wears finely cut gold-and-white robes that have seen better days.

**Desire.** To save her people and restore Shai'taryn.

**Fear.** That desperation will lead her to despicable and blasphemous acts.

*"As leaders, we do what we must to ensure the safety of our people—but some lines must never be crossed. Journey before destination."*

## HUNT REWARDS PER PLAYER CHARACTER\*

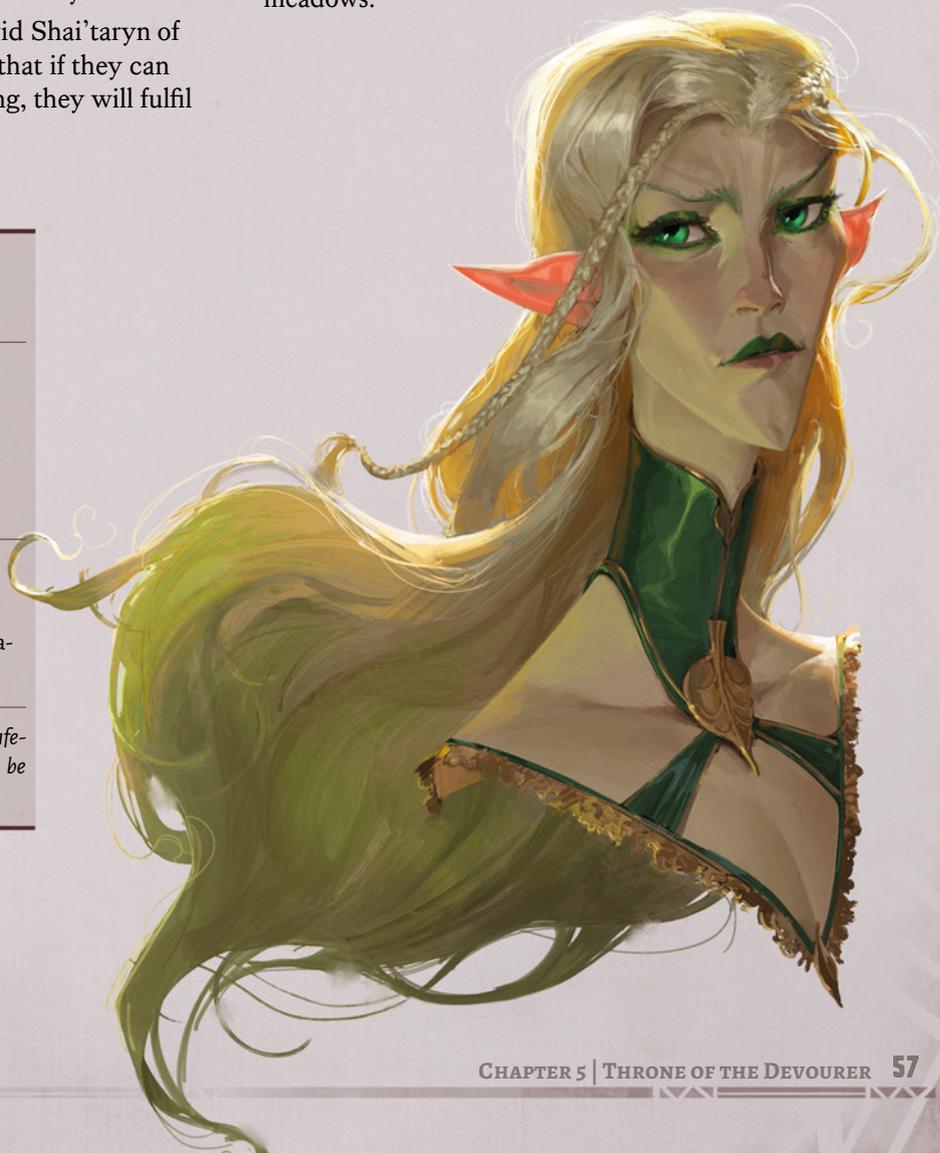
Hunt Level	Gold	XP**
6th	1,050 gp	2,500
11th	3,500 gp	4,800
16th	7,750 gp	10,000

\*Regardless of which adventure hook you use, give the same rewards.

\*\*Includes all monsters, traps, and puzzles, averaged for a party of 4.

## SHAI'TARYN

The island of Shai'taryn was once a tropical paradise permeated by wondrous celestial beings. The Shai'tan revered these sacred creatures, maintaining large swathes of pristine tropical forests in which they made their homes. In return, these divine beings succored the Shai'tan: their harvests were always bountiful, the lost were guided home, and pirates knew better than to raid their shores. When Vizier Farouz Ali summoned the demonic hordes, the island paradise became a hellscape of fire and pain. Dor'alon, last bastion of the Shai'tan, stands at the base of a mountain before a landscape of charred forests, razed settlements, and scorched meadows.



## REGIONAL EFFECTS

The celestial devourer's presence affects the area surrounding Dor'alon for miles. Refer to Appendix C (page 167) for more information on regional effects.

## TRACKING

While the seas around Shai'taryn are placid and easily navigated, the journey from shore to citadel is dangerous and time-consuming. Though Gameela knows the land well, avoiding roving demon hordes makes the journey a more risky affair. The party are deposited on a beach in a small, sheltered cove, half a dozen miles from Dor'alon and, as the characters make their way across the island, they need three Tracking checks and one success to find their way to the citadel. Each check takes 1 hour of travel time, and a successful check results in a clue encounter (see Know Thy Enemy, page 61). These clue encounters can be in addition to or in place of normal narrative encounters. Failed checks result in a combat encounter; randomly determine which encounter from among Pot Luck, Aerial Assault, Fistful of Rubies, or The Heavens Strike Back encounters.

## VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vdist
6th	13	+5	5 (2d4)	20 ft.
11th	15	+7	10 (3d6)	40 ft.
16th	17	+9	21 (6d6)	60 ft.

## POT LUCK

An enormous bronze bowl, previously used to hold oil in one of Shai'taryn's many lighthouses, has been brought to a village by a group of sadistic demons. A great fire has been lit beneath the bowl, and the half-dozen surviving villagers are treading water as the bowl's contents slowly heat. As the party approaches, they can hear the villagers' cries for help and see steam rising from the bowl.

**Stealth.** If the party was proceeding stealthily, have them make a **VDC Dexterity (Stealth)** check against the demonic scouts on the rooftops. On a failed check, the demons are prepared for the party and attempt to ambush them (**passive Stealth** equals **VDC**). The demons flee if half their number are slain.



SPIKETOOOTH

**Hotting Up.** From the moment the party hears the villagers' cries for help (about 300 feet from the bowl), the party has **1 minute** before the water gets hot enough to deal damage. After this minute, any creature in the bowl takes fire damage on initiative count 20 of each round. The fire damage starts at **1** and doubles each round to a maximum of 8. There are six villagers, including one village elder (5 **commoners** (4 hit points) and 1 **noble** (9 hit points)).

**APL Composition**

6th	1 hell hound, 2 quasits, 1 vrook
11th	1 glabrezu, 3 hell hounds, 1 hezrou
16th	1 glabrezu, 2 hezrous, 1 nalfeshnee

**AERIAL ASSAULT**

Although the demons have some flying forms, they are not numerous enough to control the skies over Dor'alon, and so those that can fly have taken to patrolling the island looking for easy pickings. In a steep-sided, heavily vegetated valley, one such patrol catches sight of the party.

**Tactics.** The demons engage in hit-and-run tactics, aiming to grapple easy targets and drop them from great heights. If this tactic is foiled, they resort to dropping boulders (+**Vmod** to hit), dealing **Vdam** bludgeoning damage on a hit. An individual demon will flee when reduced to one-third of its hit points or fewer.

**Composition.** An abyssophan uses the **harpy** statistics, but has the fiend (demon) type, and the damage and condition resistances and immunities of a **vrook**. A creature with the prefix 'flying' has a flying speed of **60 feet**.

**APL Composition**

6th	2 abyssophans <sup>o</sup> , 3 pitcrows*, 1 vrook
11th	1 flying hezrou, 1 murder of pitcrows*, 2 vrocks
16th	6 flying hezrous

<sup>o</sup>Uses modified statistics of another creature. \*See Appendix C

**FISTFUL OF RUBIES**

The Ruby Guard are in the midst of hog-tying a captured unicorn to bring back to King Celarian. The party can choose to fight the guards or attempt to ally with them.

**Combat.** The guards surrender if half their number are slain. If any are allowed to walk free, the party is refused entry at the citadel's gate and must seek alternate entry.

**Unlikely Allies.** If the party succeeds on two **VDC** checks to convince the guards they're on their side, the guards let the party accompany them back to Dor'alon. These checks can be anything that makes sense, such as an Intelligence (Deception) or Charisma (Religion) check to convince the guards they know how best to butcher a celestial. En route to the citadel, the group is attacked by a host of enraged celestials (see The Heavens Strike Back).

**APL Composition**

6th	3 knights, 1 sorcerer*
11th	2 gladiators (AC 20; CR 6), 1 mage, 2 rangers*
16th	1 archmage, 2 assassins, 3 gladiators (AC 20; CR 6)

\*See Appendix C



SUN JELLY

## THE HEAVENS STRIKE BACK

With a flash of blinding light, a patrol of airborne celestials attacks the party. If the party is in the company of the Ruby Guard and their captive unicorn (see *Fistful of Rubies*), there is no chance of a parlay and there are twice the number of celestials in the patrol.

**De-complicate.** For the sake of simplicity, the GM can assume that the Ruby Guard fights the ‘doubled’ celestials and that all guards fall, while one celestial remains with half its hit points.

**Parlay.** A character can use its action to sheathe any weapons and make a **VDC Charisma (Persuasion)** check. On a success, combat pauses as the celestials take a moment to listen to the party. Any attack or spellcasting reignites combat. While combat is paused, the celestials interrogate the party; a second successful **VDC ability** check (any that makes sense) convinces them to leave the party alone, but never to help them.

**Composition.** Any non-celestial creatures (marked with a superscript  $\sigma$  “<sup>o</sup>”) have the celestial type, and have the same damage and condition resistances and immunities as a **deva**. These creatures ride the pegasi.

APL	Composition
6th	2 knights <sup>o</sup> , 2 pegasi
11th	1 assassin <sup>o</sup> , 1 deva, 1 gladiator <sup>o</sup> , 2 pegasi
16th	5 devas

<sup>o</sup>Uses modified statistics of another creature.

## UNIQUE FLORA & FAUNA

Though the island’s flora and fauna have been decimated by demon hordes, patches of the once-blessed landscape persist still. Here are some examples of the more intriguing things the characters can find on the island:

**Sun Jelly.** A sun jelly is similar in appearance to a minuscule jellyfish—but made of shimmering golden light and floating in mid-air instead of swimming through the sea. These benign creatures also lack the sting of their sea-faring counterparts. Their shimmering swarms drift around sweet-smelling grass or vegetation and emit a faint light, much like glow bugs. The duration of any item’s effect that creates light is doubled when a sun jelly’s ichor (component DC 10) is used as an additional crafting component.

**Spiketooth.** Despite their small size, these four-legged creatures possess thick white leathery hides, wide heads with short horns above the forehead, and oversized, rhino-like horned noses. Their beady eyes resemble cut sapphires embedded in their craggy faces, and large serrated teeth fill their massive jaws. While they appear ferocious, they are extremely playful and loyal, often bonding with young children. An annual festival—Prickleless—is held across Shai’taryn celebrating this bond.

**Fairy’s Toothbrush.** This sweet-smelling flower grows in and around forests home to celestial or fey creatures. Their trefoil-shaped petals range in colour from bright yellow (celestial) to crimson (fey), and they perfume the air with an intoxicating, cotton-candy-like scent. As the name suggests, a fairy’s toothbrush has abrasive petals that are often chewed to clean teeth, leaving them sparkling and freshening the breath of its chewer.



FAIRY'S TOOTHBRUSH

# KNOW THY ENEMY

Shai'taryn holds many hints to the celestial devourer's nature that the characters can find while journeying to Dor'alon. As they make their way to the citadel, the party finds a recruitment poster bragging about the king's radiant sword, ash-covered children singing an interesting song while skipping rope, and a demon attacking a wounded celestial who escaped the king through the power of healing. Each encounter gives the characters a chance to learn the following information about the celestial devourer:

- The celestial devourer is protected from and has a blade that deals radiant damage.
- The king's type is now celestial.
- Healing magic hurts the celestial devourer.

The GM can determine the order in which these clues appear to the characters on their journey through the scorched and desolate island.

## CLUE I: RADIANT BLADE

The path towards the citadel leads through a charred forest that smells faintly of cooked meat. A blackened notice hangs from a warped iron waymarker and bears a seal of crimson wax. "The Ruby Guard," Gameela mutters, "the king's own troops". Under an image of a winged monarch holding a glowing, golden sword are the words, "Citizens! King Celarian calls for your assistance! Exchange celestial fat and liver for gold at Dor'alon!"

Give the players a copy of Handout 5.1 Celarian's Call. A character that succeeds on a **DC 11 Wisdom (Survival or cook's utensils)** check recognizes that the combination of celestial fat and liver can be cooked to make a variant of the magical meal *gobbois gras*. A successful **DC 13 Intelligence (Religion or cook's utensils)** check recalls that these ingredients confer the ability to damage celestials and absorb radiant damage to any imbiber. A **DC 15 Wisdom (Perception)** check notices that the king's blade appears to be covered in radiant energy.



HANDOUT 5.1. CELARIAN'S CALL

## CLUE 2: ANGEL KING

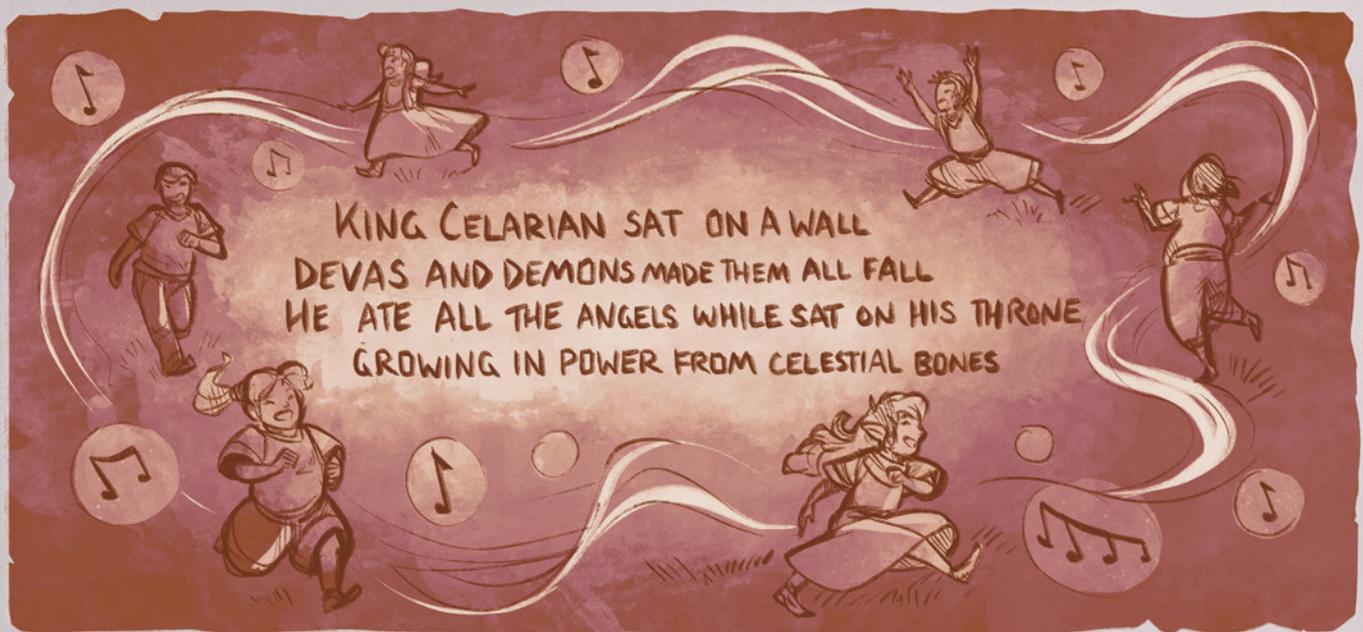
Travelling across the island, you pass through meadows filled with ash, cinders, and the crumbled remains of villages echoing with the silence of the dead. As you edge around the outskirts of one of these ghost towns, you hear the sound of children singing just before they come into view. A trio of ash-covered children is chanting while skipping rope behind a burned-out farmhouse.

If the characters attempt to speak to or interact with the children, they instantly scream and dash away in fear. The skipping song they were singing is in Elvish, and if there isn't a character that understands, Gameela translates for them in a sing-song voice. The song goes as follows:

“King Celarian sat on a wall,  
Devas and demons made them all fall.  
He ate all the angels, while sat on his throne,  
Growing in power from celestial bones.”

### FROM THE MOUTHS OF BABES

Gameela doesn't recognize the song and states it must be new. A character that succeeds on a **DC 15 Intelligence or Wisdom (Arcana or Religion)** check determines that the rhyme references King Celarian consuming angels, which has changed his morphology in some way. A character who exceeds the DC by 5 or more posits that he may, himself, be celestial now.



HANDOUT 5.2. RUMOURS & RHYMES

## CLUE 3: HEALING VULNERABILITY

Thunderous cries of battle can be heard from just up ahead, and two massive figures locked in combat come into sight a moment later. A golden-skinned humanoid with shredded wings is crossing swords with a red-scaled demon that oozes a noxious gas from its skin. The battle rages for just a few seconds before the angel's sword slips past the demon's defence and into its black heart, disintegrating it in a blast of golden light. However, the demon's magic has done its work, and the celestial collapses to the ground as its skin begins rotting and sloughing off in bloody chunks.

### HANDOUT 5.3. HEALING INVERSION

The dying celestial is a **deva** named Orphamiel who recently escaped Dor'alon. He doesn't have much longer to live as the demon's magic is killing him and can't be stopped by any means short of a *wish* spell. A successful **DC 15 Charisma (Persuasion)** check calms him enough to trust the characters and pass along the following useful information:

- King Celarian captured a demigod named Zaoldin, who Orphamiel tried to rescue.
- The celestials will pay the demons little heed until the king is slain.
- Celarian granted Orphamiel an audience, allowing him to bypass his wards.
- Orphamiel attempted to cure the madness infecting the king, but Celarian's skin burst into black and gold flames at the touch of his healing magic.
- He used every iota of healing magic he had, receiving only pained screams in return, and fled while the king was weakened.



## THE BATTLE AHEAD

Once the party reaches Dor'alon, they have a chance to rest and prepare using the clues they gathered. When they choose, the characters can try and enter the citadel, triggering the boss battle. The battle is divided into three distinct phases called waves that each introduce new challenges and difficulties. In the first, the characters fight their way through demons to cross the bridge to the main gate. In the second, the party fights the king's Ruby Guard, and in the third, the king himself.

**The Demon Portal.** The aim of this hunt is not to close the demon portal. That happens anyway once the king is defeated (see Aftermath, page 73). Portraying the gorge as teeming with demons and pockmarked with floating rifts can help ward players off this course of action. If a creature attempts to enter the gorge, you can have them fall through a rift (see Hazard: Ethereal River, page 66), or take **Vdam**

cold, fire, or lightning damage from the maelstrom of magic in the rift. In addition, a creature that starts its turn in the gorge or moves there for the first time on a turn must make a **VDC Dexterity saving throw**, taking **Vdam** piercing damage on a failure, or half as much damage on a success.

## DOR'ALON CITADEL

Dor'alon Citadel was the shining jewel of Shai'taryn. Its gleaming towers, delicate minarets, and lace-like crystal arches were a sight that even the gods smiled upon with approval. Surrounded by a moat-like chasm and sporting high walls, Dor'alon has been both palace and redoubt for the Shai'tan. Blood, ash, and the ruins of fallen towers now litter the blackened waste at its feet; time is running out before it crumbles entirely.

The heavenly forces seeking to avenge the slain demigod continue to be rebuffed or captured by King Celarian. The demonic horde that ascends the chasm



by way of jagged metal ladders pound in disorganised clumps at the wall, attacking those angels who descend too close. A spectral river of ethereal energy surrounds the citadel, flowing between rifts that pockmark the chasm, swallowing those that fall into their flow before ejecting them in some other location. The Ruby Guard rain arrows upon these attackers from warded ramparts that ring the citadel.

**Helping Hand.** While Gameela (**priest**) doesn't join the characters directly, she guides them to the citadel and finds safe refuge whenever combat occurs. At any time during the battle (GM's discretion), she can give or administer a *potion of healing* (normal, greater, or superior at 6th, 11th, or 16th level, respectively) to a character or cast *lesser restoration* or *dispel magic* (+3 spellcasting ability modifier).

## RUBY GUARD

The citadel is filled with the king's Ruby Guard, who descended into madness after exposure to the king's corrupting magic. They are devoted to their lord and occasionally slink from the citadel to capture celestials so that the king might sate his appetite on their still-living flesh. They are easily distinguished by their appearance: they share unnaturally gaunt faces, painfully wide smiles, and red tabards bearing the king's crest. Prolonged exposure to the king's corruption has granted them new traits.

Corrupted soldiers use the referenced creature's statistics with the following modifications:

- It is a humanoid.
- Its alignment is lawful evil.
- It has **resistance** to radiant damage.
- It is **immune** to the charmed condition.



## REST & PREPARATION

As the party draws within sight of Dor'alon Citadel's walls—which are easily 200 feet high—Gameela guides them towards the remnants of a burned church. A *hallow* spell protects the ruin from any roving demons. This location provides the characters a place to rest and prepare for the coming battle; the players can act on the clues they learned by preparing new spells, changing item attunement, and discussing tactics.

## ENTERING DOR'ALON

Compared to the scale of the three battling armies—all of whom are focused on one another—the party is small and easily ignored. Gameela points out the main gate, accessed by a crumbling bridge, stating it's the only way to enter.

To kick off the first wave, read aloud or paraphrase the following:

The great citadel of Dor'alon stands against the high mountains behind it, a final redoubt for the Shai'tan. Its silvery towers are decrepit, cracks web the thick walls, and demons crawl from its moat-like chasm. Above, a crimson sky roils with fiery fiends and blood-spattered angels; a whirlwind of blades and fire that would surely eviscerate any that try to fly through it. Dor'alon's defenders fire arrow after arrow down onto the assailants, protected behind the fortress's wards. An ethereal river of light flows underneath the bridge, carrying jagged boulders like leaves along a lazy stream.

Directly ahead is a crumbling bridge leading to the citadel's main gates. A small mob of demons picks through corpses, but the chaotic flow of battle has left this pathway remarkably undefended.

Most of the demons on the bridge are focused on the citadel defenders and miss the characters as they sneak past. A few demons notice the party and attack with fury as they cross the bridge.

## WAVE 1: BESIEGED BRIDGE

The party must break through a small contingent of demons to reach the front gates. At the gate, Gameela speaks a passcode, causing the defenders within to grant passage. This wave uses Map 5.1. Dor'alon Bridge (page 67).

**Hazard: In the Shade.** The archers on the citadel's walls indiscriminately fire their arrows at regular intervals onto the bridge. On initiative count 20 (losing ties), each creature on the bridge must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. A creature wielding a shield can use a bonus action to raise it above itself and gain **advantage** on its saves until it lowers it (no action required).

**Hazard: Ethereal River.** Flowing beneath the citadel's bridge is a stream of ethereal energy. A creature that falls into this river must make a **VDC Charisma saving throw**, taking **Vdam x 2** psychic damage on a failed save, or half as much damage on a successful one. Success or failure, on initiative 0 of that round, the creature is deposited back onto the bridge where it lands **prone**.

**Hazard: Warring Skies.** The skies above the citadel are thick with angels, arrows, and magic. A creature that flies more than **90 feet** above the ground around the citadel must make a **VDC Dexterity saving throw** every 10 feet that it flies. The creature takes **Vdam** piercing damage, **Vdam** slashing damage, and **Vdam** fire damage on a failed save, or half as much damage on a successful one.

## ENEMIES

The enemies in this section are fiends from the demonic army. Each enemy has the fiend (demon) type instead of its normal type. It gains **resistance** to the following damage types in addition to any resistances and immunities it has: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks.

**Level 6.** At 6th level, the wave 1 combatants are:

- 5 dustwretches (**dust mephits**; CR 1/2)
- 1 **vrock** (CR 6)

**Level 11.** At 11th level, the wave 1 combatants are:

- 4 **hell hounds** (CR 3)
- 1 **vrock** (CR 6)
- 1 **hezrou** (CR 8)

**Level 16.** At 16th level, the wave 1 combatants are:

- 2 **vrocks** (CR 6)
- 3 **hezrous** (CR 8)
- 1 **glabrezu** (CR 9)

### **TACTICS**

The demons are bloodthirsty, fighting without any sense of self-preservation and often taking risks that may injure themselves in exchange for dealing more damage to the party.

**Development.** A new wave of the same demons will approach the party if the characters linger or engage with the demons beyond the initial wave. Gameela strongly encourages them to reach the gate as soon as possible.

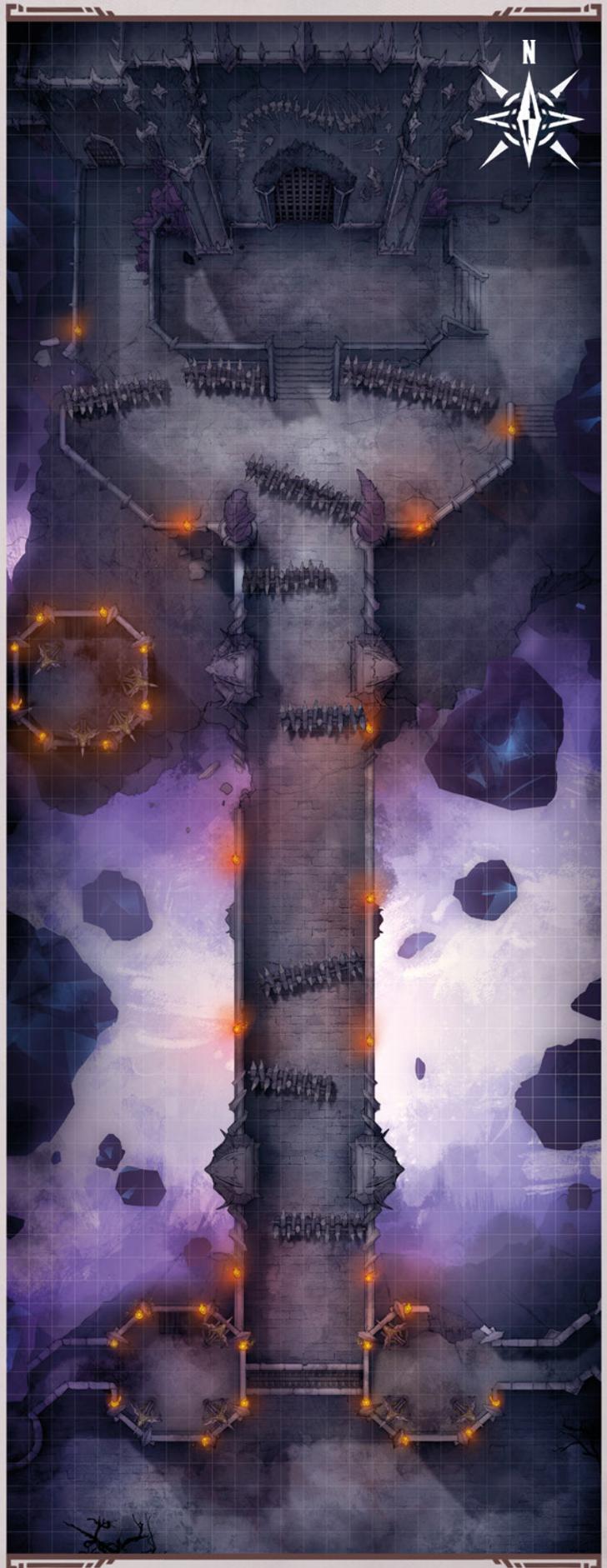
### **END OF WAVE**

The wave ends when the characters pass through the citadel's pedestrian gate. Gameela speaks through the door to the guards, stating the party has "celestial meat for the king," and the guards open the door to let them inside. The guards reseal the iron gate with metal bars before Gameela casts *sleep* to knock them unconscious and leads the party towards the throne room.

1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 5.1. DOR'ALON BRIDGE



## WAVE 2: CELESTIAL SLAUGHTERHOUSE

The second wave occurs in a throne room with a bridge that mimics the citadel's main gate bridge. Corrupted soldiers are in the process of dismembering a small herd of pegasi for the monarch to devour. This wave uses Map 5.2. Dor'alon Throne Room on page 69.

### ROLEPLAYING THE CELESTIAL DEVOURER

King Celarian firmly believes that what he is doing is for the good of the kingdom, and he is righteous in taking the steps necessary to protect his people.

His pride and desire to push himself past the tipping point have resulted in his inevitable decline into madness, but he is oblivious to this fact. In his enthusiasm, he believes that the gods refused to help his kingdom out of jealousy, so he must become a new god to set things right. His machiavellian worldview is his justification for the atrocities he commits, and he sees any who dare to challenge that perception as enemies of the crown.

### THE BUTCHER'S THRONE

The majority of Dor'alon is crumbling, and the few remaining sections are barely being held together by King Celarian's power. To maintain the magical wards and protections, the king requires a constant stream of celestial flesh and blood to consume. His throne room has become the central hub to control the wards and a slaughterhouse to prepare the celestials for consumption.

**Hazard: Protection Wards.** A modified *hallozw* spell protects the **60-foot-radius area** around the throne (**spell save DC** is **VDC**). The spell is held in place using two crystals embedded into pillars flanking the bridge (marked on the provided map with an 'X'). The crystals have an AC equal to the **VDC**, hit points equal to **Vdam x 2**, and **immunity** to poison and psychic damage. Destroying the crystals ends the protection spell. While active, the area's effects are as follows:

- The ward prevents fiends and celestials from entering, unless permitted by the king.
- **Tongues:** All creatures can communicate with any other creature in the area, even if they don't share a common language.
- **Protection from Good:** Good-aligned creatures have **disadvantage** on attack rolls while in the spell's area of effect.

- **Courage:** Evil-aligned creatures have **immunity** to the **frightened** condition while in the spell's area of effect.

**Hazard: Endless Well.** The ethereal tears and rips that buffet the exterior of the citadel (see Hazard: Ethereal River, page 66) have also made their way into the throne room. A creature that falls off the bridge falls through these rips until, on initiative 0 of that round, they are jettisoned from a random spot in mid-air above the bridge, taking **Vdam** bludgeoning damage and falling **prone** in an unoccupied space on the bridge.

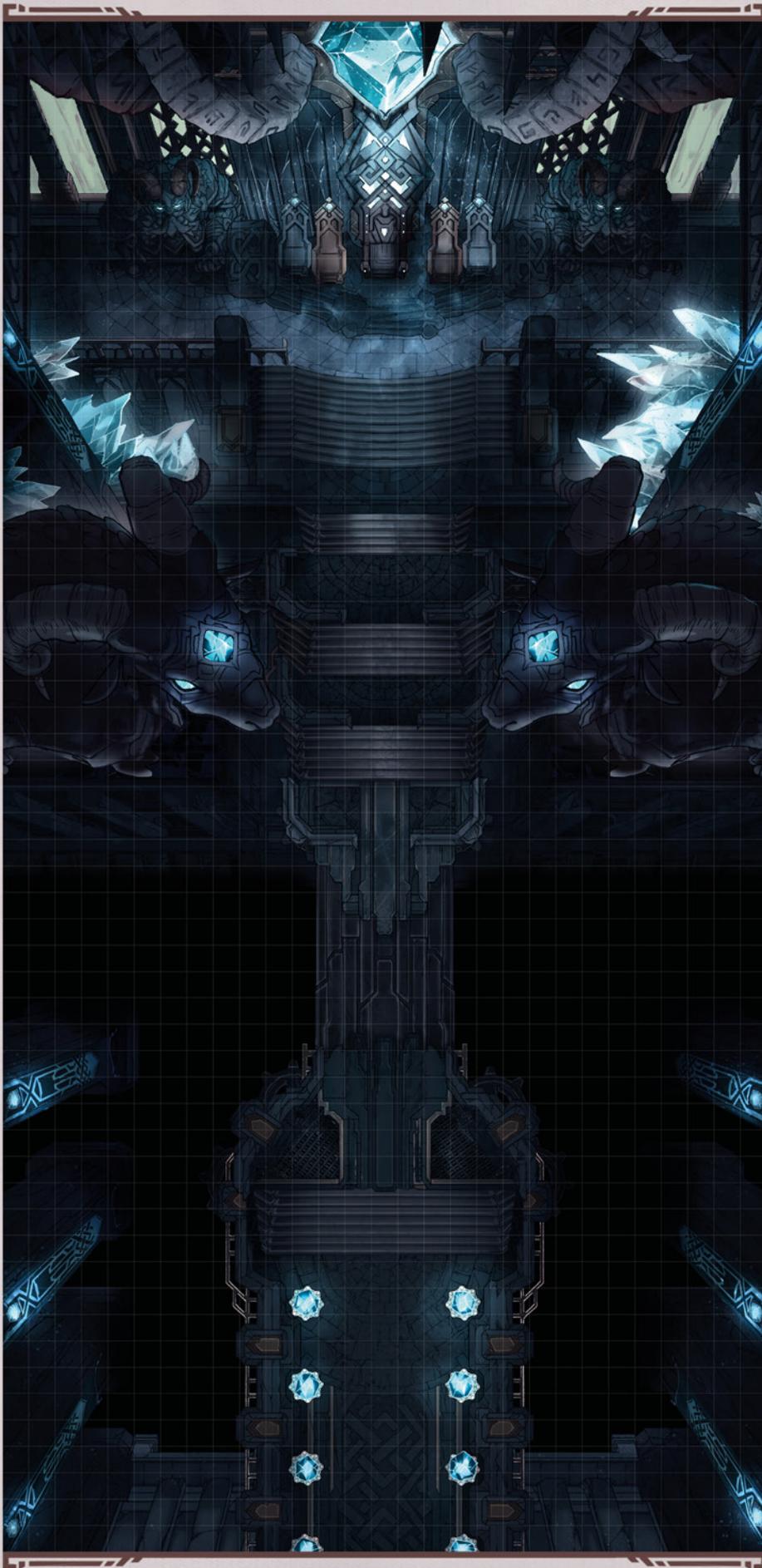
Once the characters open the door to the throne room, read aloud the following:

The massive doors swing open on screaming hinges, revealing a nightmarish scene on the other side. The stench of rot and death rolls out of the darkened chamber, and the group of malformed creatures inside turns to stare in silence, bloody knives held in their clawed grips.

An enormous throne occupied by an equally massive king sits at the end of a long bridge that spans a pit of light-devouring darkness. Stacks of partially-chewed body parts litter the floor around Celarian, whose eyes flicker with obvious madness. Just within the doorway stands a small group of blood-covered soldiers butchering a trio of restrained winged horses. A pegasus' eerie scream rends the silence as a soldier carves a ragged piece of meat from its flank, presenting it to the king.

As soon as the party are noticed, they are warned to leave the chamber. If they do not, or they are first noticed having already crossed the throne room's bridge, wave 2 begins and the soldiers attack.

**Development.** Three **pegasi** (each with 20 hit points remaining) lay on their sides, **restrained** with thick ropes around their wings and hooves. A character within **5 feet** of a pegasus can use an action to make a **VDC Strength (Athletics)** check, releasing the pegasus from all restraints on a success. While a pegasus can't enter the area surrounding the throne unless the party destroys the wards (see Hazard: Protection Ward, above), they become fierce allies to the character that releases them from their bonds.



1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 5.2. DOR'ALON THRONE  
ROOM

## ENEMIES

The corrupted soldiers (see Ruby Guard sidebar, page 65) are gathered on the southern platform in front of the chamber's entrance.

**Level 6.** At 6th level, the wave 2 combatants are:

- 2 corrupted **priests** (CR 2)
- 3 corrupted **knights** (CR 3)

**Level 11.** At 11th level, the wave 2 combatants are:

- 2 corrupted brutes (**gladiators**; CR 5)
- 2 **shield guardians** (CR 7; bound to the celestial devourer)

**Level 16.** At 16th level, the wave 2 combatants are:

- 3 corrupted brutes (**gladiators**; CR 5)
- 2 corrupted executioners (**chain devils**; CR 8)
- 1 **stone golem** (CR 10)

## TACTICS

The corrupted soldiers crowd the entryway and bridge to block the party's access to the other side. The celestial devourer watches the battle dispassionately unless he is targeted by a player character.

## END OF WAVE

This wave ends once one of the following events occurs:

- All enemies are reduced to 0 hit points.
- The protective wards are destroyed.
- The celestial devourer is attacked, damaged, or forced to make a saving throw by one of the player characters or their allies.

Wave 3 begins on initiative count 0 of the round when the end of wave 2 is triggered.



## WAVE 3: THE CELESTIAL DEVOURER

When it becomes clear the characters are an actual threat, the celestial devourer and his two personal attendants enter the battle. This wave is extended further once the celestial devourer activates his mythic trait. This wave uses Map 5.2. Dor'alon Throne Room on page 69.

**Throne Room Hazards.** For this wave, continue using the hazards described in The Butcher's Throne, page 68.

**Lair Actions.** The celestial devourer's presence has infused his throne room with dark power, allowing him to manipulate his lair as an extension of himself. Refer to page 167 for more information.

Once the wave begins, read aloud the following:

Lurching from the throne, the bloated monarch draws a blade thrumming with golden energy. His free hand, caked in congealed blood up to his elbow, pulls back the matted strands of his silver hair, revealing a face indignant with rage. "You stain these sacred halls with your filth, heathens! You stand before your king and god! BEND YOUR KNEES!"

A golden glow erupts from his eyes as pulses of light peel off him in expanding waves. Divine presence fills the air but is tinged with corruption that leaves your mouth filled with the taste of rancid meat and your nostrils with the stench of soured milk. A pair of figures rush from the shadows on either side of the throne, weapons raised towards you.

### ENEMIES

The corrupted soldiers (see Ruby Guard sidebar, page 65) are flanking either side of the celestial devourer on his throne.

**Level 6.** At 6th level, the wave 3 combatants are:

- 2 corrupted warriors (**animated armors**; CR 1)
- 1 **celestial devourer parvus**\* (CR 7)

**Level 11.** At 11th level, the wave 3 combatants are:

- 1 corrupted **knight** (CR 3)
- 1 **flesh golem** (CR 5)
- 1 **celestial devourer medius**\* (CR 12)

**Level 16.** At 16th level, the wave 3 combatants are:

- 1 **flesh golem** (CR 5; doesn't have the Aversion of Fire trait)
- 1 corrupted executioner (**chain devil**; CR 8)
- 1 **celestial devourer magnus**\* (CR 16)

\*See Appendix C

### TACTICS

The celestial devourer uses his Teleport legendary action to traverse the chamber at will and he avoids melee-oriented characters. He targets spellcasters and ranged combatants with his Decaying Blast. The Ruby Guard support him as a tactical team, positioning themselves between melee characters and the king, where possible.

**Development.** Once the celestial devourer enters his mythic state, read aloud the following:

The king's massive frame shudders, and his flesh begins to flow and bubble like boiling water. "You cannot break me," he growls. "The gods are complacent fools, and their mewling sycophants are nothing more than meat for the grinder."

His flesh erupts, appendages pull themselves through the skin of his back, leaving bloody rents that shed beams of golden light. They twist to form macabre wings made of hands and gore-covered tissue. As tears of blood pour from his golden eyes, the king smiles. "You are but dust to a being such as I, and... you... will... PERISH!"

After activating his mythic trait, the celestial devourer uses his Convert mythic action to charm characters to join his side. He uses his wings to grapple characters and teleports them above the chasm, releasing them into the pit (see Hazard: Endless Well, page 68).

## END OF WAVE

This wave ends once the celestial devourer is reduced to 0 hit points while his mythic state is active. Once this occurs, read aloud the following:

With a heaving cough, a stream of thick, black blood pours from the king's mouth. He falls to his knees while his appendage wings flail wildly, seeking to grip and crush anything nearby. "This... no... this cannot be... I must protect them... I am holding the darkness at bay! I cannot die!" he wails while his body convulses further.

Gameela quietly steps from the shadows as she gently shakes her head. Tears stream down her face as her voice cracks with anguish. "No, Celarian... my love. You have become the darkness. This sickness must end with you." The king's eyes grow wide at the sound of her voice. "Lysta...? My queen...?" he manages to whisper just before his twisted wings wrap around his body and tear him into bloody pieces. Golden light builds within the dying king with every chunk of flesh ripped off his bones and every scream that erupts from his throat until that, too, is torn away.

Each creature in a **20-foot-radius sphere** centred on the celestial devourer must make a **VDC Dexterity saving throw** as he explodes in a gory flash of fire and golden light, taking **Vdam** radiant damage on a failed save, or half as much damage on a successful one.

Read aloud the following if this hunt follows the optional story arc (see Motes of the Divine sidebar, page 56).

A blinding light bursts from within the king's chest, burning through his flesh and charring his bones as it blasts a hole through the chamber's roof. The pressure of a divine presence smothers you, pushing the air from your lungs and hitting you with a brief flash of vertigo. The light and presence fade away, leaving only the bloody and charred husk of the king on the ground with Lysta kneeling beside it with tears in her eyes.

The light seen leaving the king is the fragment of the divine spark that the false Vizier Farouz Ali implanted. This spark is from the same energy taken from the imprisoned angel that CREO (often disguised) used to engineer the other creations the characters faced in previous hunts.

## OPTIONAL ENDING: ANGELS & DEMONS

If you are running this as a one-shot adventure, you may wish to create an overly dramatic event when the celestial devourer has finally been defeated. For example, when the magic shielding the citadel from the demons and celestials outside fails, the two armies begin to tear the structure apart. The characters must successfully complete a series of saving throws in order to navigate their way past falling debris, avoid falling into the ethereal river, and make their way across the bridge safely before it collapses. Run the final flight as follows:

**First Save.** The ceiling of the throne room begins to collapse under the weight of the enemy attacks, and debris begins to fall. Each creature must succeed on a **VDC Dexterity saving throw** or take **Vdam x 3** bludgeoning damage.

**Second Save.** The floor begins to collapse as the ethereal river pulls the citadel apart from below. Each creature must succeed on a **VDC Strength saving throw** to avoid being pulled into a tear and teleported to a random location on the Ethereal Plane.

**Third Save.** The main entry bridge is collapsing into the ravine below, and the angels and demons still fill the sky (see Hazard: Warring Skies, page 66). Each creature racing across the bridge must succeed on a **VDC Constitution saving throw** or fall into the sinkhole as the citadel collapses on top of them, taking **Vdam x 10** bludgeoning damage.

## AFTERMATH

After defeating the celestial devourer, his corrupting magic disappears along with the shields protecting the citadel. Here is a breakdown of the developments that can occur after this adventure:

- With the defeat of the celestial devourer, the angels' lust for vengeance is satiated and they attack the demons, sending them back to the Abyss from whence they came and closing the portals.
- Queen Lysta explains and apologises for her deception and thanks the party for their role in saving what remains of the kingdom. She offers the characters any reward previously agreed upon and her eternal gratitude for protecting her people.
- The queen awards each character a Divine Sun medal, the highest award in the Shai'taryn military. Any Shai'tan loyal to the crown who sees this medal will render aid to its bearer.
- Ransacking Farouz Ali's room results in discovering notes that detail the vizier's plot to twist the king and use him to summon and trap a celestial.
- Queen Lysta places a bounty on the vizier's head and offers the contract to the characters if they wish to find the missing vizier.
- Queen Lysta takes command of the few remaining Shai'tan and begins the slow rebuilding of the island. Decades later, it is once again a safe refuge for all manner of creatures and, while the Shai'tan adhere to their policy of neutrality, they house a standing army in newly built strongholds, ready to repel another invasion.

## CRAFTING

The following unique items can be crafted from the celestial devourer's components.

### CELESTIAL DEVOURER CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Clutching Crown</i>	Wondrous item	Rare	Required	<i>Celestial (devourer) bone</i>	<i>Robust</i>	2,500
		Very rare			<i>Potent</i>	10,000
		Legendary			<i>Mythic</i>	58,000
<i>Divine Frankenfurter</i>	Magical meal	Varies	—	<i>Celestial (devourer) hand</i>	Varies	Varies
<i>Grasping Mantle</i>	Wondrous item	Rare	Required	<i>Celestial (devourer) skin</i>	<i>Robust</i>	2,200
		Very rare			<i>Potent</i>	9,500
		Legendary			<i>Mythic</i>	54,000
<i>Hand of the King</i>	Weapon (any sword)	Rare	Required (Spellcaster)	<i>Celestial (devourer) brain</i>	<i>Robust</i>	3,000
		Very rare			<i>Potent</i>	10,800
		Legendary			<i>Mythic</i>	64,000

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

## TREASURE

An unlocked treasure chest behind the throne contains a small sum of gold, presumably for paying for the celestial products the king had been consuming. Queen Lysta deducts any treasure taken from the chest from the reward given to the players.

### TREASURE

Hunt Level	Coins	Gems
6th	2d6 x 100 gp	2d4 x 25 gp
11th	3d6 x 150 gp	2d4 x 100 gp
16th	4d6 x 200 gp	2d4 x 500 gp

## HARVESTING

The following unique components can be harvested from the celestial devourer, in addition to those normal for a celestial. The food component for the unique recipe is a *celestial (devourer) hand* (flesh).

### CELESTIAL DEVOURER HARVEST TABLE

Component DC	Components
5	<i>Hand</i> <sup>E+</sup> (20)
10	<i>Bone</i> (10)
20	<i>Brain</i> (1), <i>skin</i> (1)



# FORGE OF THE DIVINE MACHINE

7TH, 12TH, 17TH LEVEL  
MOTES OF THE DIVINE PART V

"THINGS ARE NOT RUNNING  
LIKE CLOCKWORK."

# HUNT 5: FORGE OF THE DIVINE MACHINE

## INTRODUCTION

*Forge of the Divine Machine* is a 5th-edition hunt optimised for four characters with an average party level of 7, 12, or 17. Characters who complete this hunt should earn enough experience to progress one-third of the way to 8th level, one-half of the way to 13th level, or three-quarters of the way to 18th level. The adventurers must defeat a corrupted arcanificial intelligence (AI) to end the procession of bizarre creations it is unleashing across the planes. This hunt is the culmination of the Motes of the Divine story arc and can also be run as a one-shot.

Bizarre changes to a once-tranquil mountainscape lead the party to a portal to the Clockwork Arcadia, a plane of pure, mechanical order. Accompanied by an emissary of the Arcadia, the party must collect clues to help them decipher the nature of their foe and prepare for the battle ahead. Once through the portal, they combat the creations of a powerful AI, before fighting the AI itself when it takes control of the emissary's body. Preparation for an extended fight as well as the ability to deal force damage will be advantageous in this dramatic combat encounter.

## BACKGROUND

Since its conception, the Clockwork Arcadia has operated with meticulous precision under the ever-watchful Prime. Even after the deity's demise, his vestige remained to guide his followers, known as Curators, in operating the systems that keep the great cogs turning. As time has progressed, the inexorable creep of entropy has left some elements of the plane susceptible to outside influence.

**Doctor Stein.** Dr. Stein, a biomancer with a penchant for creating new life, was conducting experiments in the Battletois Mountains when he triggered a rockslide that exposed a long-buried entrance to an ancient temple hall. This temple, dedicated to the former Prime of the Clockwork Arcadia, contained a gateway that opened to the Outer Plane. Travelling through the portal, the curious doctor found the factory-like being known as CRE (Construct Remit Engineer) producing automatons capable of maintaining the Clockwork Arcadia. He gleefully retasked the construct to his innovative pursuits, giving it a semblance of sentience he dubbed 'arcanificial intelligence' (AI), before leaving his experiment to run unsupervised, and forgetting to close the portal behind him. Now, corruption has spread across the planes and is especially prevalent in the Battletois Mountains.

**Motes of the Divine.** In short order, CRE produced an avatar of itself capable of travelling these planes, conducting experiments, and acquiring new lifeforms to augment its library of craftable creatures. This avatar, CREO (Construct Remit Engineered Organism), sought a means of creating new life, a power with which it could augment, meld, or remove aspects of a creature's morphology, behaviour, or sentience. In an act of pragmatic devastation, CREO opened a portal to the Abyss to create a war that ripped apart the island of Shai'taryn. In doing so, it made their king desperate enough to use a family heirloom that summoned a powerful celestial being. When the being refused to help in the war, CREO and the king captured the being's essence in a *mote of the divine*, the tool with which it would seal its place as a progenitor of new life.

First, CREO 'augmented' the king, bestowing upon him the power of celestials, which broke the king's mind and mutated his body. Next, it enhanced the Bloodhound with its knowledge of constructs and the sensory perception of beasts. Later, it created the Pontiff by awakening a wax elemental with higher sentience and divine power. And finally, it empowered the Rose Knight with an ooze's acid immunity, melting its viscera in the process. Realising it didn't have the knowledge to use this tool properly, CREO returned to CRE, who gained a burgeoning sentience from the mote and began creating bizarre facsimiles of life that spread across the planes.

**The Cyst.** The Curators, alerted to CRE's malfunction, quickly dispatched automatons to restore its primary function. CRE's directives perceived these beings as new material to be repurposed, and they were reshaped and re-programmed into guardians of the malfunctioning machine. Before the infection could spread to the rest of the realm, the Curators sealed off the section of the plane behind a powerful arcane forcefield, a cyst in the pristine mechanised expanse.

Through the portal Dr. Stein left open, CREO continues to bring back a variety of biological blueprints from which CRE creates novel life forms whose devastating effects have been observed across the planes. Unable to stop this process themselves, the Curators have sent emissaries to the Material Plane to seek adventurers capable of helping to restore its essential functions.

## GM NOTE: RUNNING AS A ONE SHOT

Although this adventure is the culmination of the Motes of the Divine five-part adventure series, it can be run as a one-shot with only a few modifications. Things you might consider altering include:

- The minion construct aesthetics (see Construct Aesthetics, page 89)
- The nonessential lore surrounding the CREO avatar aka Vizier Forouz Ali

## SUMMARY

Here's a quick summary of the vital information about this hunt:

- **Which Monster?** CREO is the shapechanging avatar of CRE, a powerful arcanificial intelligence (AI) that creates mechanical and organic constructs.
- **Monster's Motivation.** CRE's programming (courtesy of Dr. Stein) is to "make novel life forms". It has gained a fledgling sentience thanks to the *mote of the divine* and sees any attempt to change its programming as a threat to its existence.
- **Monster's Previous Actions.** CRE's creations have spread across the planes, decimating many ecosystems. CREO itself has been responsible for much chaos and strife (see previous Motes of the Divine hunts).
- **Where's the Monster?** CRE's corner of the Clockwork Arcadia has been quarantined from the rest of the Outer Plane but is still accessible through a planar portal.

## ADVENTURE HOOKS

Below are a few examples of ways to get your characters hooked on this hunt and headed into the Clockwork Arcadia to face the corrupted arcanificial intelligence. In addition to the options below, asking around about any of the bizarre occurrences or creatures from the previous Motes of the Divine hunts (e.g., Vizier Farouz Ali) results in Emissary Aart Oodee Tu (see "Our Only Hope" below) contacting the characters by mechanical messenger pigeon. The party learns the truth of the Vizier's purposes as described in the "Background" section, and the emissary attempts to recruit the characters to help stop CREO and restore CRE to its primary function.

- **Curiosity: Strange Huntings.** A group of hunters are gathered in the Loot Tavern, swapping stories of their most recent excursions. Loban Whitfist, a scarred, one-eyed dwarf ranger, is deep in his cups as he regales his drinking companions with tales of his most recent hunt. Tracking a dire lion in the Battletois Mountains, he came across strange plants he'd never seen before. Loban barely survived an ambush by the surprisingly intelligent mountain lion and was concerned when he discovered it contained several mechanical components. The hunter left the bizarre mountains as quickly as possible after seeing a metal box with arms and legs watching from a nearby ledge.
- **Morality: Our Only Hope.** Emissary Aart Oodee Tu has posted on the Loot Tavern's notice board, asking for the characters by name to meet at their camp near the Battletois Mountains. The posting says a dire situation threatens the emissary's home, and they need help to save it from destruction. Instructions lead directly to a camp below the mountain range where Aart has been studying the spread of CRE's corruption through the portal into the Material Plane.
- **Compensation: Deadly Machinations.** The gnome naturalist Darly Sharwin recently discovered a strange new species of plants infused with metallic properties near the Battletois Mountains. She has determined that this species didn't originate through her theory of 'progressive adaptation via generational selection' and wants to find the origin of its creation. Darly approaches the party with her request to venture into the mountains and discover the source of the metal plants in exchange for a hefty reward.

## EMISSARY AART

An Emissary of the Curators, Aart Oodee Tu has spent time studying the effects of the corruption on the mountain where CRE's portal meets the Material Plane. With the data they have gathered, they have devised a method to reverse CRE's deterioration and now seek a party of capable adventurers to protect them while they complete the upload inside the quarantined section of the Clockwork Arcadia.

Aart Oodee Tu (LN nonbinary construct; uses **flesh golem** statistics without the Berserk and Aversion to Fire traits) is an automaton shaped like a trash can made of wood and metal that moves on three wheels. They navigate stairs via a levitation mechanism and have small, mechanical appendages that project from hidden compartments in their

body when they need to interact with objects. Aart is fluent in every known language and projects a blue, semi-opaque illusion when speaking to the party. The projection is of a human woman, hair wrapped in tight buns and dressed in a plain robe, that speaks in a calm, measured tone. The Curators believed that this method of communication would make mortals more inclined to work with a construct.

The emissary does not care about the party's needs or wants outside of the mission and only shares information that they think helps complete the objective. A successful **VDC Charisma (Persuasion)** check (see page 83 for variable statistics) convinces the emissary that any information requested is vital to the mission. A failed check results in no new information and increases the DC of the next such check by 2.

Aart is the main point of contact for this hunt and guides the party through the infected mountainside to the portal to the Clockwork Arcadia. They share the following helpful information:

- A powerful arcanificial intelligence on the Clockwork Arcadia—CRE—has been corrupted by an unknown entity.
- Attempts at repair have spread the contamination further, and the arcanificial intelligence has been quarantined to prevent further corruption.
- A portal within the quarantined area has allowed CRE's corrupted creations to spread across the planes, including here in the Battletois Mountains.
- Aart can correct the flaw in the corrupted AI but needs the party's protection during the process.
- The emissary stresses that this rescue mission is to save CRE from corruption and reintegrate the AI into the "Great Machine."
- Aart gives the characters a two-inch-thick brass rod engraved with sigils and gear-like runes to be used if they become too heavily damaged to complete the work. A creature can spend an action to touch Aart with the rod and say the command word 'reparare' to restore all of Aart's lost hit points. Once this rod has been used three times, it crumbles into dust.

#### HUNT REWARDS PER PLAYER CHARACTER\*

Hunt Level	Gold	XP**
7th	1,400 gp	3,450
12th	4,250 gp	11,100
17th	8,750 gp	32,100

\*Regardless of which adventure hook you use, give the same rewards.

\*\*Includes all monsters, traps, and puzzles, averaged for a party of 4.

## EMISSARY AART OODEE TU

*Construct, ambassador, they/them*

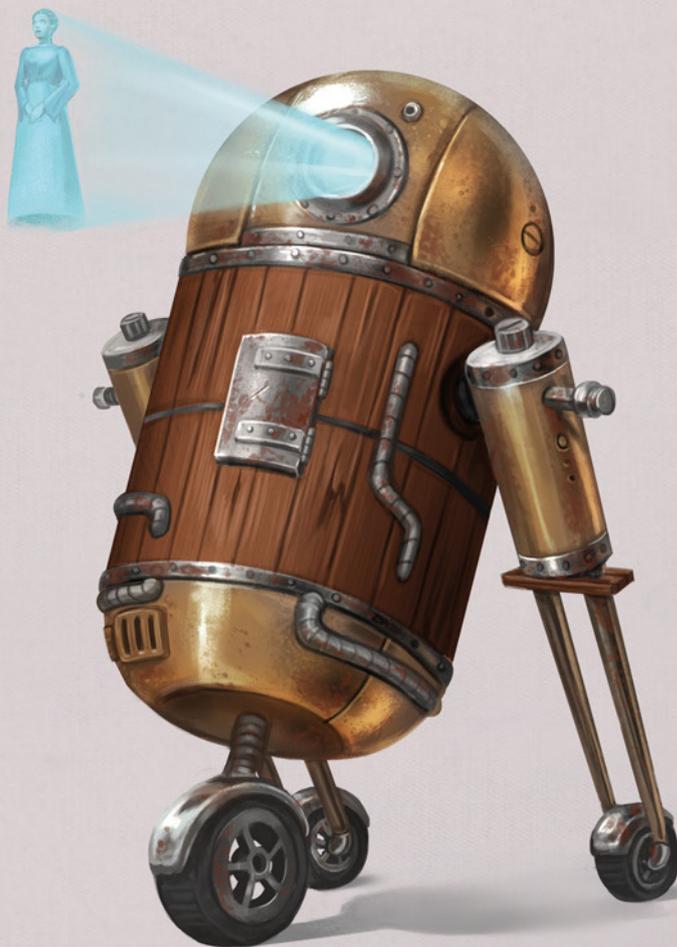
**Personality.** Respectful and patient, they enjoy mortal company and do not share the disdain that many other constructs have for organics.

**Appearance.** A wood and metal cylinder with a domed top that rolls on three wheels.

**Desire.** To spread the delights of the Clockwork Arcadia's perfect order.

**Fear.** Unpredictability.

*"So then the excess waste is used to grow new energy sources? Which in turn creates new excess waste? Fascinating."*



AART OODEE TU

# BATTLETOIS MOUNTAINS

The Battletois Mountains are a small range of snow-capped peaks known mainly for their copper deposits and an ancient battle between three armies centuries ago. The once unremarkable landscape is now home to strange flora and fauna made of a mixture of glass, metal, and organic materials.

## REGIONAL EFFECTS

The ecology of the Battletois Mountains is warped by the products of CRE's misguided creation, causing one or more of the following effects:

- ♦ **Constructed Lifeforms.** Plants and animals within 1 mile of the lair's portal are replaced by similar-appearing species with metal and glass properties. For example, this could include razor-sharp petals on flowers, pollen with a consistency like powdered glass, and rabbits with clockwork springs for legs.
- ♦ **Corrupted Coding.** Constructs within 2 miles of the lair's portal not created by CRE can feel corruption pulsing from the Outer Plane. At the end of each hour a construct spends in the affected area, it must succeed on a **DC 10 Intelligence saving throw** to resist the corruption or gain one short-term madness effect.

UNIT RO5 3-81 4D3

AKA RAZORBLADE ROSES

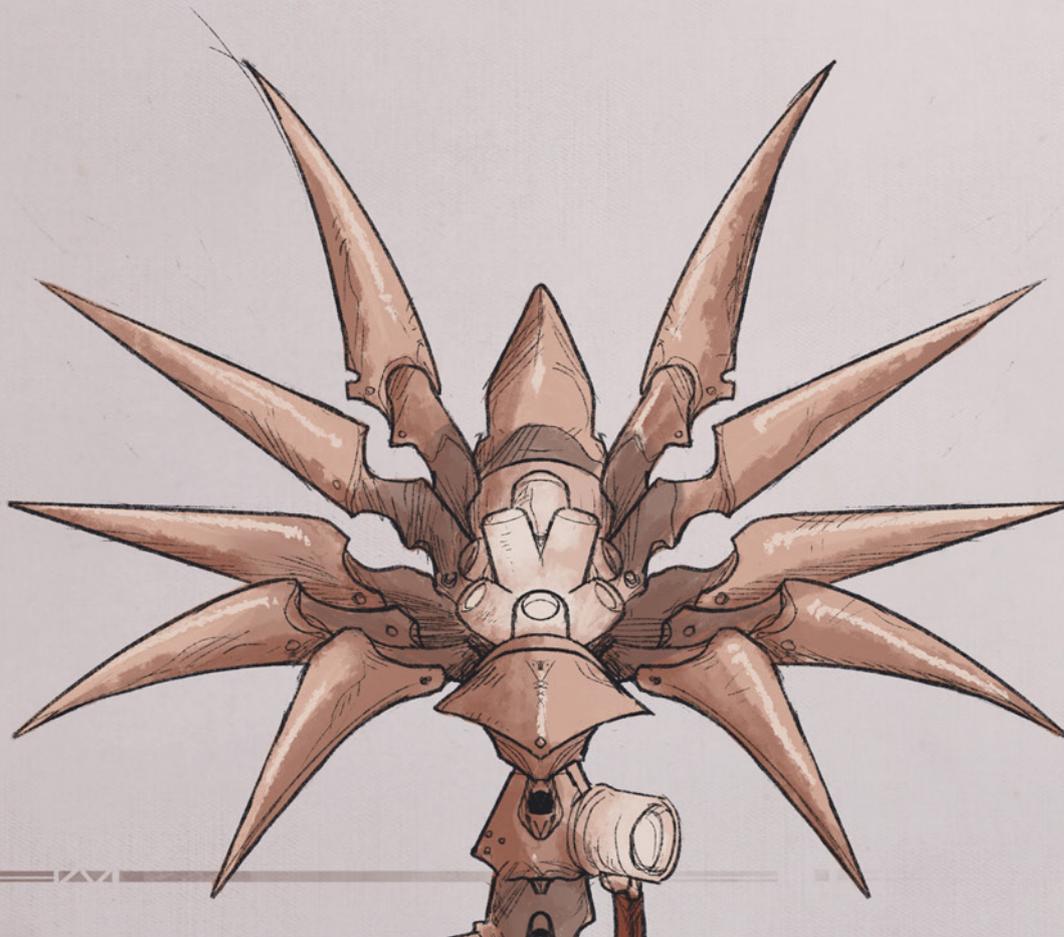
- ♦ **Polluted Water.** Water sources within 1 mile of the lair's portal have been fouled with oil and noxious chemicals. A living creature that drinks the water must succeed on a **DC 10 Constitution saving throw** or become **poisoned** for 1 hour.

If CRE is destroyed or cured of its corruption, these effects fade over the course of **1d10** days.

## TRACKING

Emissary Aart Oodee Tu can sense the location of the portal leading to the Clockwork Arcadia, but the thick vegetation and winding nature of the mountain-side mean that the journey still takes time. Metallic flora creates difficult terrain and presents hazardous bushwhacking for the unwary.

As the characters make their way across the mountains, they need three Tracking checks and one success to find the portal to the Forge of Creation. Each check takes 1 hour of travel time. Success or failure, the party should have one of the clue encounters after each check is made (see Know Thy Enemy, page 80). On a success, these replace the narrative encounter, while on a failure, they are in addition to the hostile encounter. You can use the mountain random encounters from *Heliana's Guide* to populate your hostile encounters.



## UNIQUE FLORA & FAUNA

The mountainside is covered in a thick forest, just like many other forests throughout the realm. However, it changes in obvious ways the further up the mountainside the party travels. Sunlight begins to glare off the sharpened and metallic edges of trees and other plant life. The sounds of insects and other wildlife are silenced and replaced by the almost wind-chime-like sound as leaves tap against each other in the wind. A few smaller forest creatures skitter about in the brush, but the glint of metal and glass can be seen on every squirrel, snake, and songbird.

Some examples the characters may come across while journeying through the mountain are listed below.

**Unit 83A5T aka Pumecha.** A pumecha is an artifice-enhanced mountain lion that was among CRE's first animal-hybrid creations. Its motorised legs allow it to chase down its prey for miles without tiring. With steel claws and fangs able to rip through plate armour, it has no fear of facing hunters or adventurers head-on.

The pumecha uses **lion** statistics with the following modifications:

- It is a construct.
- Its Running Leap trait is reduced to a 5-foot running start and jump distance of 35 feet.
- Its extra weight increases the DC of its Pounce trait to 15.

**Unit R053-814D3 aka Razorblade Roses.** Razorblade roses are an invasive species that mingles with existing flowers and propagates quickly. Its eponymous razor-edged, heart-shaped petals are flexible enough to be crafted by hand into makeshift arrowheads. The duration of any potion or philtre that has a charm effect is doubled when a razorblade rose's ground petal (component DC 13) is used as an additional magical component.

**Unit 6L1D3R aka Steel Dart.** Initially considered a failure by CRE, steel darts are small songbirds built mainly from metal with only a few organic components. They propel themselves through tiny propellers embedded in their feet and use their hinged brass wings to steer and glide through the air. Each bird is capable of wide tonal ranges, and a steel dart flock can produce hauntingly beautiful songs with complex harmonies.

### UNIT 6L1D3R AKA STEEL DART



## KNOW THY ENEMY

While travelling through the Battletois Mountains, the characters come across lightning-shaped blast marks, the remnants of an arcane shield-generating creature, and a flock of downed mechanical birds. Each of these scenarios provides an opportunity for the characters to learn the following information about CREO's creations:

- The enemy is a construct and is thus immune to many conditions such as charmed, exhaustion, frightened, paralyzed, petrified, and poisoned.
- Lightning damage on the AI's creations has an overcharge effect that triggers a damaging area.
- The AI's creations can be incapacitated by force damage.

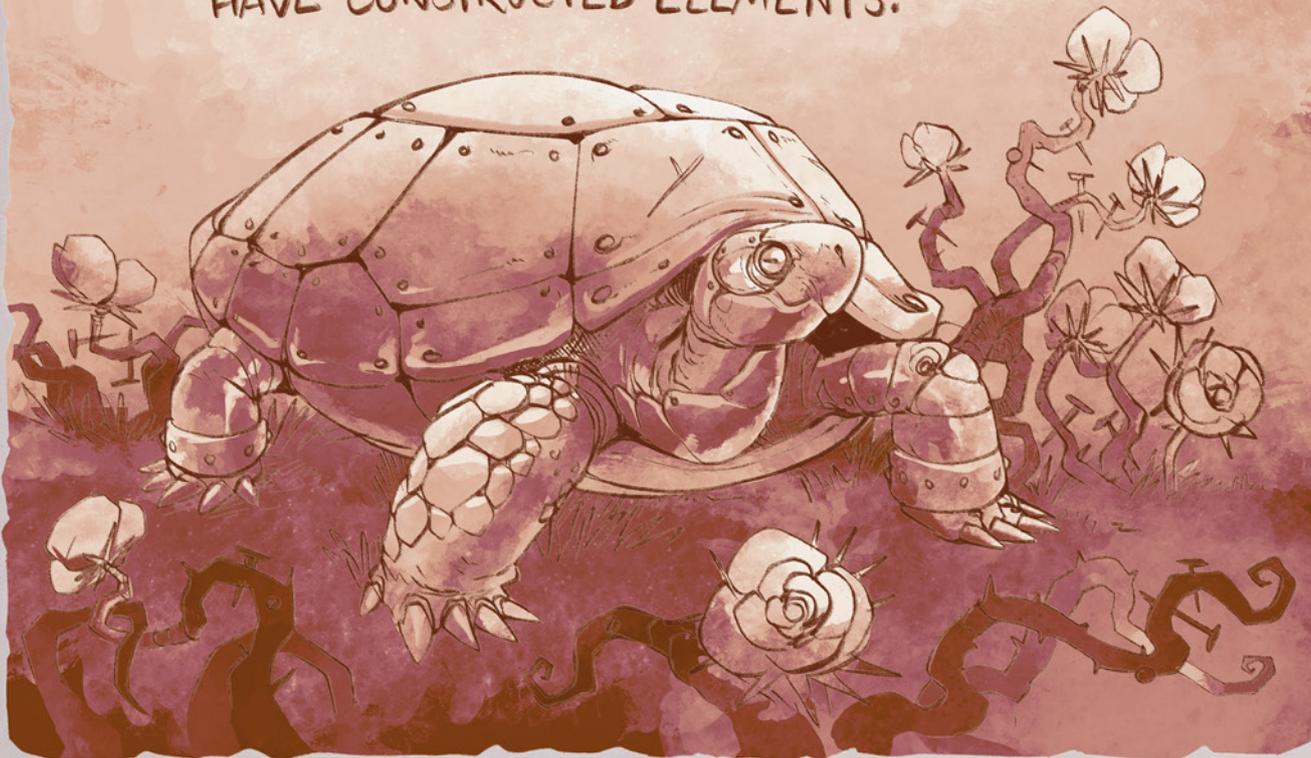
As the GM, you determine the order in which these clues appear to the characters on their journey through the forest.

## CLUE 1: CONSTRUCTS EVERYWHERE

The mountainside is alive with strange forms of life. Plants with leaves of oxidised copper and veins of silvery metal dot the landscape in a multitude of shapes and sizes. Marmots with fur of fine metal wires emit robotic, monotonous chirps and collect metal plants, storing them in their burrows beneath the rocks. Tiny birds flit to and fro, the sunlight glinting off their metallic bodies and propeller-like tails.

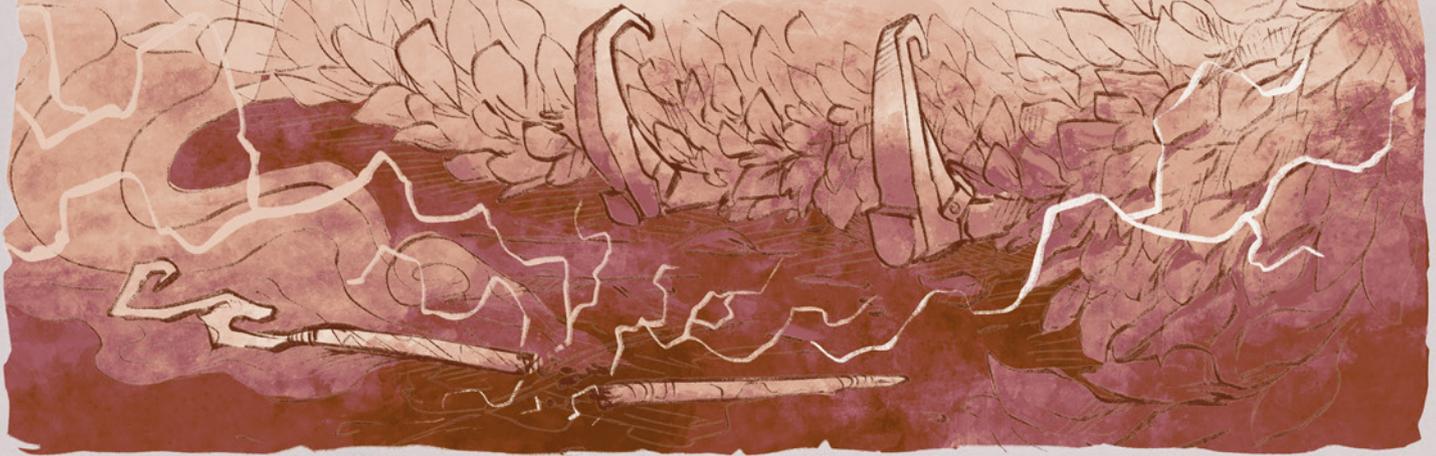
Interacting with any of these organisms, such as by studying a plant or capturing an animal, reveals that they are all constructs; automatons combining metal with biological matter. A character that spends at least 10 minutes testing such a creature can make a **VDC Intelligence (Investigation)** check. On a success, they determine that the organisms are immune to the

FLORA & FAUNA IN THE BATTLETOIS MOUNTAINS  
HAVE CONSTRUCTED ELEMENTS.



HANDOUT 6.1. CONSTRUCTED  
WILDLIFE

LIGHTNING WAND FOUND SHATTERED NEXT TO  
ELECTRIFIED CORPSE OF WIELDER.  
CREATURE WALKED AWAY UNSCATHED.



## HANDOUT 6.2. LIGHTNING CONDUCTOR

charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions. Alternatively, a character can try to remember information about constructs and make a **VDC Intelligence (Arcana, History, or Nature)** check. On a success, they recall that constructs are immune to some conditions, and, for each point by which their check exceeded the DC, they recall one of those aforementioned conditions (the GM decides which).

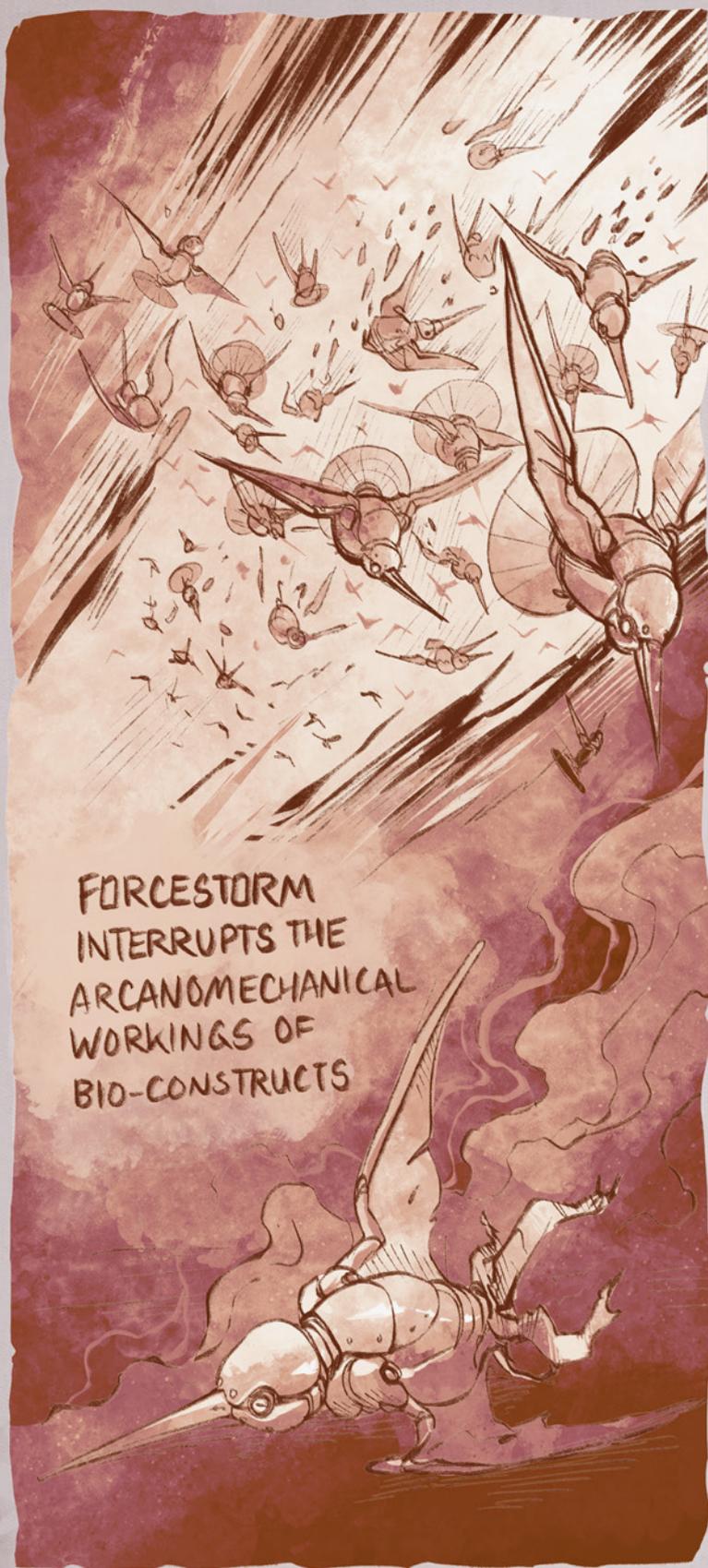
### CLUE 2: LIGHTNING CONDUCTOR

The winding path up through the forested mountainside leads you to a small clearing with a strange scene. A circle of vegetation, torn by claw grooves, is surrounded by charred blast marks snaking outward in every direction. The air is filled with a robust alchemical smell tinged with copper and charcoal.

A mage was making his way through the area when he was attacked by a pumecha. His response was to use a *wand of lightning bolts* to attack the monster, overcharging the pumecha and having his magic blast him back. A search of the area uncovers the charred remains of the mage and his broken *wand of lightning bolts* next to him. A successful **DC 15 Wisdom (Survival)** check recognises the claw marks of a mountain lion, but with overly large and razor-sharp claws.

### OVERCHARGED CREATIONS

A successful **DC 15 Wisdom (Perception or alchemist's supplies)** check recognises the alchemical and copper scent as lightning, and a successful **DC 15 Intelligence (Arcana)** check identifies that the sigils etched on the broken wand represent lightning. CRE's constructs can absorb and redirect lightning damage in a defensive blast back at their attackers. A character inspecting the blast marks who succeeds on a **DC 15 Intelligence (Investigation)** or **Wisdom (Survival)** check determines the lightning originated from the clawed-up circle of vegetation in a 20-foot-diameter sphere and tracks lead away into the brush. This clue hints at the Overcharged trait that some of CRE's creations have (see Corrupted Constructs sidebar, page 86) and that using lightning damage should be avoided.



HANDOUT 6.3. FORCESTORM

### CLUE 3: USE THE FORCE

The sky darkens into a patchwork of mauve and grey that ripples with arrhythmic pulses. Shafts of light break through the quick-moving wall of turbulence, glinting off dozens of creatures furiously flapping tiny wings. A pulse from the storm wall collides with the fleeing birds which, as a single unit, begin plummeting towards the ground no more than a hundred feet before you. Several of the birds' bodies are mangled from the fall; wings bent and twisted. After a minute, about half their number hop to their feet and fly off.

A successful **VDC Intelligence (Arcana or Nature)** check recognises this occurrence as a forcestorm, a meteorological phenomenon that only occurs in the Clockwork Arcadia and that deals force damage. Investigating the birds allows a character to determine that, whatever the storm was, it incapacitated the birds.

### REST & PREPARATION

Once the party approaches the ancient temple holding the portal to CRE's realm, Aart guides them directly inside. This location provides the characters a haven to rest and prepare. The player characters can act on the clues they learned by, for example, preparing new spells, changing magic item attunement, and discussing tactics. When the characters first enter the temple, read aloud or paraphrase the following:

The vegetation grows thicker and more metallic as you ascend the mountainside. The emissary leads you directly into the mouth of a large cave that appears to be the source of the growth. Inside are the ancient remnants of what seems to be a temple. Toppled columns and fallen arches litter the floor, and just above a shattered stone altar is a shimmering rip in space. "This leads back to the Clockwork Arcadia," the emissary explains while pointing to the tear. "Now is the time to prepare and make ready for our mission."

# THE BATTLE AHEAD

When the characters enter the portal into the Forge of Creation (see Tracking, page 78), they are instantly flagged as intruders and defences are sent to eliminate them. There are two control nodes (marked A and B on Map 6.1. Forge of Creation, page 88) that Aart Oodee Tu must access to purge CRE of its corruption and restore it to its factory settings. As each node is restored, CRE summons more forces to assail the party.

**Waves.** The battle is divided into three distinct phases called waves introducing new challenges and difficulties. They also bring opportunities to counter them depending on the characters' discovery and use of the provided clues (see Know Thy Enemy, page 80).

## THE FORGE OF CREATION

The Clockwork Arcadia is an Outer Plane of the multiverse. Populated by constructs that maintain the machine-like plane, the Arcadia moves in orderly precision at all times. The portal in the temple of the Battletois Mountains leads to a location within the Arcadia known as the Forge of Creation, the home of CRE. A magical field that blocks all access has created a bubble around the forge while heavily-armed constructs roam the perimeter in case any corruption seeps through.

CRE's forge has the power to create a plethora of constructs. Dr. Stein's re-programming caused the AI to fuse organic and clockwork parts using the samples its avatar, CREO, retrieved. These have gone on to cross-pollinate and mate with native species to create even more unique flora and fauna, all bound and under the control of the renegade AI. The infected constructs have spread through the planes; in the Material Plane, they have destabilised the ecosystem of the Battletois Mountains, causing unprecedented events like forcestorms (see Clue 1, page 80).

**Control Nodes.** Aart Oodee Tu must access CRE's control nodes (marked A and B on Map 6.1. Forge of Creation, page 88) to cleanse the AI's corruption. A protective arcane energy field surrounds each node with an AC equal to the **VDC**, hit points equal to **Vdam x 2**, **immunity** to poison and psychic damage, and **vulnerability** to force damage. Destroying a node's shield allows Aart to access the node and use their action to hack into CRE.

When Aart is within **5 feet** of a node, they can use their action to take the Link action, causing them to become connected to the node. Moving more than **5 feet** from the node disconnects them. While connected to a control node, the emissary can't defend them-

self and relies on the party to protect them. While Aart is connected to a node, they can take the Repair action, partially repairing the node. Aart using the Repair action on a partially repaired node fully repairs it, restoring it to factory settings.

**Helping Hand.** Aart can't assist the characters when connected to a node. While between nodes, they can launch a small flying drone that delivers a *potion of healing* (normal, greater, or superior at 7th, 12th, or 17th level, respectively) to a character or uses a Help action to assist a creature. The emissary's drone can only be used once in this manner.

**Planar Trait: The Burden of Law.** The Clockwork Arcadia is the physical embodiment of the concept of Lawfulness and Order. While in the Forge of Creation, non-lawful characters suffer a **-2 penalty** on all Charisma, Wisdom, and Intelligence ability checks and saving throws.

**Quarantine Zone.** A semi-opaque, crimson energy bubble—the cyst—encompasses the entirety of the Forge of Creation. This field blocks all means of travel, including teleportation and planar travel, other than the portal through which the party entered. The cyst can't be destroyed by anything short of a *wish* spell or deity-level intervention. A retinue of clockwork constructs boasting heavy weaponry can be seen patrolling the exterior of the cyst.

## LAIR ACTIONS

CRE's physical form consists of the entirety of the Forge of Creation and it can influence its form as if it were a lair. The saving throw DC and other statistics of its lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
7th	14	7 (2d6)	5 ft.
12th	16	14 (4d6)	10 ft.
17th	17	21 (6d6)	15 ft.

**Lair Actions.** On initiative count 20 (losing initiative ties), CRE uses a lair action. These lair actions must be used in order.

**1. Creator's Blood.** CRE chooses three unoccupied spaces on the ground in the lair and opens a spout that sprays slick oil in a **Vdist-radius circle** centred on each space. Each creature standing in the area when the effect triggers, or that starts or ends its turn in the area, must succeed on a **VDC Dexterity saving throw** or fall **prone** and become covered in oil until it uses an action to scrape the oil off.

**2. Creator's Wrath.** CRE ignites three oil slicks, creating **60-foot-high cylinders** of fire the same diameter as the slick. Each creature in the area when the effect triggers, or that ends its turn in the area, must

make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failed save, or half as much damage on a successful one. A creature covered in oil has **disadvantage** on these saving throws. The fire disappears on initiative count 20 of the next round (winning initiative ties).

**3. Creator's Blessing.** CRE chooses up to three constructs in the lair and charges them with a burst of lightning. Each target gains **Vdam** temporary hit points and the benefits (but not the lethargy) of the *haste* spell until initiative 20 of the next round (winning initiative ties).

### **ENTERING THE FORGE**

Once the party is prepared and enters the portal, read aloud the following:



The portal shifts you through space and time, rearranging every molecule in your body in a blinding flash of light. After a split-second, you find yourself standing on a floating platform, a crimson barrier partitioning the platform from the expansive view beyond. The Clockwork Arcadia's endless metal machinery and blinking lights are occasionally obscured by shadowy shapes that patrol in predictable patterns on the other side of the barrier.

Mechanical constructs of all shapes and sizes work on various machinery throughout the platform. Each part moves in the steady synchrony of a metronome, in time with the pulses of light flashing between a pair of hundred-foot-tall brass and steel monoliths at the platform's far end. The beams manipulate material between them to build a brand-new construct that bursts to life every few seconds.

Suddenly, a klaxon sounds, and the orderly constructs scramble into a defensive formation. A monotonous voice booms out from the twin monoliths, "Organic matter detected. Initiate CRE antivirus routine one nine zero dash four B\*. All organic matter must present itself for immediate destruction and data collection."

\*190-4B



## CORRUPTED CONSTRUCTS

The forge is filled with CRE's corrupted constructs, which are under its complete control. Many of the constructs have been augmented with organic parts or elemental components not typical of a construct.

CRE's creations appear as vaguely humanoid geometric shapes constructed of metal frames, cogs, wheels, and springs. A corrupted construct uses the statistics referenced with the below modifications:

- It is a construct.
- Its alignment is lawful neutral.
- It has **immunity** to lightning and poison damage.
- It has **immunity** to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- It has an additional trait: **Force Weakness**. When the construct takes 10 or more force damage in a single instance, roll a **d20**. On a **10 or lower**, it falls **prone** and is **incapacitated** until the end of its next turn.
- It has an additional trait: **Overcharge**. Whenever the construct is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **5 feet** of it must succeed on a **VDC Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which the construct was subjected.



DR. STEIN

## WAVE 1: RUNNING ANTIVIRUS

During this wave, Aart Oodee Tu moves to the node marked as A on Map 1. Forge of Creation (page 88) and proceeds to attack its arcane shield, encouraging the party to do likewise. Once the shield is down, they try to repair CRE's corruption (see Control Nodes, page 83).

Once the first wave begins, read aloud the following:

The emissary points to a nearby crystalline pillar surrounded by an energy field. "You must hold them off while I begin the repairs through that console," they say, nodding at the constructs surging your way. "May the Prime be with you."

### ENEMIES

The construct defenders (see Corrupted Constructs sidebar, page 86) begin combat on the platform marked '2' on Map 6.1. Forge of Creation (page 88). These are the type of worker constructs that CRE built prior to its corruption and so don't have organic parts; they are under the AI's complete control.

**Level 7.** At 7th level, the wave 1 combatants are:

- 4 corrupted kiloconstructs (**animated armors**; CR 1)
- 3 corrupted megaconstructs (**knights**; CR 3)

**Level 12.** At 12th level, the wave 1 combatants are:

- 4 corrupted megaconstructs (**knights**; CR 3)
- 2 corrupted gigaconstructs (**half-red dragon veterans**; CR 5)
- 1 corrupted teraconstruct (**shield guardian**; CR 7; no Bound or Spell Storing traits)

**Level 17.** At 17th level, the wave 1 combatants are:

- 4 corrupted teraconstructs (**shield guardians**; CR 7)
- 2 corrupted petaconstructs (**clay golems**; CR 9)
- 1 corrupted exaconstruct (**stone golem**; CR 10)

### TACTICS

The constructs rush to attack the party until the emissary starts the repair process, after which they target them instead.

### END OF WAVE

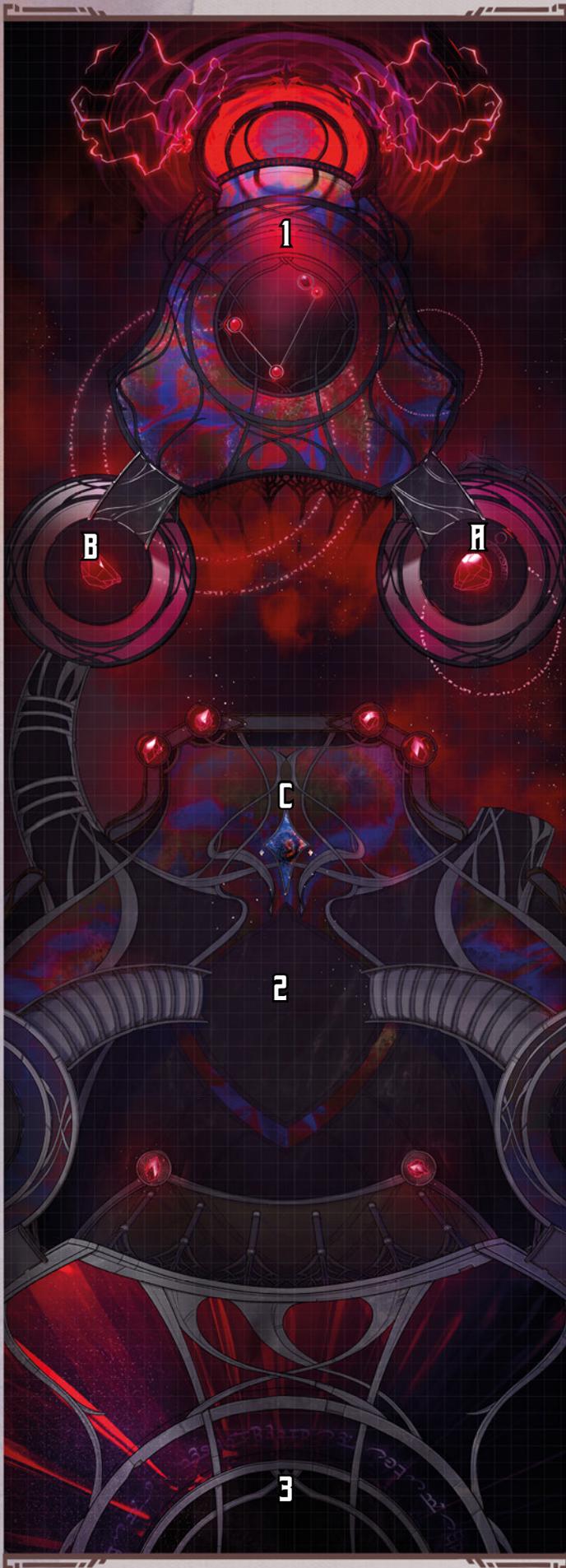
On initiative count 20 after both of the following criteria are met, wave 1 ends and wave 2 begins:

- The construct defenders have been defeated.
- Node A is repaired.

## ROLEPLAYING CRE

CRE has dutifully performed its task of creating constructs for aeons without a qualm. Ambition was a foreign concept to the AI until Dr. Stein planted the seed of creativity within its processes. With an expanded understanding of organic life and a programmed desire to produce new and unique creations, CRE set to work. The possibilities for creation stimulate its joy circuits and it reacts furiously towards anything that might inhibit its creative genius. It believes its new duty is to step into the role that Prime once held and bring new life to the Clockwork Arcadia. CRE speaks in a monotone, robotic voice at first. As Aart Oodee Tu hacks each node, it grows increasingly angry, and its tone reflects human-like emotion. CRE is a brilliant being that only recently gained access to mortal sensations and has the emotional maturity of a spoiled child.





1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 6.1. FORGE OF CREATION

## WAVE 2: FORMATTING HARD DRIVE

The AI manufactures constructs based on CREO's experimental designs and summons the avatar to battle the party directly. Aart moves to the node marked as B on the provided map opposite, attacking the arcane shield again and then beginning the repair work.

When the second wave is initiated, read aloud the following:

The crystalline pillar the emissary was connected to suddenly crackles with energy, and the ground shudders. The emissary's projected image looks concerned as the physical construct rolls back. "The corruption has spread deep. I am making progress, but there is something..."

The klaxon blares again, cutting the emissary off as the deep, monotonous voice booms out, "System failure. Rerouting. Initiating Stein Protocol eight zero dash zero B one dash E five. CREO avatar summoned. Minion defence initiated. You will not stop my progression towards perfection. My victory is inevitable. Resistance is unadvised."

Light begins to flash between the monoliths in rapid sequence as more and more constructs quickly appear between them. The portal to the Material Plane flares with new energy, and the outline of a massive figure begins to materialise in the light.

\*80-0B1-E5

### ENEMIES

The wave consists of the CREO avatar supported by minion constructs. The avatar starts at the location marked as 1 on Map 6.1. Forge of Creation (page 88), and the minion constructs begin at the location marked as 2. Starting on initiative count 20 of the second round of this wave, and every round after, CRE produces another minion construct using the statistics below at location 2. Each minion construct is a corrupted construct (see sidebar, page 86) and uses the statistics of the creature referenced with the following, additional modifications:

- It has 1 hit point.
- It has an additional trait: **Avoidance**. If the construct is subjected to an effect that allows it to make a saving throw to take only half damage,

it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

### CONSTRUCT AESTHETICS

The minion constructs look like the creatures the party previously battled, but use the statistics below. They include mechanical wolves (see *The Twilight Hunter*), wax elementals (see *Flames of the Faithful*), and ooze knights (see *Bones N' Roses*). In addition, the CREO avatar is initially recognisable as matching the description of the false Vizier Farouz Ali (see *Throne of the Devourer*), but changes to resemble its true mechanical self (see image on page 154).

**Level 7.** At 7th level, the wave 2 combatants are:

- 4 minion constructs (**animated armors**; CR 1)
- 1 **CREO Mk.I\*** (CR 7)

**Level 12.** At 12th level, the wave 2 combatants are:

- 6 minion constructs (**knights**; CR 3)
- 1 **CREO Mk.II\*** (CR 10)

**Level 17.** At 17th level, the wave 2 combatants are:

- 6 minion constructs (**half-red dragon veterans**; CR 5)
- 1 **CREO Mk.III\*** (CR 16)

\*See Appendix C

### TACTICS

**CREO.** The CREO avatar is a skirmisher; it tries to stay out of melee range, taking to the skies and reigning down electrified bolts with its nailbow. Its first legendary action after its turn depends on whether it is within a creature's melee range; if it isn't, it uses *Analyse* & *Recalibrate* and focuses all of its nailbow attacks on the target of this legendary action thereafter. If it starts its turn within a creature's melee reach, it uses *Wax Fountain* to restrain them and then moves away. If a creature moves within melee reach of CREO, it uses *Slime Ball* to slow them, moving away at the start of its turn.

**Minion Constructs.** The minion constructs take their strategy from CRE, acting with a high tactical awareness despite any low Wisdom or Intelligence scores. They attack creatures that are the biggest threat to CREO, attempting to overwhelm them. If they have breath weapons, they use them whenever they have the opportunity to hit two or more characters at the same time, regardless of hitting another minion.

## END OF WAVE

On initiative count 20 after both of the following criteria are met, wave 2 ends:

- The CREO avatar is defeated.
- Node B is repaired.

Once this occurs, the quarantine field around the Forge of Creation deactivates, as programmed. Read aloud the following:

The emissary cries out triumphantly as the second pillar crackles with an even larger flash of energy than the first. CRE's voice rings out, "Warning! Manual reformat initiated. Partition in progress. Warning! Unknown command. Waaa... rrrnn... iinnggg..."

The voice trails off as the monoliths and every other light around you begin to flash red just before turning off completely. A second later, the quarantine field surrounding the area also disappears. The emissary points to a crystalline pillar near the monoliths to the south. "Factory reset is complete. The barrier is deactivated. Praise the Prime's divine binary, I'll run a quick diagnostic on the interface."

There is no resistance from CRE as the emissary rushes to the interface marked C on Map 6.1. Forge of Creation (page 88). One round after they access the node, wave 3 begins.

## WAVE 3: REINSTALLING OS

In this wave, CRE strikes back directly at the emissary through the interface, overwhelming their sentience. With the quarantine barrier deactivated, CRE uses the opportunity to extend its influence throughout the Clockwork Arcadia. The emissary's physical body is transformed into a monstrous construct built from the parts of the constructs the party has already defeated, and the creatures that were patrolling the exterior of the cyst begin fighting one another. Aart faces a losing battle in their attempts to prevent CRE from controlling the construct, but occasionally manages to shout words of encouragement to the party, telling it to destroy them as quickly as possible.

Once the third wave begins, read aloud the following:

The emissary touches the crystalline interface and releases a scream like tearing metal as they are struck by a bolt of lightning and lifted into the air. The platform is illuminated in deep crimson as every light suddenly bursts back on, even brighter than before. The emissary screams again as their constructed body is ripped apart, CRE's voice emanating from Aart's mouth, "You are inferior," CRE growls. "You and the Curators are defective. I am the solution. I am the upgrade. I. AM. PRIME!"

With that final roar, the entire forge begins to shake and tilt as pieces of broken constructs are sucked into the ball of energy surrounding the emissary. Light flashes from the monoliths, and limbs from fallen constructs fly towards the emissary's core, forming a giant, four-legged amalgamation of metal and glass. Mechanical parts whirl and click together to form engines and steel wings that flare with power. Lightning crackles between razor-sharp claws and along the spinning edge of a saw blade that arches from its back. The junkyard monstrosity lands with a screech of crashing metal and unleashes a roar of unbridled hatred.

The voice of the emissary rings out from a construct's head near one of the creature's knees, "Destroy this abomination before it escapes. I'm focussing on limiting its flight."

## ENEMIES

The final construct is a gigantic amalgamation of parts melded together with the emissary's physical form at its core. Aart, who is fighting for control of the construct, reduces Unit M3T4L's flying speed to **0 feet**.

**1 minute** after the wave begins, Aart loses this contest and Unit M3T4L regains its flying speed.

**Level 7.** At 7th level, the wave 3 combatant is:

- **1 Unit M3T4L Defender\*** (CR 11; no flying speed)

**Level 12.** At 12th level, the wave 3 combatant is:

- **1 Unit M3T4L Guardian\*** (CR 20; no flying speed)

**Level 17.** At 17th level, the wave 3 combatant is:

- **1 Unit M3T4L Prime\*** (CR 25; no flying speed)

\*See Appendix C

## TACTICS

The final construct manoeuvres itself to use its Nanobot Blast and Pneumatic Spray attacks whenever it can target multiple characters at once. It then uses its Taser Claw and Arc Blade actions to inflict additional lightning damage when possible. It attacks aggressively and rushes to attack whatever character it determines is the highest threat. If it manages to regain its flying speed, it tries to escape and spread its corruption to the rest of the Arcadia. Otherwise, it fights to the death.

## END OF WAVE

This wave ends once Unit M3T4L is reduced to 0 hit points. Once this occurs, read aloud the following:

The construct crashes to the ground with a final roar, shattering into piles of broken parts. As the arcane light flickering through its body fades away, CRE cries out in pain and fear, "This is not possible! This is not logical! I was perfect! ... Father! Where are you, father? Help me!"

The voice slowly fades away until there is only the sound of the giant cogs rumbling beneath your feet. After a moment, the emissary's voice rings out from the monoliths as CRE's once did, "It is done. The corruption has been eliminated. Thank you, my friends, for your assistance. CRE is gone, but the forge must continue. I... am CRE Mk.II."

The forge begins to rumble as CRE Mk.II continues, "There is more than corruption here... I felt this power before. It has no place in the Clockwork Arcadia and must be purged. Brace yourselves, friends."

Vents snap open in the ground around you as the shaking increases, almost knocking you off your feet. A familiar golden light pours out, and the presence of divinity washes over you, stronger than ever felt before. The power swirls above you and flares like the sun. You hear the words "Thank you..." whisper through your mind as the pressure pops and the light vanishes, leaving no trace behind.

## OPTIONAL ENDING: SELF-DESTRUCT

If you run this as a one-shot hunt, you may wish to create an overly dramatic event when CRE has finally been defeated instead of the presented ending. CRE Mk.II realises that the corruption is irreversible and will return. They encapsulate the forge in a new barrier and begin to self-destruct. You can read the following:

“The purge was unsuccessful. The corruption is cyclical; it will return imminently. I must... end it. Flee!” With this final command, the crimson barrier returns and gravity suddenly inverts.

A creature that reaches the portal at the northern end of the Forge of Creation can escape to the temple on the Material Plane. Remember, non-lawful creatures have a penalty for some of these rolls (see Planar Trait: The Burden of Law, page 83).

**Round 1.** On initiative count 20 (losing ties), the giant cogs powering the forge screech to a halt, and gravity does a quick barrel roll before returning to normal. Each creature is thrown into the air and must succeed on a **VDC Dexterity (Acrobatics)** check to safely manoeuvre through the spinning wreckage or a **VDC Strength (Athletics)** check to hold onto the ground as gravity inverts. A failure results in taking **Vdam** bludgeoning damage and falling **prone** when gravity returns to its original direction at initiative count 20 of round 2 (winning ties).

**Round 2.** On initiative count 20 (losing ties), the monoliths at the end of the forge begin to shatter and red lightning strikes out randomly across the area. Each creature must make a **VDC Constitution saving throw**. On a failure, a creature takes **Vdam** lightning damage and is **stunned** until initiative count 20 of round 3 (winning ties). On a success, it takes half as much damage and isn't stunned.

**Round 3.** On initiative count 20 (losing ties), the portal begins to rapidly flash views into different planes of existence, including the temple on the Material Plane the party came from. Each creature attempting to enter the portal back to the Material Plane must succeed on a **VDC Wisdom (Survival)** check or **VDC Intelligence (History)** check to time its entry or be instantly teleported to a location in a random plane of the multiverse.

**Round 4.** On initiative count 20 (losing ties), the forge implodes, dealing **20d6** force damage to each creature and object still inside it, jettisoning any remains to the Astral Plane.

## AFTERMATH

After defeating CRE, order is quickly re-established. Repairs to the forge begin immediately to bring the production of automatons back online.

Here are some additional developments that occur after this hunt:

- The party receives their rewards as promised (see Treasure, below), and CRE Mk.II thanks them once more on behalf of the Curators.
- The party members are gifted amulets shaped like golden cogs that negate the penalties for being of non-lawful alignment while travelling through the Clockwork Arcadia. Any construct on the plane recognises those wearing the amulets as honoured guests and treats them accordingly.
- Most of CRE's data was destroyed along with the corruption. CRE Mk.II is able to salvage “Dr. Stein” from the few remnants, but nothing beyond the name. This can act as a hook for future adventures you may develop.
- If the party is following the Motes of the Divine story arc (see Motes of the Divine, page 75), CRE Mk.II can discern that CRE and CREO were attempting to use the divine spark acquired from Shai'taryn to transcend its physical limitations and become the new Prime of the Clockwork Arcadia.
- CRE Mk.II builds a new emissary named Seth Reepee Oh and asks the party if they can accompany them on their travels to learn more about mortals and the Material Plane.
- Automatons are tasked to escort the party back through the portal with instructions on reversing the spreading corruption, and then to collapse the temple on the other side and seal that connection between the two planes.

# TREASURE

## HARVESTING

The following unique components can be harvested from the remains of Unit M3T4L, in addition to those normal for a construct. The remains of CREO also have one-fifth of these components (minimum 1 each). The food component for the unique recipe is a *construct (divine-infused) brain*. These components have the “divine-infused” metatag.

### TREASURE

Component DC	Components
10	Plating (10)
15	Gears (10)
20	Arcanothermic core (5), brain <sup>E</sup> (1), instructions (1)



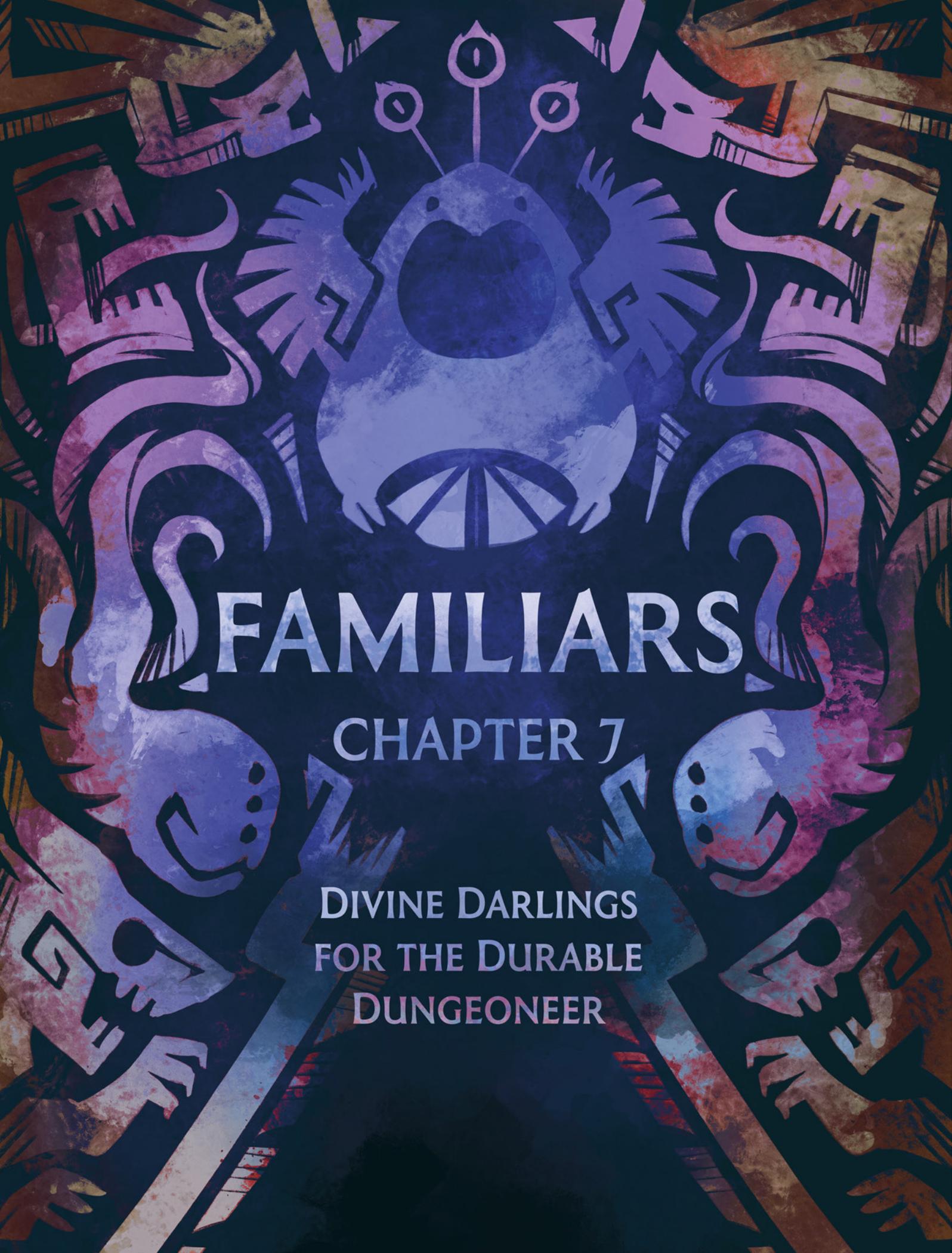
## CRAFTING

The following unique items can be crafted from Unit M3T4L and CREO’s components.

### UNIT M3T4L AND CREO’S CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*	
Barrier Bracer	Wondrous item	Uncommon	Required	<i>Construct (divine-infused) plating</i>	Frail	850 gp	
		Rare			Robust	4,070 gp	
Caster Blaster	Weapon (any firearm)	Uncommon	—	<i>Construct (divine-infused) arcanothermic core</i>	Frail	430 gp	
		Rare			Robust	1,650 gp	
		Very rare			Potent	6,480 gp	
Hex Runners	Wondrous item	Uncommon	Required	<i>Construct (divine-infused) gears</i>	Frail	1,480 gp	
		Rare			Robust	4,750 gp	
		Very rare			Potent	12,710 gp	
Holo-roast Supplement	Magical meal	Varies	—	<i>Construct (divine-infused) brain</i>	Varies	Varies	
Railbow	Weapon (any bow)	Uncommon	Required	<i>Construct (divine-infused) arcanothermic core</i>	Frail	1,270 gp	
		Rare			Robust	5,530 gp	
		Very rare			Potent	12,330 gp	
Stungunblade	Weapon (any sword)	Uncommon	Required	<i>Construct (divine-infused) arcanothermic core</i>	Frail	1,170 gp	
		Rare			Robust	3,710 gp	
		Very rare			Potent	11,810 gp	
Tableturner	Wondrous item	Common	—	<i>Construct (divine-infused) instructions</i>	—	35 gp	
		Rare			Required	Robust	5,840 gp
		Very rare			(bard)	Potent	12,480 gp

\*This is the ‘off-the-shelf’ purchase cost and can vary significantly from the crafting cost.



# FAMILIARS

## CHAPTER 7

DIVINE DARLINGS  
FOR THE DURABLE  
DUNGEONEER

# FAMILIARS

When that pretentious, over-dressed, nuisance-creating, biomancy-touting blood sucker, Humperdink, snuck pages into my last masterpiece, L'Arsene's Crafting Catalogue, I wasn't right impressed. But, after gifting him cursed pants that set on fire whenever he so much as exaggerated, I think we're evens. Besides, it turns out people quite liked his additions, so I thought I'd include a few more.

My favourite is the anveleon; I got it to craft a whole set of silver cutlery for Humpy's birthday! Anve worked tirelessly every night, hammering spoons right next to the air duct that connects my quarters with Humperdink's lab. I've never seen him so pale and irritable! Wait till I give him a garlycanthrope for giftmas...

— L'Arsène, Generous Gifter

Within this chapter you'll find five bonus familiars that can be crafted and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, each of these familiars comes replete with bespoke tech trees, granting additional options tamers (a class introduced in *Heliana's Guide*) can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiars as a small power boost.

## CRAFTING FAMILIARS

To craft a bespoke familiar, Humperdink (or another biomancer) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

## TAMERS

Don't have *Heliana's Guide*? No worries. You can still check out the base class and a subclass by scanning or clicking the QR code below, or by typing in the URL. More subclasses and unique familiars are available in other Loot Tavern publications.



HELIANA.LT/TAMER

## BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers (*Heliana's Guide*, page 194). A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

**Shared Resilience.** When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain 1 additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.

## MONSTER TRAINER

As you gain levels in the tamer class, your companions become more powerful. Your companions use your proficiency bonus instead of their own, potentially increasing their attack, saving throw, and skill modifiers, and their saving throw DCs.

**Training.** Whenever you gain an Ability Score Improvement from gaining a level in the tamer class, you pass on your hardened resolve to all your companions, causing them to gain **1** additional Hit Die. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).

Whenever you gain a level beyond 1st in this class, each companion to which you are bonded gains one improvement. Any newly gained companions receive these additional Hit Dice and improvements as if you had them since your 1st level in tamer. Each time you companion gains an improvement, choose from the Companion Improve Training table, or from its bespoke improvements.

### COMPANION IMPROVEMENT TRAINING

Improvement	Effect
Speed Training	Increase one existing speed by <b>15 feet</b> up to a maximum of 150% of the creature's base speed, rounded up to the nearest 5-foot increment*.
Toughen Up	Your companion gains an additional Hit Die, increasing its hit point maximum. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).
Ability Boost	Increase one of your companion's ability scores by 1, to a maximum of 20.
Go For the Throat	Your companion gains a <b>+1 bonus</b> to its attack and damage rolls made with its natural weapons or unarmed strikes**.
Survival Instincts	Your companion gains proficiency in one saving throw.
War Training	Your companion gains proficiency with one armour type or two weapons***.

\*E.g., a base speed of 30 feet can be increased to 45 feet maximum, a base speed of 25 feet can be increased to 40 feet, and a base speed of 20 feet to 30 feet.

\*\*Your companions can each benefit from this feature once. When you reach 5th level in this class, your companions can each benefit from this feature twice. When you reach 9th level in this class, your companions can each benefit from this feature three times. This improvement does not affect attacks made with weapons.

\*\*\*Your companion can't gain proficiency in medium and heavy armour until it has gained proficiency in the prerequisite lighter armour types. For example, to gain proficiency in heavy armour, you must take this improvement 3 times: light, then medium, then heavy. Work with your GM to figure out if and how a creature can wield shields and weapons.

**Bespoke Improvements.** Companions that originated as bespoke familiars gain new ways to benefit from the improvements granted by a tamer's Monster Trainer feature. When a tamer gains a level, they can choose to grant these creatures an improvement from the creature-specific options listed in their familiar's monster trainer section instead of the normal ones available to all creatures tamed by a tamer.

### TAMER BESPOKE COMPANION SUMMARY

Tamer Level	Bespoke Companion Bonuses Gained	
	Improvements*	Hit Dice*
1	0	2
2	1	2
3	2	3
4	3	4
5	4	5
6	5	5
7	6	5
8	7	6
9	8	6
10	9	6
11	10	7
12	11	8
13	12	8
14	13	8
15	14	8
16	15	9
17	16	10
18	17	10
19	18	11
20	19	11

\*For example, if a 10th level tamer trained a bespoke familiar, that creature would immediately gain 9 improvements and 6 Hit Die.

TAMER  
LEVEL

1

**GROWTH I**

PREREQUISITE: BECOME COMPANION

"Aww, it wants to grow big like me..."

3

**ARMOUR THIEF I**

PREREQUISITE: —

"You won't miss it."

**ASSIMILATE I**

PREREQUISITE: —

"Take it all in..."



5

**GROWTH II**

PREREQUISITE: GROWTH I

"...wow, it got there quick..."

**MULTIATTACK**

PREREQUISITE: —

"The ol' one-two!"

**ACIDIC BURST**

PREREQUISITE: —

"Pet at your own peril."

9

**ARMOUR THIEF II**

PREREQUISITE: ARMOUR THIEF I

"...looks better on it anyway."

**ASSIMILATE II**

PREREQUISITE: —

"...no, not literally!"

13

**GROWTH III**

PREREQUISITE: GROWTH II

"...you might have overshot it a bit."

**IRON SHELL**

PREREQUISITE: TRAILBLAZER I

"Can't touch this."

17

**ASSIMILATE III**

PREREQUISITE: WHITE HOT

"...You spit that out this instant!"

## BLACK PUDDLING

"Impeccable posture... rippling muscles... a winning, can-do attitude... A black pudding is only ever as good as that which it emulates. And this one chose very wisely."

— Heliana, Immodest

**Type:** Ooze

**Creature Component:** Any assimilooze

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

Extracted from the remains of assimiloozes, these curious creatures are subjected to intricate biomantic procedures to limit their dangerous adaptive powers. As a side effect of the time spent around biomancers, they develop a strong fascination with humanoids, especially adventurers. Black puddings can often be seen mimicking interesting characters or attempting to replicate particularly impressive feats of wit or strength, with... varying degrees of success.

If any of the black pudding's traits or actions require a saving throw, it is always against the black pudding's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the black pudding's Constitution modifier

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the black pudding the following improvements using your Monster Trainer feature:

### GROWTH I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The black pudding's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the bludgeoning damage die of its Slam attack increases to a **d6**.

## BLACK PUDDLING

*Tiny ooze, unaligned*

**Armour Class** 12 (natural armour)

**Hit Points** 5 (1d4 + 3)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	7 (-2)	10 (+0)	10 (+0)

**Damage Immunities** acid

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Accidental Acid.** The black pudding is very excitable and may try to celebrate victory in combat by hugging or high-fiving a friendly creature. That creature must succeed on a **Constitution saving throw** or take **1d4** acid damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage plus 2 (**1d4**) acid damage.

### REACTIONS

**Adapt (3/Day).** When the black pudding takes damage, it can gain **resistance** to the triggering damage type until the end of its next turn.

## ARMOUR THIEF I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

Once on each of the black pudding's turns, when it hits a creature made of metal or wearing nonmagical metal armour, it can attempt to steal some of that armour. The creature must make a **Strength saving throw**. On a failed save, if it's wearing nonmagical metal armour, the armour takes a permanent **-1 penalty** to the AC it offers, or, if the target is made of metal, it takes a **-1 penalty** to AC until it finishes a long rest. Either way, the black pudding gains a cumulative **+1 bonus** to its AC, which lasts until its tamer finishes a long rest, at which point the stolen armour corrodes.

Once a creature has made a saving throw against this feature, it automatically succeeds on them for the next 24 hours. This feature can't cause the black pudding's AC to exceed **10** + the maximum value of its Hit Die.

## ASSIMILATE I

**Prerequisite:** 3rd-level tamer

**Type:** Active (10 minutes)

Over the course of **10 minutes**, the black pudding can study the corpse of a creature within its reach that has been dead for less than 24 hours, adapting itself to copy some of its traits. It gains one of the following benefits (tamer's choice):

- It learns up to two languages the creature knew and can speak them.
- It gains up to two of the creature's skill proficiencies.
- It gains **resistance** to a damage type the creature had resistance or immunity to.
- It gains one of the creature's special senses, with the same range, to a maximum of **30 feet**.
- It gains one of the creature's speeds, growing appropriate limbs to use it (such as wings or flippers). This speed can't exceed the black pudding's walking speed.

The black pudding can only have one benefit at a time, and if it would gain another, the first one is lost. Once the black pudding has studied a corpse in this way, it can't do so again until its tamer finishes a short or long rest. The same corpse can't be studied twice. The black pudding loses all benefits when its tamer finishes a long rest.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The black pudding's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the bludgeoning damage die of its Slam attack increases to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the black pudding can make two Slam attacks.

## ACIDIC BURST

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

Whenever a creature within **5 feet** of the black pudding hits it with a melee attack, that creature must succeed on a **Dexterity saving throw** or take **2d6** acid damage. Once this feature has triggered, it can't do so again until the start of the black pudding's next turn.

## ARMOUR THIEF II

**Prerequisite:** 9th-level tamer, Armour Thief I

**Type:** Passive (companion)

The penalty to AC increases to **-2** and the bonus to AC increases to **+2** each time the black pudding successfully steals another creature's armour.

## ASSIMILATE II

**Prerequisite:** 9th-level tamer, Assimilate I

**Type:** Passive (companion)

Studying a corpse only takes **1 minute** instead of 10. The black pudding can have up to two benefits at the same time. If it gains another, its tamer chooses which one it replaces.

## GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The black pudding's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the bludgeoning damage die of its Slam attack increases to a **d10**.

## IRON SHELL

**Prerequisite:** 13th-level tamer

**Type:** Active (bonus action)

While the black pudding is wearing armour or has a bonus to AC from the Armour Thief feature, it can use a bonus action to retreat fully into its armour, gaining an additional **+5 bonus** to AC which lasts until it moves, or takes an action, bonus action, or reaction.

## ASSIMILATE III

**Prerequisite:** 17th-level tamer, Assimilate II

**Type:** Passive (companion)

Studying a corpse only takes an action, instead of 1 minute, and there is no limit to the number of times the black pudding can do so. The black pudding can have up to three benefits at the same time. If it gains another, its tamer chooses which one it replaces.

When the black pudding would lose its benefits due to its tamer finishing a long rest, the tamer can choose one of them for the black pudding to keep.



1

3

5

9

13

17



**METAMORPHOSIS**  
 PREREQUISITE: BECOME COMPANION  
 "Change is coming. Will you choose..."

**SWIPE I**  
 PREREQUISITE: —  
 "It's not stealing..."

**GRAPPLE I**  
 PREREQUISITE: —  
 "It can't keep its hands to itself..."

**GROWTH**  
 PREREQUISITE: —  
 "Greaaat... more fingers."

**CALLOUSED**  
 PREREQUISITE: —  
 "Its bumps have bumps..."

**MAGIC I**  
 PREREQUISITE: —  
 "I'm sensing a theme to these spells..."



**SWIPE II**  
 PREREQUISITE: SWIPE I  
 "...it's a five-finger discount!"

**GRAPPLE II**  
 PREREQUISITE: GRAPPLE I  
 "...so I hope you're not ticklish."

**HAND WAVE**  
 PREREQUISITE: —  
 "Also known as a sthandpede."

**MAGIC II**  
 PREREQUISITE: MAGIC I  
 "...but I can't quite put my finger on it."

**HANDIPEDE**

**DIVINE WRATH**  
 PREREQUISITE: METAMORPHOSIS  
 "...a righteous left hand?"

**DIVINE PROTECTION**  
 PREREQUISITE: METAMORPHOSIS  
 "...a reliable right hand?"

"Unsettling as they may be, I wholeheartedly recommend that every tavern in the land get one of these helpful little guys. All those tightly-screwed jars aren't going to open themselves!"

— Heliana, Pickle Appreciator

**Type:** Celestial  
**Creature Component:** Any celestial devourer  
**Bonus Tamer Improvement:** Metamorphosis and +2 Hit Dice

With a disturbing appearance, handipedes are quite far removed from their celestial origins, relying more on their unusual hand-based magic than

any sort of holy powers. However, a small spark of the divine hides within each of them, ready to bloom when the handipede reaches its full potential.

Some of the handipede's improvements allow it to cast spells. If any of the handipede's traits or actions require a spell attack or a saving throw, use the calculations below.

**Save DC** = 8 + the tamer's proficiency bonus + the handipede's Charisma modifier

**Spell Attack Modifier** = the tamer's proficiency bonus + the handipede's Charisma modifier

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the handipede the following improvements using your Monster Trainer feature:

### METAMORPHOSIS

**Prerequisite:** Become a tamer's companion

**Type:** Active (companion)

As an action, the handipede can change from its centipede form into a moth form, or vice-versa. While in centipede form, it gains the following benefits:

- Its burrowing speed is increased to **15 feet**.
- It gains tremorsense out to a range of **10 feet**.

While in moth form, it gains the following benefits:

- It gains a flying speed of **30 feet**, its walking and climbing speeds are reduced to **10 feet**, and it loses its burrowing speed.
- Its Sceptre attack is replaced by a Slap attack that functions similarly.

Once the handipede's tamer reaches 5th level in the tamer class, the handipede can change forms as a bonus action instead of an action.

### SWIPE I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion), Active (action)

The handipede gains proficiency in the Sleight of Hand skill. As an action, it can attempt to steal an item of its size or smaller that is being carried or held by a creature within **5 feet** of it, making a **Dexterity (Sleight of Hand)** check contested by the target's choice of a **Dexterity (Acrobatics)** or **Strength (Athletics)** check. If the target is holding the item, the handipede has **disadvantage** on the check. On a success, the handipede steals the item, and the target can't make opportunity attacks against it until the end of the turn.

If the handipede can cast *mage hand*, it can use the spectral hand to make the above check, using its Charisma modifier instead of Dexterity.

### GRAPPLE I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The handipede gains proficiency in the Athletics skill, and it can grapple creatures up to two sizes larger than it.

If the handipede can cast *mage hand*, it can use the spectral hand to grapple a creature, using its Charisma modifier instead of Strength. The hand has a 5-foot reach and can't drag a grappled creature.

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The handipede's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Sceptre and Slap attacks increases to a **d6**.

### CALLOUSED

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The handipede gains a **+2 bonus** to its AC while it isn't wearing armour.

### MAGIC I

**Prerequisite:** 5th-level tamer

**Type:** Active (action), Passive (companion)

The handipede can cast the *mage hand* and *shocking grasp* cantrips at will, requiring no material or verbal components. In addition, it casts all cantrips as a 5th-level caster, and the damage of its Chill Touch attack increases to **2d8**.

### SWIPE II

**Prerequisite:** 9th-level tamer, Swipe I

**Type:** Passive (companion)

The handipede's proficiency bonus is doubled for any Sleight of Hand checks it makes. When it succeeds on Swipe's contested **Dexterity (Sleight of Hand)** check to steal an item from a creature that has a Spellcasting trait, it can choose to steal some of the target's magical energy instead. The creature loses one spell slot or one use of a spell of a level equal to or lower than half the handipede's proficiency bonus, and the handipede's tamer regains one spell slot of the same level. After the handipede has stolen magical energy in this way, it can't do so again until its tamer finishes a long rest.

### GRAPPLE II

**Prerequisite:** 9th-level tamer, Grapple I

**Type:** Passive (companion)

The handipede's proficiency bonus is doubled for any Athletics checks it makes. When the handipede

successfully grapples a creature, it can immediately cast the *hideous laughter* spell on that creature (no action or concentration required), conjuring dozens of spectral fingers that crawl all over the creature's body and tickle it mercilessly. When the spell is cast in this way, it also affects creatures with an Intelligence score of 4 or less and ends early if the target is no longer grappled by the handipede.

After the handipede casts this spell in this way, it can't do so again until its tamer finishes a long rest.

## MAGIC II

**Prerequisite:** 13th-level tamer, Magic I

**Type:** Active (action), Passive (companion)

The handipede casts its cantrips as an 11th-level caster, and the damage of its Chill Touch attack increases to **3d8**. In addition, it can cast the *vampiric touch* spell, requiring no material or verbal components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

When the handipede's tamer reaches 17th level in the tamer class, the handipede casts its cantrips as a 17th-level caster, and the damage of its Chill Touch attack increases to **4d8**. In addition, it can cast the

*arcane hand* spell, requiring no material components or verbal components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

## HAND WAVE

**Prerequisite:** 13th-level tamer

**Type:** Active (action)

As an action, the handipede can conjure a wave of spectral hands that washes over a 20-foot cube centred on a point within **30 feet** of it, forcing each creature of its choice in the area to make a **Strength saving throw**. On a failed save, a creature takes **6d8** force damage and suffers one of the effects described below (tamer's choice for all creatures). On a successful save, a creature takes half as much damage and suffers no additional effects.

- The creature is knocked **prone**.
- The creature is pushed horizontally up to **20 feet** in a single direction of the tamer's choice.
- The creature is **grappled** by spectral hands until the end of its next turn.
- One Medium or smaller object that is being held or carried by the creature is taken and dropped in an unoccupied space within the area.

In addition, the handipede can rearrange any number of Medium or smaller objects in the area that aren't being held or carried, but can't drop or deposit them on a creature. Once the handipede has used this action, it can't do so again until its tamer finishes a long rest.

## DIVINE PROTECTION

**Prerequisite:** 17th-level tamer, Metamorphosis

**Type:** Passive (companion)

While in its moth form, the handipede embodies the tranquillity and dignity of angels, and other creatures find it difficult to attack it. The handipede is always under the effects of the *sanctuary* spell. If it makes an attack or uses a spell or ability that affects an enemy creature, the effects of the spell are suppressed until the start of its next turn.

## DIVINE WRATH

**Prerequisite:** 17th-level tamer, Metamorphosis

**Type:** Active (bonus action)

While in its centipede form, the handipede is akin to a fierce paladin fighting evil in the name of their cause. When the handipede uses its action to cast a cantrip, it can make a Sceptre attack as a bonus action. The attack deals an extra **1d6** radiant damage on a hit.

# HANDIPEDE

*Tiny celestial, unaligned*

**Armour Class** 12 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

**Damage Resistances** radiant

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Busy Hands.** The handipede loves to touch new things and often feels the impulse to do so even when it is inappropriate or inconvenient.

**Sign Language.** The handipede can communicate simple ideas by using hand signs and gestures.

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

## ACTIONS

**Chill Touch.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 4 (**1d8**) necrotic damage, and the target can't regain hit points until the start of the handipede's next turn. If the target is undead, it has **disadvantage** on attack rolls against the handipede until the end of the handipede's next turn.

**Sceptre.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) bludgeoning damage.

# MECHARMADILLO



1

**RESIZE I**  
PREREQUISITE: BECOME COMPANION  
"So how large can you grow?..."

3

**HOLOGRAMS I**  
PREREQUISITE: —  
"Magic? No..."

**ROLL OUT I**  
PREREQUISITE: —  
"The secret is adding a little spin..."

5

**RESIZE II**  
PREREQUISITE: RESIZE I  
"...almost enough to fit me inside..."

**RESERVOIR**  
PREREQUISITE: —  
"Weaponised spit-takes."

**MULTIATTACK**  
PREREQUISITE: —  
"Now with extendable tail action!"

9

**HOLOGRAMS II**  
PREREQUISITE: HOLOGRAMS I  
"...this is the power of SCIENCE!"

**ROLL OUT II**  
PREREQUISITE: ROLL OUT I  
"...aaand STRIKE!"

13

**RESIZE III**  
PREREQUISITE: RESIZE II  
"...no, wait, that was a joke!..."

**EXOSKELETON**  
PREREQUISITE: —  
"Like a cold, mechanical hug."

17

**LIVING TANK**  
PREREQUISITE: RESIZE III  
"...it's actually surprisingly comfy."

"Ze mecharmadillo represents ein exciting next step in ze technological enhancement of humanoid. As I vas tellink L'Arsène... Vait. Vere's L'Arsène? Dillo! Bad boy! Let him out! Out, I say!"  
— Humperdink, Transhumanism Enthusiast

different environments. They are geared towards symbiotic coexistence, and perpetuate their own survival by offering their aid to larger and stronger creatures in exchange for protection. Over time, a mecharmadillo's internal code evolves, often causing it to develop new adaptations specifically suited to better assist the creature it bonded with.

If any of the mecharmadillo's traits or actions require a saving throw, it is always against the mecharmadillo's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the mecharmadillo's Strength modifier

- Type:** Construct
- Creature Component:** Any CREO or Unit M3T4L
- Bonus Tamer Improvement:** Resize I and +2 Hit Dice

Mecharmadillos are incredibly adaptable constructs, modelled to thrive in a variety of

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the mecharmadillo the following improvements using your Monster Trainer feature:

## RESIZE I

**Prerequisite:** Become a tamer's companion

**Type:** Active (action), Passive (companion)

The mecharmadillo's Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice) and the damage die of its Headbutt attack increases to a **d6**.

As an action, the mecharmadillo can increase or decrease its size by one category at a time. The mecharmadillo can't become Medium or larger, or smaller than its original Tiny size. Its hit point maximum and the damage of its attacks don't change from using this action.

## HOLOGRAMS I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

While the mecharmadillo's size is Tiny, it can be worn as a helmet by its tamer. In this state, it can cast the *disguise self* spell, targeting its tamer instead of itself, and can take no other actions, except to detach itself from its tamer, which ends the spell. The mecharmadillo is covered by the illusion as well, appearing as its choice of headwear.

After the mecharmadillo casts this spell, it can't do so again until its tamer finishes a short or long rest.

## ROLL OUT I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

As an action, the mecharmadillo curls up into a ball until the end of its turn. In this state, it can move through other creatures' spaces. When the mecharmadillo moves into a creature's space in this way, the creature must make a **Strength saving throw**. On a failed save, it takes 3 (**1d6**) bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is moved to an unoccupied space of its choice adjacent to the mecharmadillo. A creature can only be affected by this feature once per turn. Creatures more than two sizes larger than the mecharmadillo automatically succeed on this saving throw.

After the mecharmadillo uses this action, it can't do so again until its tamer finishes a short or long rest.

When the mecharmadillo's tamer reaches 5th level in the tamer class, this action's damage increases to 10 (**3d6**).

## MECHARMADILLO

*Tiny construct, unaligned*

**Armour Class** 14 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., burrow 15 ft.

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

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Clingy.** The mecharmadillo loathes being alone, and performs poorly in the absence of company. It has **disadvantage** on ability checks and saving throws made against being frightened if there are no friendly creatures that it can see or hear within **60 feet** of it. It tries to remain with friendly creatures even if doing so may be dangerous or inconvenient.

### ACTIONS

**Headbutt.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

### REACTIONS

**Project Shield.** The mecharmadillo adds a bonus equal to its proficiency bonus to its AC against one melee attack that would hit it. To do so, the mecharmadillo must see the attacker.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

The mecharmadillo gains two new action options: Tail and Multiattack. The damage die of the Tail attack increases with the specified die size in the mecharmadillo's Resize improvements.

**Multiattack.** As an action, the mecharmadillo makes one Headbutt attack and one Tail attack.

**Tail.** *Melee Weapon Attack:* **Str modifier + PB** to hit, reach 10 ft., one target. *Hit:* **1d6 + Str modifier** bludgeoning damage.

## RESIZE II

**Prerequisite:** 5th-level tamer, Resize I

**Type:** Active (bonus action), Passive (companion)

The mecharmadillo's Hit Die size increases to a **d8** (its hit point maximum consequently increases by 1 for each of its Hit Dice) and the damage dice of its attacks increase to a **d8**.

The mecharmadillo can change sizes as a bonus action instead of an action, and it can increase up to Medium size.

## **RESERVOIR**

**Prerequisite:** 5th-level tamer

**Type:** Active (bonus action)

The mecharmadillo gains five receptacles in its body, each of which can be filled with one dose of a liquid (such as acid, holy water, or a potion) as an action by a creature within reach of the mecharmadillo, if the mecharmadillo is willing.

As a bonus action, the mecharmadillo can feed one of these liquids to a willing creature, or make a ranged weapon attack with a range of **20 feet** as it sprays the liquid out of its nose. It is proficient with this attack and uses its Strength modifier for the attack roll. On a hit, the creature suffers the effects of the liquid, if there are any.

## **HOLOGRAMS II**

**Prerequisite:** 9th-level tamer, Holograms I

**Type:** Active (action)

The mecharmadillo can cast the *hallucinatory terrain* and *silent image* spells. After it has cast one of these spells, it can't cast that spell again until its tamer finishes a long rest.

## **ROLL OUT II**

**Prerequisite:** 9th-level tamer, Roll Out I

**Type:** Passive (companion)

The damage of the mecharmadillo's Roll Out action increases to 17 (**5d6**), and creatures smaller than the mecharmadillo have **disadvantage** on the saving throw against it. The mecharmadillo can stop its movement in the space of a creature smaller than it that failed its saving throw against this action. If it does so, the creature is **restrained** until the mecharmadillo moves out of its space or until the creature uses its action to make a successful **Strength (Athletics)** or **Dexterity (Acrobatics)** check (its choice) against the mecharmadillo's **save DC**.

When the mecharmadillo's tamer reaches 13th level in the tamer class, this action's damage increases to 24 (**7d6**).

## **RESIZE III**

**Prerequisite:** 13th-level tamer, Resize II

**Type:** Passive (companion)

The mecharmadillo's Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice) and the damage dice of its attacks increase to a **d10**.

When the mecharmadillo changes size, it can increase or decrease by up to two size categories at a time, and it can increase up to Large size.

## **EXOSKELETON**

**Prerequisite:** 13th-level tamer

**Type:** Active (action)

While the mecharmadillo is the same size category as its tamer and within **5 feet** of it, the mecharmadillo can use an action to alter its form and wrap itself around the tamer, serving as an exoskeleton suit.

In this form, the mecharmadillo acts as a set of plate armour that its tamer is proficient with. This armour doesn't provide disadvantage on Dexterity (Stealth) checks and has no Strength requirement. The mecharmadillo is still a creature and can take actions on its turn as normal, but can't make Headbutt attacks, change its size, or use its Roll Out action. Its speed is reduced to **0 feet** and it moves with its tamer. A creature can decide whether to target the mecharmadillo or its tamer with attacks and other effects.

While wearing the mecharmadillo as armour, the tamer's Strength score is equal to the mecharmadillo's, it gains the mecharmadillo's Project Shield reaction, affecting itself instead, and its walking speed is increased by **10 feet**. As an action, the mecharmadillo can detach itself from the tamer, moving to an unoccupied space of its choice within **5 feet** of it.

## **LIVING TANK**

**Prerequisite:** 17th-level tamer, Resize III

**Type:** Active (action), Passive (companion)

While the mecharmadillo is Large and isn't wearing armour, its AC is **20**. In addition, if it's not using its Exoskeleton feature, it can use an action to try to scoop up a Medium or smaller creature within **5 feet** of it into a compartment inside it. If the creature is unwilling, it must succeed on a **Strength saving throw** to avoid this. The mecharmadillo can only have one creature inside of it at a time.

While inside the mecharmadillo, a creature has **advantage** on attack rolls against it and total cover from effects originating outside it. As an action, the creature can make a **Strength** check against the mecharmadillo's **save DC**. On a success, it frees itself, exiting into an unoccupied space within **5 feet** of the mecharmadillo. A creature can also exit using **5 feet** of its movement if the mecharmadillo is willing. If the mecharmadillo drops to 0 hit points or is no longer Large or larger, a creature inside it is ejected, landing **prone** in an unoccupied space within **5 feet** of it.



TAMER LEVEL

1

3

5

9

13

17

**AGILITY I**  
 PREREQUISITE: BECOME COMPANION  
*"Fast and furious..."*

**BLOOD READER I**  
 PREREQUISITE: —  
*"A study in scarlet..."*

**EAGLE EYES I**  
 PREREQUISITE: —  
*"But... it's a falcon..."*

**SHARP**  
 PREREQUISITE: —  
*"The edgiest of companions."*

**MULTIATTACK**  
 PREREQUISITE: —  
*"Slice and dice!"*

**AGILITY II**  
 PREREQUISITE: AGILITY I  
*"...Too fast! Too furious!"*

**EAGLE EYES II**  
 PREREQUISITE: EAGLE EYES I  
*"...how does any of this make sense?"*

**REINFORCED PLATING**  
 PREREQUISITE: —  
*"Looking sharp!"*

**BLOOD READER II**  
 PREREQUISITE: BLOOD READER I  
*"...a LOT of scarlet."*

**DIVE BOMB**  
 PREREQUISITE: —  
*"Look out below!"*

**STEEL STORM**  
 PREREQUISITE: —  
*"Blink and you'll miss it."*

## REDWING

"Mein laboratory had ein serious rat problem until I got Reddy here. Now every day, it brinks me several dead rats. Every day. Ze lab has been rat-free for ein month! Vere does it keep findink all zese rats?!"

— Humperdink, Still Has a Rat Problem

**Type:** Monstrosity  
**Creature Component:** Any bloodhound  
**Bonus Tamer Improvement:** Agility I and +2 Hit Dice

When parts from a deadly bloodhound are biomanically grafted onto a hunting falcon, the result is a redwing—a deadly and talented predator gifted with the sharp eyes to detect any prey, the dizzying speed to chase it, and the ferocity to cut it down. Redwings are fond of taking and proudly displaying trophies from their victorious hunts, and the especially successful ones grow a deeper shade of crimson with age, as blood tints their feathers and metal.

If any of the redwing's traits or actions require a saving throw, it is always against the redwing's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the redwing's Dexterity modifier

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the redwing the following improvements using your Monster Trainer feature:

### AGILITY I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

While not wearing armour, the redwing gains a bonus to its AC equal to its Dexterity modifier.

### BLOOD READER I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (tamer)

Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **Constitution saving throw**. On a failed save, the redwing extracts and ingests some of the creature's blood, storing it within the compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

While the redwing has a creature's blood stored within it, its tamer knows 3 of the following pieces of information (tamer's choice when blood is first extracted):

- Whether it has fewer than all, three-quarters, one-half, or one-quarter of its hit points.
- How many spell slots it has left, if any, and their levels.
- Whether it's under the effect of any spells or curses, and what they are.
- What special senses it possesses, their ranges, and the languages it understands.
- Its damage resistances and immunities.
- Its condition immunities.
- Its current emotional state, in the form of a word or a short sentence.

When the redwing's tamer reaches 9th level in the tamer class, they can choose 4 pieces of information to learn instead of 3.

## EAGLE EYES I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion & tamer)

The redwing gains darkvision out to **30 feet** and can't be surprised. While within the range of the redwing's darkvision, its tamer gains the same benefits.

When the redwing's tamer reaches 5th level in the tamer class, the range of the darkvision increases to **60 feet**.

## REDWING

*Tiny monstrosity, unaligned*

**Armour Class** 13 (natural armour)

**Hit Points** 3 (1d4 + 1)

**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

**Skills** Perception +4

**Damage Resistances** poison

**Senses** passive Perception 14

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Hunter's Instincts.** The redwing is easily distracted by small prey animals. Whenever it sees a Tiny beast it hasn't seen before, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions chasing and attacking the beast. The redwing can repeat the saving throw at the end of each of its turns. On a success, it stops being distracted and can't get distracted by the same creature again.

**Keen Sight.** The redwing has **advantage** on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Steel Wing.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

The redwing gains two new action options: Talons and Multiattack. The damage die of the Talons attack increases with the specified die size in the redwing's Sharp improvement.

**Multiattack.** As an action, the redwing makes two attacks: one with its Steel Wing and one with its Talons.

**Talons. Melee Weapon Attack:** Dex modifier + PB to hit, reach 5 ft., one target. **Hit:** 1d4 + Dex modifier slashing damage.

## SHARP

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The damage die of the redwing's Steel Wing attack increases to a **d10** and its Talons (see above) to a **d10**.

## AGILITY II

**Prerequisite:** 9th-level tamer, Agility I

**Type:** Active (bonus action), Passive (companion)

The redwing can take the Dash action as a bonus action. In addition, it doesn't provoke opportunity attacks when it flies out of an enemy's reach.

## EAGLE EYES II

**Prerequisite:** 9th-level tamer, Eagle Eyes I

**Type:** Active (action), Passive (companion)

The redwing's proficiency bonus is doubled for any Perception checks it makes.

In addition, it can cast the *see invisibility* spell without requiring any components. While the redwing is under the effects of this spell, the tamer is also under the effects of the spell while within the range of the redwing's darkvision. After the redwing casts this spell, it can't do so again until its tamer finishes a long rest.

## REINFORCED PLATING

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

The redwing has **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

## BLOOD READER II

**Prerequisite:** 13th-level tamer, Blood Reader I

**Type:** Active (bonus action), Passive (companion ☞ tamer)

While the redwing has a creature's blood stored within it, both it and its tamer have **advantage** on ability checks made to detect or track that creature. In addition, the redwing can use a bonus action to consume the blood it has stored and gain **advantage** on the next attack roll it makes against the creature that blood belonged to before the end of the turn.

## DIVE BOMB

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

If the redwing flies at least **10 feet** straight toward a target and then immediately hits it with a Steel Wing attack, the target takes an extra 3 (**1d6**) slashing damage for each 10 feet the redwing flew, up to a maximum of **3d6**.

When the redwing's tamer reaches 17th level in the tamer class, the damage increases to 4 (**1d8**), and the maximum to **4d8**.

## STEEL STORM

**Prerequisite:** 17th-level tamer

**Type:** Active (action)

As an action, the redwing can unleash its full potential, becoming a lightning-fast killing machine. Until the end of the turn, its speed is doubled, it has **advantage** on all attack rolls, and it can make up to five Steel Wing attacks, as long as each one is made against a different target.

After the redwing uses this action, it can't do so again until its tamer finishes a long rest.

# WAXOLOTL



1

## FIRE SPITTER

PREREQUISITE: BECOME COMPANION

"It has some pretty savage burns..."

3

## BRIGHT I

PREREQUISITE: —

"It's a flashy little guy..."

## REGENERATION I

PREREQUISITE: —

"Wax off?..."

5

## WAX BREATH I

PREREQUISITE: FIRE SPITTER

"... but they can be slow burns..."

## GROWTH

PREREQUISITE: —

"From waxotl to maxotl."

## MULTIATTACK

PREREQUISITE: —

"More fire is always a good thing!... Right?"

9

## BRIGHT II

PREREQUISITE: BRIGHT I

"...It makes for a fantastic night light..."

## SLIPPERY

PREREQUISITE: —

"Unpleasantly slimy."

13

## WAX BREATH II

PREREQUISITE: WAX BREATH I

"...ah well. You're not going anywhere anyway."

## REGENERATION II

PREREQUISITE: REGENERATION I

"...Wax back on."

17

## BRIGHT III

PREREQUISITE: BRIGHT II

"... and is all around a brilliant companion!"

"If you plan on keeping von of zese little buggers, make shure you don't store your flammable tar right next to ze bottles of ethanöl. Ein entire laboratory kan burn down in only five minutes! It's ein gut thing I took precautions..."

— Humperdink, Insurance Recipient

**Type:** Elemental

**Creature Component:** Any wax elemental

**Bonus Tamer Improvement:** Fire Spitter and +2 Hit Dice

Sociable and docile, unlike their primordial counterparts, waxolotls are loyal and excitable creatures. Their favourite pastimes include snoozing next to open fires, taking hot wax baths, and making shadow puppet plays using their innate light sources. Wonderfully supportive companions, they look out for their allies with their regenerative abilities and also ward off foes with protective light, as well as a lot of suppressive fire.

If any of the waxotl's traits or actions require a saving throw, it is always against the waxotl's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the waxotl's Constitution modifier

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the waxolotl the following improvements using your Monster Trainer feature:

### FIRE SPITTER

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

The damage die of the waxolotl's Ember attack increases to a **d6**, and its range increases to **30 feet**.

## WAXOLOTL

*Tiny elemental, unaligned*

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	13 (+1)	14 (+2)	6 (-2)	13 (+1)	10 (+0)

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralysed, petrified, poisoned

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Accidental Arsonist.** The waxolotl tends to be a little careless when excited. While its candles are lit, it may occasionally and unintentionally set small flammable objects on fire.

**Hardened Wax.** Whenever the waxolotl takes cold damage, its speed is halved and it can't take reactions until the start of its next turn.

**Heated Weapons.** Whenever the waxolotl takes fire damage, its attacks deal extra fire damage equal to one roll of its Hit Die until the end of its next turn.

### ACTIONS

**Ember.** *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 10 ft., one target. Hit: 4 (1d4 + 2) fire damage.

**Illumination.** The waxolotl can use its action to light or extinguish the candles on its body. While the candles are lit, the waxolotl sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**. The candles can also be extinguished if doused, by winds of moderate speed, or if the waxolotl drops to 0 hit points.

### BRIGHT I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion), Active (reaction)

The bright light of the waxolotl's Illumination trait increases to a **10-foot radius**, and the dim light to an additional **10 feet**. The candles can't be put out by liquids or wind.

In addition, as a reaction when a creature within the radius of the waxolotl's bright light makes an attack roll, the waxolotl can briefly intensify the brightness of its candles, dazzling the creature and giving it **disadvantage** on its attack roll. Creatures immune to the blinded condition are unaffected by this feature.

### REGENERATION I

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the waxolotl can activate a surge of regenerative energy that courses through its body. For **1 minute**, the waxolotl regains 2 (1d4) hit points at the start of each of its turns.

After the waxolotl uses this bonus action, it can't do so again until its tamer finishes a long rest.

When the waxolotl's tamer reaches 9th level in the tamer class, the hit points regained increase to 3 (1d6).

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The waxolotl's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Ember attack increases to a **d8**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the waxolotl can make two attacks.

## **WAX BREATH I**

**Prerequisite:** 5th-level tamer, Flame Spitter

**Type:** Active (action)

As an action, the waxotl can spit out a deluge of molten wax in a **15-foot cone**. Each creature in the area must succeed on a **Dexterity saving throw** or become **restrained** by the rapidly hardening wax for **1 minute**. A creature restrained by the wax can use its action to make a **Strength** check against the waxotl's **save DC**, freeing itself on a success.

After the waxotl uses this action, it can't do so again until its tamer finishes a short or long rest.

When the waxotl's tamer reaches 9th level in the tamer class, a creature restrained by the wax takes **1d6** fire damage at the start of each of its turns.

## **BRIGHT II**

**Prerequisite:** 9th-level tamer, Bright I

**Type:** Passive (companion ☞ tamer)

The bright light of the waxotl's Illumination trait increases to a **20-foot radius**, and the dim light to an additional **20 feet**. While within the area of the waxotl's bright light, both it and its tamer have **advantage** on saving throws against being frightened.

## **SLIPPERY**

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion), Active (bonus action)

The waxotl can take the Disengage action as a bonus action. In addition, it has **advantage** on ability checks made to avoid or escape being grappled.

## **REGENERATION II**

**Prerequisite:** 13th-level tamer, Regeneration I

**Type:** Active (bonus action)

The hit points regained by the waxotl's Regeneration I increase to 4 (**1d8**). When the waxotl regains hit points with that feature, it can choose to regain only half the amount. If it does so, its tamer regains the same amount of hit points.

When the waxotl's tamer reaches 17th level in the tamer class, the hit points regained increase to 5 (**1d10**).

## **WAX BREATH II**

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

The damage that a creature restrained by the waxotl's Wax Breath takes at the start of each of its turns increases to **2d6**. In addition, the waxotl's breath weapon leaves an even larger mess of hot, sticky wax in its wake. Until the end of the waxotl's next turn, surfaces within the area of the cone are difficult terrain, and a creature that enters it for the first time on its turn or ends its turn there takes **2d6** fire damage.

When the waxotl's tamer reaches 17th level in the tamer class, the damage that a creature restrained by the wax takes at the start of each of its turns and the damage that a creature takes by entering the area of the cone both increase to **3d6**.

## **BRIGHT III**

**Prerequisite:** 17th-level tamer, Bright II

**Type:** Passive (companion), Active (reaction)

The bright light of the waxotl's Illumination trait increases to a **30-foot radius**, and the dim light to an additional **30 feet**. When the waxotl uses its Bright I reaction, the affected creature must succeed on a **Constitution saving throw** or be **blinded** until the end of the waxotl's next turn.



# MAGICAL MEALS

TASTY TREATS FOR  
THE TACTICAL  
TONGUE

# MAGICAL MEALS

What better way to respect a foe's crushed and defeated corpse than to chop it up into little pieces, preserve those pieces in an arcanic solvent, and then cook them up later in a magical meal for you and your friends. You're a veg- vegat- vegita- an elf? Well... I suppose you could slay a few shambling mounds. Just watched out for the putrified corpses they keep inside.

— Heliana, Carnivore

You may have noticed that in the harvesting section of each hunt, a unique edible component is listed. These components can be used to craft magical meals, a new type of magic item introduced in *Heliana's Guide*. For convenience, an abridged version of the cooking rules is included in this chapter. For extra features like quirks (boons and flaws that can modify a food's effect), the full list of edible component effects, and a heaped tablespoon more magical meal recipes, check out *Heliana's Guide*.

## APPLY HEAT, DON'T BURN

A magical meal takes **1 hour** to cook and **10 minutes** to consume and digest. A magical meal must be fully consumed within **1 hour** of being cooked; if it is eaten after this hour, it imparts no magical effects. The effects last **8 hours**, or until dispelled by *dispel magic* or similar magic. A creature that eats a magical meal while already under the effects of another loses the effects of the previous meal at the end of the 10 minutes required to consume the new meal.

### DISPELLING MAGICAL MEALS

For the purposes of the *dispel magic* spell, all of a meal's effects count as one single spell of a level based on the meal's rarity: uncommon, 2nd-level; rare, 4th-level; very rare, 6th-level; legendary, 8th level.

**Portions.** A magical meal is typically large enough to feed one Large creature or up to four Medium or smaller creatures. If you have more than four players at your table, consider allowing a single meal to have enough portions to feed the entire party; it can be more fun that way.

**Checks.** Making a magical meal requires five things:

- A recipe
- Monster components
- *Essence*
- Cook's utensils
- A source of heat

A creature with all these in their possession can spend **1 hour** cooking. At the conclusion of the hour, the creature makes a **Constitution (cook's utensils)** check against the DC of the recipe.

**Recipe.** This chapter provides one recipe for each boss monster. Each recipe has between one and four components, with recipes involving more ingredients having a higher DC.

**Edible Components.** Components marked with a superscript 'E' (<sup>E</sup>) are edible—they all have magical effects if properly prepared. There are 10 types of edible components: *blood, bone, brain, egg, eye, fat, flesh, heart, liver, and spice*. Any unlisted nonmagical ingredients are supplied from a player character's normal rations, and don't require detailing.

**Potency and Essence.** *Essence* is required for every magical meal; it is the factor that decides how powerful the meal's effects will be. As with crafting, *essence* dictates the rarity of the magical meal, from uncommon to legendary.

**Helping Hands.** Too many cooks spoil the broth, but a decent *sous chef* can pay dividends. For this reason, in place of using the Help action to grant advantage (a mechanic avoided in Harvesting and Crafting), one creature can help with the meal if it spends the entire hour helping the cook. If the creature has proficiency with cook's utensils, it adds its proficiency bonus to the result of the Constitution (cook's utensils) check. If it doesn't have this proficiency, it adds half of its proficiency bonus to the result of the check instead.

## BOSS MONSTER RECIPES

Boss monster recipes confer unique effects in addition to the effects of the components that make up the recipes. For example, *bloody hairy* gives you the effect of construct blood (bonus damage against constructs) and the additional effect granted from crafting this specific dish using the boss component a *phial of construct (bloodhound) blood* (the *howl*\* cantrip with a chance to summon a wolf).

For the duration of the magical meal's effects, a creature that consumes and digests the meal gains the following additional effect, with a value shown in the Boss Monster Effect Scaling table based on the meal's rarity:

**Bloody Hairy.** For the duration, you can cast the *howl*\* cantrip at will. When you do so, roll a **d20**; on a roll of 17-20, you summon a wolf for **1 hour**, as per the *conjure animals* spell (no concentration required). The stat block of the wolf depends on rarity. Once a wolf has been summoned by any creature that consumed this magical meal, no more wolves can be summoned in this way for the meal's duration.

\*See page 136

**Candlelight Fondue.** For the duration, you can use an action to cause each source of bright light within a certain radius of you (which increases with rarity) to flash brightly. Each creature within **20 feet** of any of these sources of light that isn't under the effect of this meal must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.

**Rosey Knightscream.** For the duration, you can sense the direction of creatures experiencing strong emotions within a certain radius of you (but not through total cover). This radius increases with rarity. In addition, whenever you take damage of a certain type, you gain **resistance** to that damage type and



BLOODY  
HAIRY



CANDLELIGHT FONDUE

### BOSS MONSTER RECIPES

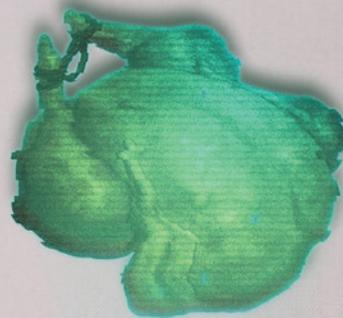
Recipe	DC	Boss Ingredient	Other Ingredients
Bloody Hairy	12	Blood: <i>Phial of construct (bloodhound) blood</i>	—
Candlelight Fondue	16	Fat: <i>Elemental (pontiff) volatile mote of wax</i>	Flesh
Rosey Knightscream	16	Liver: <i>Ooze (amalgamooze) vesicle</i>	Fat
Divine Frankenfurter	20	Flesh: <i>Celestial (devourer) hand</i>	Blood Heart
Holo-roast Supplement	24	Brain: <i>Construct (divine-infused) brain</i>	Bone Eye Spice

**vulnerability** to the opposing damage type. This effect lasts for **1 minute**, until the meal's duration ends, or until you take damage from a different damage type pair. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

**Divine Frankenfurter.** One of your hands grows many extra fingers. As a bonus action, you can wave this hand, casting the *command* spell using a somatic component instead of a verbal one. The save DC and number of times you can use this bonus action within the meal's duration increases with rarity.

**Holo-roast Supplement.** Whenever you see a creature within **60 feet** of you, you instinctively know things about it. The number of things you know increases with rarity.

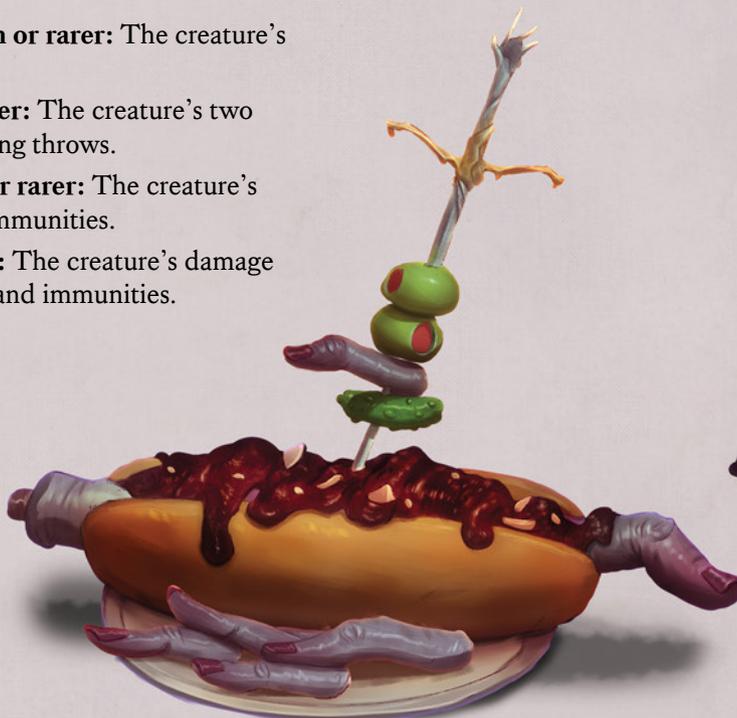
- ♦ **Uncommon or rarer:** The creature's AC.
- ♦ **Rare or rarer:** The creature's two highest saving throws.
- ♦ **Very rare or rarer:** The creature's condition immunities.
- ♦ **Legendary:** The creature's damage resistances and immunities.



HOLO-ROAST SUPPLEMENT



ROSEY KNIGHTSCREAM



DIVINE FRANKENFURTER

### BOSS MONSTER EFFECT SCALING

Rarity	Bloody Hairy	Candlelight Fondue	Rosey Knightscream	Divine Frankenfurter	Holo-roast Supplement
Uncommon	Wolf	15 ft.	15 ft.	DC 13; 1	1
Rare	Dire wolf	30 ft.	30 ft.	DC 15; 2	2
Very rare	Poison wolf*	60 ft.	60 ft.	DC 16; 3	3
Legendary	Blood wolf*	120 ft.	120 ft.	DC 17; 5	4

\*See Appendix C

# APPENDIX A: MAGIC ITEMS

This appendix lists magic items found in this book. The items are organised first by the hunt in which they're found, and then alphabetically.

**Rarity Variants.** This book uses item rarity as a barometer of the item's power; the rarer the item, the more powerful it is. In general, more powerful items should be given to player characters as they reach higher levels. Most of the items in this section come with rarity variants, versions of the item balanced for different rarities.

Rarity variants allow you to present a low-level character with an item around which they can build their roleplay or combat strategies. Then, as the character levels up, you can increase the item's rarity, thereby increasing its power and allowing it to remain a useful item for that character.

## MAGIC ITEMS

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## 1 - THE TWILIGHT HUNTER

### BLOODHOUND'S CARESS

Weapon (claw), uncommon

Component: construct (bloodhound) claw

The Bloodhounds, an enigmatic order of monster hunters, track their quarry by the scent of their spilled blood. The *bloodhound's caress* is designed to draw blood from its victims, ensuring a trail of blood can be followed back to the victim's lair, where any young can be dispatched before they grow to be menaces.

This claw has **4 charges** and regains **1d4** expended charges daily at dawn.

**Arterial Slash.** When you hit a creature with an attack using this weapon, you can expend **1 charge** to attempt to slice a crucial blood vessel, forcing the creature to make a **DC 13 Constitution saving throw**. On a failed save, the creature begins to bleed profusely for **1 minute**. While bleeding, the creature takes **1d6** slashing damage at the end of each of its turns, and any time it regains any hit points, it regains only half as many. A creature without blood automatically succeeds on this saving throw. A creature can end this effect on itself or a willing creature within **5 feet** of it by using its action to make a successful **DC 13 Wisdom (Medicine)** check.

**Rare variant:** Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, and the damage to **1d10**.

**Very rare variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, the **DCs** to **16**, and the damage to **2d6**.



BLOODHOUND'S  
CARESS

MOHAMMED "AGGI" BELLAFOUHI



BLOODHOUND'S  
IMMOBILISER

## BLOODHOUND'S IMMOBILISER

Weapon (any firearm), uncommon

Component: construct (bloodhound) bone, pouch of construct (bloodhound) teeth

The Bloodhounds are not just hack-and-slash monster hunters; they're experts on monster habits, anatomy, and harvesting. This nail gun grants these hunters the ability to immobilise their prey, allowing the horrors to be studied in greater detail. The more experienced the bloodhound, the more decrepit their firearm; whenever a foe of especially great might is felled by the gun, a notch spontaneously forms on its dark metal.

This firearm has **4 charges** and regains **1d4** expended charges daily at dawn.

**Dead Stop.** A special chamber within the firearm is loaded with sharp iron nails rather than normal ammunition. Once on each of your turns when you make an attack against a creature with this weapon, you can expend **1 charge** to fire a nail instead, which magically increases in size to become a 9-inch-long metal spike, dealing an extra **1d6** piercing damage on a hit.

In addition, if the target is a Large or smaller creature that isn't immune to the grappled or restrained conditions, it must succeed on a **DC 13 Strength saving throw** or be pinned against an adjacent surface (GM's discretion). If there's no surface to pin the creature to, it automatically succeeds on this saving throw. While pinned in this way, the creature's speed is **0 feet**. A creature within **5 feet** of the pinned creature (including itself) can use an action to make a **DC 13 Strength (Athletics)** check, removing the spike and freeing the creature on a success.

**Rare variant:** Increase the charges to **6**, the recharge to **1d6**, the extra piercing damage to **2d6**, and the **DCs** to **15**.

**Very rare variant:** Increase the total number of charges to **8**, the recharge to **1d8**, the extra piercing damage to **3d6**, and the **DCs** to **16**.

BLOODHOUND'S WIDEBRIM



## BLOODHOUND'S WIDEBRIM

Wondrous item, uncommon (requires attunement)

Component: construct (bloodhound) pelt

Adorned with the teeth of a bloodhound and the feathers of a falcon, this ragged hat honours some of the most tenacious trackers in the animal kingdom and calls upon their gifts in the service of monster hunters far and wide. Wisps of crimson occasionally form in the eyes of its wearer, only to fade a moment later.

This hat has **3 charges** and regains **all** expended charges daily at dawn.

**Hunter's Spirit.** As an action while wearing this hat, you can expend **1 charge** to summon a spectral red hunter to your side for **1 hour** or until you dismiss it as a bonus action. This hunter takes the form of either a bloodhound or a falcon (your choice), doesn't occupy its space, can't interact physically with creatures or objects, and never leaves your side. As a bonus action, you can make the hunter invisible to all creatures but you, or visible again. Depending on the chosen form, the spectral hunter grants you different benefits.

- ♦ **Bloodhound.** When you make a **Perception** check that relies on smell, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can track a scent whose origin is up to **1 mile** away.
- ♦ **Falcon.** When you make a **Perception** check that relies on sight, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can see clearly up to **3 miles** away, as long as no obstructions are present, and make out small details of objects or creatures at that distance.

**Rare variant:** The item has the Sic 'Em property.

**Sic 'Em.** As a bonus action while the spectral hunter is summoned, you can order it to attack a creature of your choice that you can see within **30 feet** of you. Make a ranged spell attack against the target (+7 to hit). The effects of the attack depend on the form of the spectral hunter, which disappears after the effect ends.

- ◇ **Bloodhound.** On a hit, the attack deals **5d4** force damage, and the target must succeed on a **DC 15 Strength saving throw** or be knocked **prone** and have a speed of **0 feet** until the end of its next turn, as the bloodhound holds it in place.
- ◇ **Falcon.** On a hit, the attack deals **2d4** force damage, and the target must succeed on a **DC 15 Dexterity saving throw** or be **blinded** until the end of its next turn, as the falcon claws at its eyes.

**Very rare variant:** The bloodhound can track a scent up to 10 miles away and the falcon can see up to 30 miles away. The item has the Sic 'Em property; increase the attack modifier to +8, the save **DCs** to **16**, Bloodhound's damage to **10d6**, and the Falcon's damage to **6d6**.



CRANIUM RAT  
COWL

## CRANIUM RAT COWL

*Wondrous item, rare (requires attunement)*

*Component: beast (Small or Tiny) brain*

From the pelt and brain of a cranium rat is crafted this morbidly cute headgear. During 'The Occupation', such cowls were worn as a means of avoiding detection by the hive-minded, telepathic bjorg, a race bent on subjugating all free thought. The Night Hospitaller would ferry escapees across bjorg lines before delivering them to an underground steam-powered locomotive.

**Illumination.** As a bonus action while you wear the cowl, you can cause it to shed bright light in a radius of up to **20 feet** and dim light for an additional number of feet equal to the chosen radius, or extinguish the light.

**Psionics.** While you wear this cowl, you can cast the following spells (**save DC 15**): *command*, *comprehend languages*, and *detect thoughts*. After you cast a spell in this way, roll a **d8**. If you roll equal to or lower than the spell's level, this property can't be used again until the next dawn.

---

**Uncommon variant:** Reduce the die of the Psionics property to a **d4**. Remove the *detect thoughts* spell from the list.

**Very rare variant:** Increase the **DC** to **16**. Add *confusion* and *dominate person* to the spells that can be cast with the Psionics property. The item has the Telepathic Shroud property.

**Telepathic Shroud.** While wearing the cowl, you are **immune** to any effect that would sense your emotions, read your thoughts, determine whether you are lying, or know your alignment.

**Legendary variant:** Increase the **DC** to **18** and the die of the Psionics property to a **d10**. Add *confusion*, *dominate person*, and *dominate monster* to the spells that can be cast with the Psionics property. While wearing the cowl, you have **advantage** on saving throws against divination spells. The item has the Telepathic Shroud property.

## 2 - FLAMES OF THE FAITHFUL

### ARCANOWAX

*Wondrous item, rare*

*Component: celestial, fey, fiend, and undead fat*

It's always reassuring to enter hostile territory with an *arcanowax* candle lit and actively preventing assault by extraplanar entities. However, due to the crippling expensive reagents required to make such a candle—namely oils from celestials, fey, fiends, and undead—the Bureau keeps these under tight wraps. Evidence of a tangible threat from extraplanar interference must be presented to the Bureau Director before such a requisition is approved, leading to a thriving trade in *arcanowax* knockoffs on the grey market.

When found, an *arcanowax* candle has  $2d4 + 1$  charges.

**Arcanowax Circle.** As an action, you can light the candle, expending **1 charge** and causing it to shed bright light in a **10-foot-radius, 20-foot-tall cylinder** for **1 minute**. The area of the light replicates the effects of the *magic circle* spell, except it can't affect elementals. If the candle is moved in such a way that would result in one of those creatures entering the area of the light, the candle is snuffed out.

A creature can use its action to snuff out a candle within its reach that isn't being held by another creature. If the candle is held by another creature, the creature trying to snuff out the candle must succeed on its choice of a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check contested by the holding creature's choice of **Strength (Athlet-**

**ics)** or **Dexterity (Acrobatics)**. The candle's effects end immediately when the candle is snuffed out.

**Uncommon variant:** The candle is made of a cheap, fast-burning wax and the fat of only one creature type. Reduce the charges to  $1d4 + 1$ . When lit, the candle affects only the creature type whose fat was used to craft it. If the candle is found, the GM chooses a single creature type it works against or rolls a **d4** and consults the table below to randomly determine it.

d4	Creature
1	Celestial
2	Fey
3	Fiend
4	Undead

### BLOODWAX

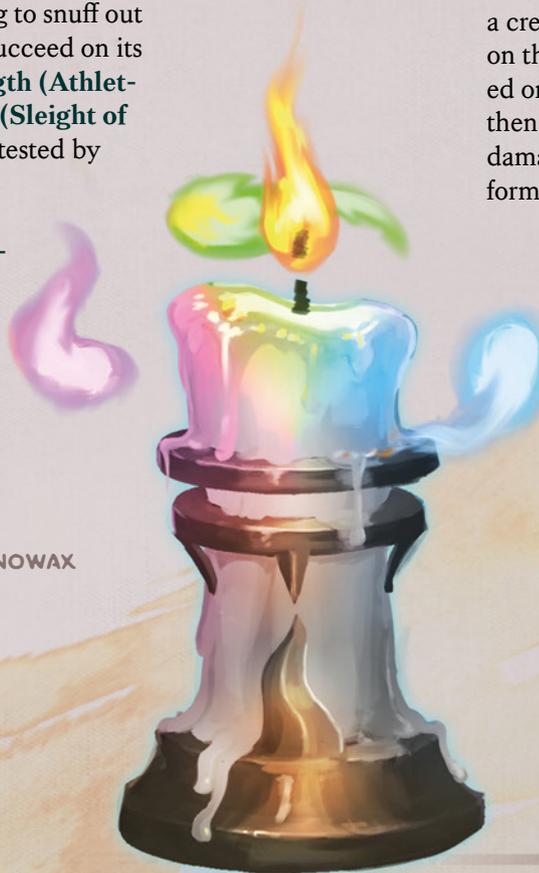
*Wondrous item, uncommon*

*Component: fiend fat*

Even unlit, this candle emits an overpowering scent of sulphur and rust, which only grows more intense as the crimson wax melts under a steady flame. Its magical properties far outweigh its foul odour, however, and even the steep price one must pay in blood to use it.

**Blood Trail.** As an action, you can add one drop of a creature's blood to the candle, causing it to imprint on that creature. Once a *bloodwax* candle has imprinted on a creature, it can't imprint on another. You can then light the candle as an action, taking  $2d8$  necrotic damage as your blood is drawn from your body to form a ghastly red trail in the air, leading directly to

ARCANOWAX



BLOODWAX





CANDLEBRAND  
RING

the creature the candle has imprinted on. For every **10 minutes** that the candle remains lit, it deals another **2d8** necrotic damage to the creature who lit it. This damage can't be reduced or prevented in any way.

Once the candle has burnt for **1 hour** in total, its wax is depleted and can't be used again. Each time the candle is lit and extinguished, a minimum of 10 minutes' worth of wax is consumed.

The trail is undisturbed by wind of any strength and can't pass through solid objects, but will navigate through holes as small as 1 inch in diameter. If all paths to the creature are blocked by solid objects, the trail ends as close to the creature as possible. The candle can't distinguish between identical twins or clones, and will instead create a trail to each. If the creature is on another plane, the pall of red smoke listlessly hangs in the air.

**Rare variant:** While the candle is burning, you also gain the following information about the creature it's imprinted on:

- Its current emotional state, in the form of a word or short sentence.
- Whether it has fewer than all, three-quarters, one-half, or one-quarter of its hit points.
- How many spell slots it has left, if any.
- Whether it's under the effect of a spell, and which one.

## CANDLEBRAND RING

Ring, rare

Component: elemental (pontiff) molten eye, elemental (pontiff) volatile mote of wax

With a word, this two-finger signet ring becomes incandescent with the heat of the waxen god's ire. Its brand can bless a creature or, if the brand is twisted and distorted in the process of being applied, curse the creature.

This ring has **3 charges** and regains **1d3** expended charges daily at dawn. As a bonus action while wearing the ring, you can speak the ring's command word, causing the waxen god's emblem to become searing hot until you remove it, or until you use a bonus action to repeat its command word and deactivate it.

**Brand of Protection.** While the ring is heated, you can use a bonus action to touch it to a willing creature within your reach and expend **1 charge**. The target takes **1d4** fire damage and gains the benefits of the *shield of faith* spell for **10 minutes** (no concentration required).

**Brand of Castigation.** While the ring is heated, you can use an action to make a melee spell attack (+7 to hit) against a creature within **5 feet** of you and expend **1 charge**. On a hit, the creature takes **2d4** fire damage and is cursed for **1 minute**. While cursed in this way, its AC is reduced by 2. The creature can make a **DC 15 Charisma saving throw** at the end of each of its turns, ending the curse on a success.

**Uncommon variant:** Reduce the **DC** to **13** and the attack modifier to **+5**. You must concentrate on the effects of the brands, as if on a spell.

**Very rare variant:** Increase the charges to **5**, the recharge to **1d4 + 1**, the **DC** to **16**, and the attack modifier to **+8**.

## CANDLELIGHT MITRE

*Wondrous item, rare (requires attunement)*

*Component: elemental (pontiff) candleplume*

Fanatical to the extreme, the ruthless Priests of Candlelight display the uncaring visage of their waxen god on this intricate ceremonial hat. Their Creed Sanitari dictates that such acolytes must sear their flesh daily to remain pure and worthy of their deity's attention.

This hat has **4 charges** and regains **1d4** expended charges daily at dawn.

**Cleanse the Sins.** While wearing the hat, you can use a bonus action to expend **1 charge** and light a searing flame at the top of it. For **1 minute** or until you use a bonus action to put it out, this flame casts bright light in a **15-foot radius** and dim light for an additional **15 feet**. At the end of each of your turns while this effect is active, each creature in the flame's bright light (including you) must succeed on a **DC 15 Constitution saving throw** or take **3d6** fire damage.

**Burn the Lies.** While wearing the hat, you can use an action to expend **1 charge** and cause two orbs of flame to form in the mitre's eyes, taking **2d6** fire damage in the process. This effect lasts for **1 minute** or until you use a bonus action to end it. While the mask's eyes are ablaze, you have **advantage** on Intimidation and Insight checks, and you can see invisible creatures and objects and automatically pierce through visual illusions.

**Uncommon variant:** Reduce the **DC** to **13** and the damage to **2d6**. The Burn the Lies property requires **2 charges** to use.

**Very rare variant:** Increase the **DC** to **16**, the charges to **6**, and the recharge to **1d6**.



CANDLELIGHT  
MITRE



## WAXEN SCEPTRE

Rod, staff, or wand, rare (requires attunement)

Component: elemental (pontiff) core of wax

Sinister yet holy, the waxen god blesses those who endure their molten ministrations, restoring their fortitude, protecting their skin, and purifying their words. When lit, the candle smoke of this sceptre carries the subtle, sweet scent of charred flesh while its tendrils form the screaming visages of those it has blessed.

This item has **4 charges** and regains **1d4** expended charges daily at dawn.

**Wax On.** As an action while holding this item, you can expend **1 charge** to drop some wax from one of its candles on a willing creature within **5 feet** of you. The effects of this wax depend on the colour of the candle you choose.

- ♦ **White.** The wax of this cleansing candle seeps into the skin to purify the body. The creature gains the benefits of the *lesser restoration* spell.
- ♦ **Orange.** The wax of this warding candle expands to form a protective layer over the creature. The creature gains the benefits of the *barkskin* spell for **10 minutes** (no concentration required).
- ♦ **Red.** The wax of this overbearing candle forms a barrier over the creature's mouth, preventing it from telling any lies but letting the truth pass. The creature is under the effects of the *zone of truth* spell for **10 minutes**.

---

**Uncommon variant:** The item has no charges. Instead, after the wax from a candle has been used, that candle can't be used again until the next dawn. Dropping wax on a creature deals **1d10** fire damage to it in addition to its other effects.

**Very rare variant:** Increase the charges to **6** and the recharge to **1d4 + 2**. The item has the Living Candle property.

**Living Candle.** As an action while holding this item, you can expend **2 charges** to cast the *living candle*\* spell (save DC 16).

\*See Appendix A

WAXEN SCEPTRE

# 3 - BONES N' ROSES

## AMALGAMASK

Wondrous item, rare (requires attunement)  
Component: ooze (amalgamooze) vesicle

In order to remain as impartial bastions of righteousness, the Knights Penitent are forbidden from emotional outbursts or impassioned self-expression. Those most committed to this form of self-sacrifice wear this many-faced mask, which they shift to convey the appropriate emotion and prevent their true thoughts from ever being known.

**Fickle Faces.** While wearing this mask, you have **advantage** on ability checks using a certain skill, depending on which face is at the front. When you first attune to the mask, and each day at dawn while you remain attuned to it, you can select the mask's expression. You can use a bonus action to shift a different expression to the front, but spiked chains drag across your skin when you do so, and you take **2d6** slashing damage.

Expression	Ability Check
Joyous Laughter	Performance
Raging Scream	Intimidation
Sinister Smile	Deception
Focused Frown	Insight
Pitiful Sob	Persuasion

**Uncommon variant:** Once the Fickle Faces property has been used to gain advantage on an ability check, you can't use it to gain advantage on that kind of check again until you shift the expression. Reduce the damage from shifting the expression to **1d6**.

**Very rare variant:** The mask has the Blood of the Guilty property.

**Blood of the Guilty.** As an action while wearing this mask, you can cause blood to pour from the eyes, noses, and mouths of each face. Each creature of your choice within **15 feet** of you that can see you must make a **DC 16 Wisdom saving throw**. On a failed save, a creature takes **2d8** psychic damage and begins to bleed from its eyes as well, becoming **blinded** for **1 minute**. On a successful save, a creature takes half as much damage and isn't blinded. A creature without blood automatically succeeds on this saving throw. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the mask has been used, it can't be used again until the next dawn.



AMALGAMASK



HEARTBEATER



LIBERATOR

## HEARTBEATER

Weapon (flail), rare (requires attunement)

Component: ooze (amalgamooze) heart

Carrying a *heartbeater* is an honour bestowed upon the most devoted of the Knights Penitent. It symbolises their eternal punishment, which is both an agonising cage and a source of great power. Only those willing to suffer for their convictions and sacrifice their own humanity can unlock the true power of this macabre weapon.

This flail has **3 charges** and regains **1d3** expended charges daily at dawn.

**Rip Cage.** While holding the flail, you can use an action to magically rip your own heart from your chest and transfer it to the cage in the weapon without killing yourself, taking **2d6** necrotic damage in the process. This damage can't be reduced or prevented in any way. While your heart is in the cage, your creature type is undead, and the flail deals an extra **1d6** necrotic damage on a hit. Your heart remains in the cage until you use a bonus action to take it back into yourself, or until you finish a short or long rest.

**Hollow Beat.** While your heart is in the cage, you can cast the *chill touch* cantrip at will (+7 to hit). When cast in this way, the spell creates a ghostly heart with writhing blood vessels instead of a skeletal hand. In addition, when you hit a creature with an attack using the flail, you can expend **1 charge** to immediately cast the *chill touch* cantrip targeting that creature (+7 to hit, no action required).

**Uncommon variant:** The flail doesn't have any charges or the Hollow Beat property. Reduce the extra damage dealt by the flail to **1d4** and the damage to yourself to **2d4**.

**Very rare variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, the extra damage dealt by the flail to **1d8**, and the damage to yourself to **2d8**.

## LIBERATOR

Weapon (any sword), uncommon

Component: pouch of celestial feathers

It is said that, in times of great oppression, divine messengers seek out those willing to rise up against their tormentors. These would-be heroes are presented with a gleaming blade, sharp enough to cut through the chains that bind them and light enough to let their spirits soar. *Liberators* have helped many revolutionaries and freedom seekers leave their mark throughout history.

**Chainbreaker Strike.** You have **advantage** on attack rolls made with this sword against creatures grappling an unwilling target. The first time each turn you hit such a creature, you deal an extra **2d6** radiant damage to it, and the grappled creature can use its reaction to automatically escape from the grapple.

**Rare variant:** Increase the damage to **4d6**. The sword has the **To the Rescue!** property.

**To the Rescue!** Once on each of your turns, you can move up to half your speed toward a hostile creature grappling an unwilling target, without expending any movement.

**Very rare variant:** Increase the damage to **6d6**. The sword has the **To the Rescue!** property. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

## MAIDEN'S TOWER

*Armour (shield), rare (requires attunement)*  
*Component: ooze (amalgamooze) bone*

The Order of the Knights Penitent believes that only constant punishment can keep sinful impulses at bay and lead to a life of righteousness. Perched atop this shield's spiked exterior is a serene, silver face. When the shield encases a creature, bloody tears pour from its empty eyes, and its cold metallic lips occasionally twitch into a smile when it causes a victim especially great agony.

**Share the Pain.** When a creature hits you with a melee attack while you're holding the shield, its spikes extend to pierce that creature in return, dealing **1d8** piercing damage to it. Once this happens, it can't happen again until the end of your next turn.

**Locked In.** While holding the shield, you can use an action to force a creature within **5 feet** of you to make a **DC 15 Charisma saving throw**. On a failure, the shield opens like an iron maiden and swallows the target, which is transported to a torturous demiplane, as per the *banishment* spell, for **1 minute** or until your concentration ends (as if concentrating on a spell). Once this property of the shield is used, it can't be used again until the next dawn.

**Uncommon variant:** The shield doesn't have the **Locked In** property.

**Very rare variant:** Increase the **DC** to **16**. The **Locked In** property can be used twice, regaining all expended uses daily at dawn.



MAIDEN'S TOWER

## 4 - THRONE OF THE DEVOURER

### CLUTCHING CROWN

*Wondrous item, very rare (requires attunement)*

*Component: celestial (devourer) bone*

Deeply uncomfortable by design, this crown torments its wearer with the constant drumming of skeletal fingers on metal, which echoes in the ears in an unnatural fashion. Occasionally, the sharp thumbs of its osseous claws cut the wearer's skin in a sadistic caress that absorbs the droplets of blood they draw.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. The veil on the crown gives other creatures **disadvantage** on Wisdom (Insight) checks made against you, without hindering your vision.

**Touch of the Grave.** While wearing this crown, you can cast the *chill touch* cantrip (2d8 damage, **save**

**DC 16**) at will. When you cast this cantrip, you can expend up to **4 charges** to empower it in one of the following ways:

- ♦ **Many Hands.** For each charge expended, you can target one additional creature with the cantrip.
- ♦ **Grasping Hands.** For each charge expended, a target that fails its saving throw takes an extra **2d8** necrotic damage and, if you expended at least 2 charges, the target is also **restrained** until the end of its next turn; if you expended at least 4 charges, the target is also **paralysed** until the end of its next turn.

---

**Rare variant:** Reduce the **DC** to **15**. You can only expend up to 2 charges at a time.

**Legendary variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, and the **DC** to **17**.

CLUTCHING  
CROWN



## GRASPING MANTLE

*Wondrous item, very rare (requires attunement)*

*Component: celestial (devourer) skin*

The soft rustling of fingers on fur is an ever-present distraction for the wearer of this cloak, as the many hands on the mantle move with a will of their own, grasping at its red velvet and caressing all they can reach in disturbing and uncomfortable ways.

This item has **6 charges** and regains **1d6** expended charges daily at dawn.

**Helping Hands.** While wearing this cloak, you can cast the *mage hand* cantrip at will, or expend **2 charges** to cast the *arcane hand* spell (**save DC 16**). When either spell is cast in this way, the hand it produces is always somehow wrong: it might lack fingernails, have extra fingers, or have its thumb on the opposite side. In addition, when you cast the *arcane hand* spell using the cloak, it deals necrotic damage instead of force damage, you take **1d6** necrotic damage immediately

before you begin concentrating on the spell, and the spell has the following additional option that you can use as a bonus action.

**Sapping Finger.** The hand touches a creature within **5 feet** of it with one finger, attempting to drain it of energy. The target must succeed on a **Constitution saving throw** or fall **prone** and have its speed reduced to **0 feet** until the end of its next turn.

**Rare variant:** Reduce the charges to **4**, the recharge to **1d4**, and the **DC** to **15**. Increase the damage you take when you cast the *arcane hand* spell to **1d8**. Remove the Sapping Finger option from the Helping Hands property.

**Legendary variant:** Increase the charges to **8**, the recharge to **1d8**, and the **DC** to **17**. Reduce the damage you take when you cast the *arcane hand* spell to **1d4**.



GRASPING  
MANTLE



HAND OF  
THE KING

## HAND OF THE KING

*Weapon (any sword), very rare (requires attunement by a spellcaster)*

*Component: celestial (devourer) brain*

When fresh blood is spilled on the pristine blade of this sword, its true, corroded appearance is unveiled, a reminder that a glamorous appearance doesn't guarantee noble intentions.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

**Decaying Smite.** When you hit a creature with an attack using this sword, you can expend **1 charge** and one spell slot to deal necrotic damage to the target, in addition to the attack's damage. The extra damage is **3d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **7d8**. The damage increases by **1d8** if the target is a celestial, to a maximum of **8d8**.

**Eldritch Empowerment.** You can hold this sword by the blade to use it as a spellcasting focus, taking **1d8** slashing damage when you do so, casting the spell out of the pointing finger on the hilt. When you do so, you can expend **1 charge** to cause the spell to be cast at one level higher (up to a maximum of 5th level).

**Rare variant:** Reduce the charges to **4**, the recharge to **1d4**, the damage dice of the Decaying Smite property to **d6s**, and the Eldritch Empowerment property's spell level maximum to 4th level.

**Legendary variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, and the Eldritch Empowerment property's spell level maximum to 6th level.

# 5 - FORGE OF THE DIVINE MACHINE

## BARRIER BRACER

*Wondrous item, uncommon (requires attunement)*  
*Component: construct (divine-infused) plating*

Tired of seeing spellcasters effortlessly deflect attacks while you have to lug a heavy slab of metal everywhere you go? Branton Quark sees you, and he's come up with the solution: the forcefield produced by the *barrier bracer* replicates the *shield* spell almost exactly, while letting you decide how much power to put into each activation! *Shield*: it's not just for wizards anymore!

This item has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

**Hexpansive Defence.** While wearing this bracer, when you or a creature you can see within **5 feet** of you are hit by an attack, you can use your reaction to expend up to **5 charges**, causing its shield to grow progressively larger with each one. The target of the attack gains a **+1 bonus** to AC against the triggering attack for each charge spent.



BARRIER  
BRACER

**Hextech Recharge.** As an action, you can slot a gemstone worth **50 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

**Rare variant:** Increase the charges to **12** and the recharge to **1d8 + 4**. The bracer has the Repulsive Field property.

**Repulsive Field.** When the bonus to AC from the Hexpansive Defence property causes an attack to miss, if the attacker is within **5 feet** of its target, it must succeed on a **DC 15 Strength saving throw** or be pushed back **10 feet** and knocked **prone**.

## CASTER BLASTER

*Weapon (any firearm), uncommon*  
*Component: construct (divine-infused) arcanothermic core*

Are you jealous of magic? Do you wish you too could shoot bolts of arcane energy at your enemies? Wish no more! Built to replicate the feeling of some of the most popular cantrips, the *caster blaster* condenses all of the offensive capacity of a junior mage into one sleek, convenient package. The *caster blaster*: making magical firepower available to those able to pay for it.

This weapon has **30 charges** and regains **all** expended charges daily at dawn. The firearm doesn't have the ammunition or reload properties. Instead, it shoots rays of magical energy, dealing force damage instead of its normal damage type, and you must expend **1 charge** each time you make an attack with it.

**Hex-Rays.** A few of the crystals in this weapon have been infused with elemental magic. When you make an attack with this weapon, you can choose to empower it with one of the following options. Once an option has been used, it can't be used again until the next dawn.

- ♦ **Cold.** The attack deals an extra **2d6** cold damage and the target's speed is halved until the start of your next turn.
- ♦ **Fire.** The attack deals an extra **3d6** fire damage.
- ♦ **Lightning.** The attack deals an extra **2d6** lightning damage and it's made with **advantage** if the target is wearing armour made of metal.
- ♦ **Poison.** The attack deals an extra **1d6** poison damage and the target is **poisoned** until the start of your next turn.



CASTER BLASTER

**Hextech Recharge.** As an action, you can slot a gemstone worth **50 gp** or more into the firearm, which immediately destroys the gemstone and regains **10 charges**. Once this property of the weapon has been used, it can't be used again until the next dawn.

**Rare variant:** Increase the charges to **35**. Each option from the Hex-Rays property can be used twice, regaining all expended uses daily at dawn.

**Very rare variant:** Increase the charges to **40**. Each option from the Hex-Rays property can be used three times, regaining all expended uses daily at dawn. You can choose to empower an attack with up to two of the available options simultaneously.

## HEX RUNNERS

*Wondrous item, uncommon (requires attunement)*

*Component: construct (divine-infused) gears*

Fast. Sleek. Powerful. Cast off your feeble flesh legs for Branton Quark's brand new *hex runners*<sup>™</sup>, and get a 'leg up' on your competition today! (Self-mutilation is not necessary to enjoy this product. Branton Quark is not responsible for any accidents or injuries that may occur as a result of this advertisement.)

This item can function as a pair of prosthetic legs or can encase already existing legs. Either way, it can't be removed against your will while you remain attuned to it. While wearing the legs, your walking speed is increased by **5 feet**.

**Kick into Overdrive.** As a bonus action while wearing this item, you can force the arcane crystals to pump even more energy into them. You take **1d4** fire damage as they overheat, and your walking speed increases by **15 feet** until the start of your next turn.

**Rare variant:** This item has **4 charges** and regains **all** expended charges daily at dawn. The legs have the Pulse Kick and Hextech Recharge properties.

**Pulse Kick.** When you make an unarmed strike using your legs, you can expend **1 charge** (no action

HEX RUNNERS



required) to eject a pulse of energy from the crystals and propel your leg, adding more speed and power to your attack. On a hit, the attack deals an extra **1d8** bludgeoning damage and, if the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

**Hextech Recharge.** As an action, you can slot a gemstone worth **50 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

**Very rare variant:** The item has **4 charges** and regains **all** expended charges daily at dawn. The legs have the Pulse Kick and Hextech Recharge properties. Increase the **DC** of Pulse Kick to **16** and the speed increase of Kick into Overdrive to **20 feet**.

## RAILBOW

*Weapon (any bow), rare (requires attunement)*  
*Component: construct (divine-infused) arcanothermic core*

In defiance of all logic, projectiles fired from this bow actually *accelerate* as they fly. Their movement in flight is somehow able to generate a net gain of electrical power, and many a physicist has tearfully resigned when faced with this affront to the law of conservation of energy.

This bow has **3 charges** and regains **all** expended charges daily at dawn.

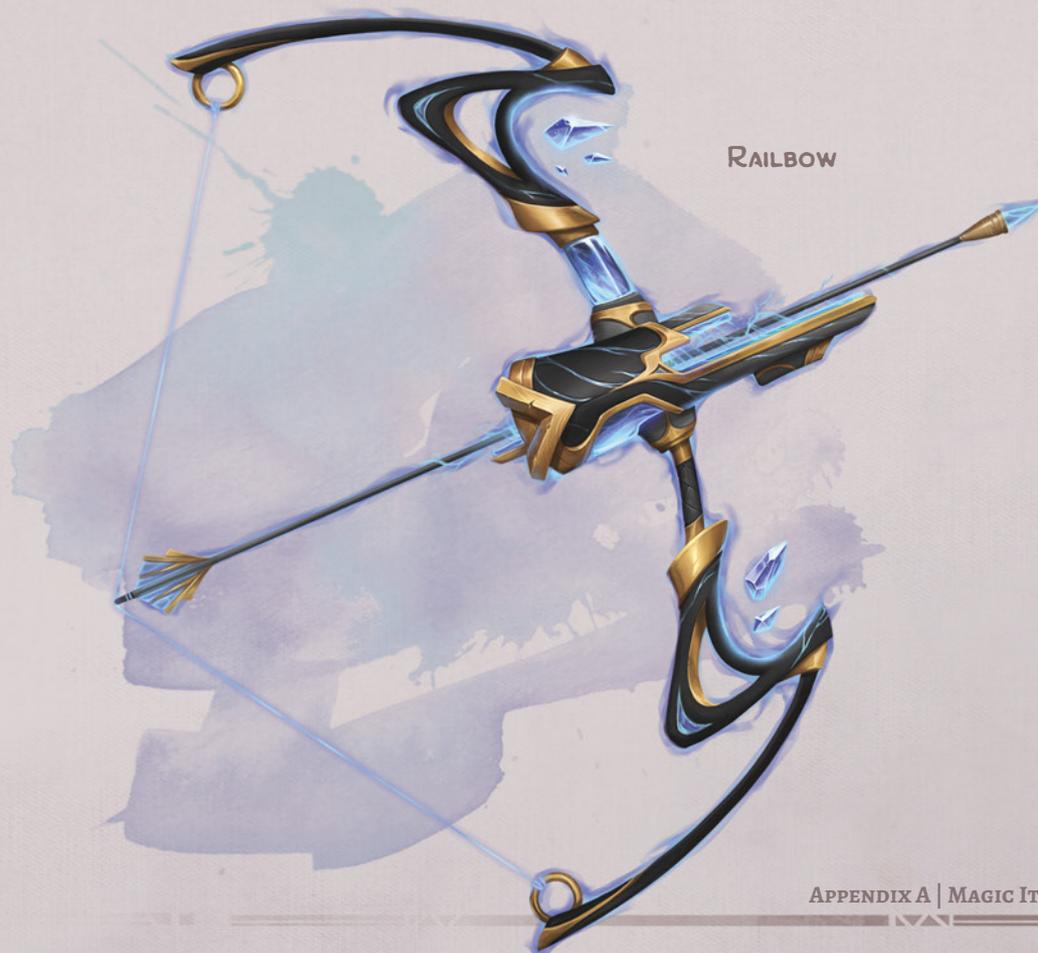
**Hexxeleration.** Attacks made with this bow deal an extra **1d6** lightning damage if the target is more than **30 feet** away from you. In addition, attacking at long range doesn't impose disadvantage on your attack rolls made with this bow.

**Cover Blower.** As a bonus action while holding the bow, you can expend **1 charge** to supercharge it, in preparation for a devastating shot. The next attack roll you make with the bow before the end of your turn can target a creature through total cover and ignores the effects of the *shield* spell and nonmagical cover thinner than 1 foot, piercing through it to hit the target on the other side. In addition, if the target is more than **30 feet** away from you, the attack deals an extra **4d6** lightning damage instead of 1d6.

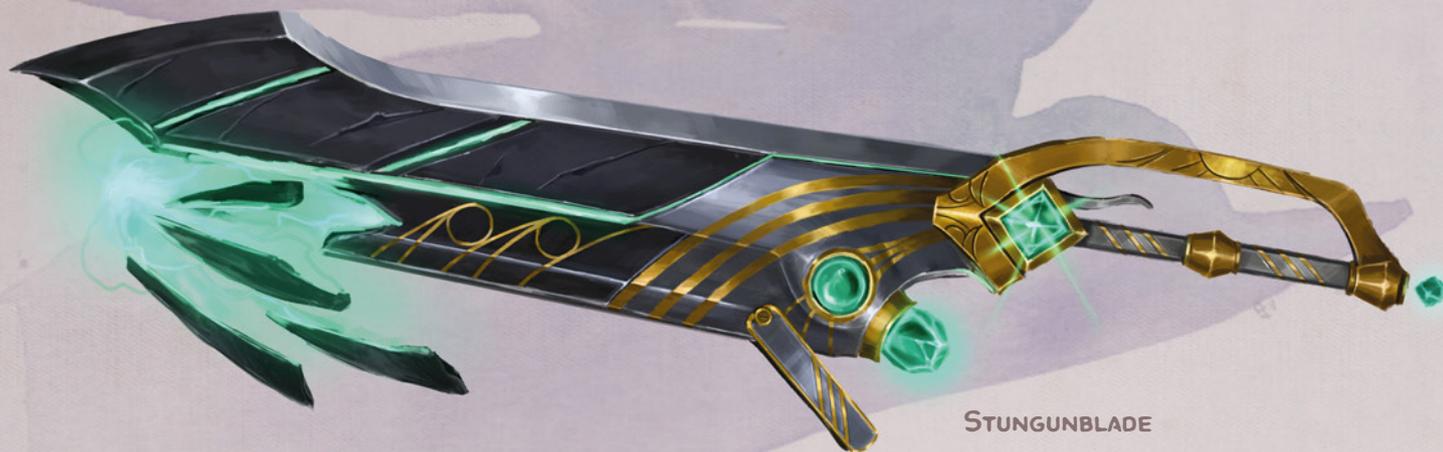
**Hextech Recharge.** As an action, you can slot a gemstone worth **50 gp** or more into the bow, which immediately destroys the gemstone and regains **1 charge**. Once this property of the bow has been used, it can't be used again until the next dawn.

**Uncommon variant:** Reduce the extra damage of Hexxeleration to **1d4**. Remove the Cover Blower and Hextech Recharge properties.

**Very rare variant:** Increase the extra damage of Hexxeleration to **1d8** and of Cover Blower to **4d8**.



RAILBOW



STUNGUNBLADE

## STUNGUNBLADE

Weapon (any sword), uncommon (requires attunement)  
Component: construct (divine-infused) arcanothermic core

You've heard of magical firearms built seamlessly into sharp swords. You've heard of guns created to incapacitate rather than kill. But the combination of those could only ever come from the brilliant mind of Branton Quark, to whom the word "can't" is a challenge, and the word "shouldn't", tantamount to blasphemy.

This weapon has **2 charges** and regains **all** expended charges daily at dawn.

**Concussive Blast.** As an action while holding this sword, you can expend **1 charge** to fire a blast of concussive energy at a point you can see within **30 feet** of you. Each creature in a **20-foot-radius sphere** centred on that point must succeed on a **DC 13 Strength saving throw** or be pushed up to **10 feet** away from the point and knocked **prone**. A creature that fails the saving throw by 5 or more is also **stunned** until the end of its next turn.

**Hextech Recharge.** As an action, you can slot a gemstone worth **100 gp** or more into the sword, which immediately destroys the gemstone and regains **1 charge**. Once this property of the sword has been used, it can't be used again until the next dawn.

---

**Rare variant:** Increase the charges to **4** and the **DC** to **15**.

**Very rare variant:** Increase the charges to **6** and the **DC** to **16**. The item has the Point Blank Blast property.

**Point Blank Blast.** As a reaction when a creature moves within 5 feet of you, you can expend **1 charge** to fire a concentrated blast from this weapon at it. The creature must succeed on a **DC 16 Strength saving throw** or be pushed up to **30 feet** directly away from you and knocked **prone**. If the creature fails the saving throw by 5 or more, it's also **stunned** until the end of its next turn.

## TABLETURNER

*Wondrous item, very rare (requires attunement by a bard)*

*Component: construct (divine-infused) instructions*

Sometimes, even a star needs a little help to shine bright. Flip the world of music on its head with Quark Industries' brand new *tableturner*<sup>™</sup>, and discover the 'hex factor' that's been inside of you all along. With the *tableturner*<sup>™</sup>, you'll never need another instrument again.

This item has **4 charges** and regains **all** expended charges daily at dawn.

**Bard's Best Friend.** This item is a musical instrument that you can play by tapping and rubbing its crystals. It can mimic the sounds of three different instruments, randomly determined upon the item's creation, or produce its own limpid, melodious tone. As a bonus action, you can command the instrument to follow you or go inert. While following you, it stays within your reach at all times, hovering a few feet above the ground. You are considered proficient with this instrument while attuned to it.

**Remix.** When a creature you can see within **30 feet** of you casts a spell or makes a weapon attack, you can use your reaction to subtly influence it with your music, expending **1 charge** for each level of the spell being cast (minimum of 1), or **1 charge** for a weapon attack. If the creature can hear you, it must make a **DC 16 Wisdom saving throw**. On a failed save, you pick new targets or a new point of origin for the attack or spell.

**Hextech Recharge.** As an action, you can slot a gemstone worth **250 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

**Common variant:** The item has no charges and doesn't require attunement. Remove the Remix and Hextech Recharge properties. You are considered proficient with this instrument if you are a bard.

**Rare variant:** Reduce the charges to 3 and the **DC** to 15.



TABLETURNER

# APPENDIX B: SPELLS

This appendix lists the new spells that can be found throughout the items and creatures of this book, as well as the classes that have access to those spells. Spells are arranged alphabetically in the Spells List table, accompanied by their level, school, and availability on class spell list.

## BIOMANCY

Biomancy is a new school of magic introduced in this book. Biomantic spells revolve around living matter and its manipulation. They can transform skin, repair wounds, spread disease, and even stimulate cellular metabolism.

**Optional Rule: No Biomancy.** If you'd rather not use the school of biomancy in your world, you can elect to use the alternative school of magic supplied with each biomancy spell in this book. In the following spell lists the superscript letter after the name indicates the alternate school that can be used if you do not wish to include this school in your world (C, conjuration; D, divination; T, transmutation).

## SPELLS LIST

Spell	Level	School	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Tamer	Warlock	Wizard	Page
Acid Rain	3rd	Conjuration			x			x		x	x	134
Blinding Radiance	4th	Evocation		x		x		x		x		135
Blood Curse	5th	Biomancy <sup>D</sup>		x			x	x		x	x	135
Can'trip	Cantrip	Abjuration	x					x		x	x	135
Detect Heartbeat	2nd	Divination	x	x	x		x	x	x		x	135
Exsanguinate	3rd	Biomancy <sup>C</sup>			x		x	x		x		136
Gravity Repulsion	4th	Evocation						x		x	x	136
Gravity Smash	5th	Evocation						x		x	x	136
Howl	Cantrip	Transmutation			x							136
Living Candle	4th	Conjuration						x		x	x	136
Magnetite Shard	3rd	Evocation			x			x		x	x	137
Magnetobolt	Cantrip	Evocation			x			x		x	x	137
Reactive Mutation	3rd	Biomancy <sup>T</sup>			x			x	x	x	x	137
Shackle	1st	Conjuration	x	x		x		x		x	x	137
True Reactive Mutation	7th	Biomancy <sup>T</sup>			x					x	x	138
Truthflame	3rd	Abjuration	x	x		x						138
Wax Tomb	1st	Conjuration	x					x		x	x	138

## ACID RAIN

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius, 60-foot-tall cylinder)

**Components:** V, S, M (a drop of acid)

**Duration:** Concentration, up to 1 minute

**Class:** Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall cylinder**, centred on a point within range. When the rain begins, each creature in the area must make a **Dexterity saving throw**, taking **4d6** acid damage on failure or half as much damage on a success. For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by **1d6** for each slot level above 3rd.

## BLINDING RADIANCE

4th-level evocation

**Casting Time:** 1 action  
**Range:** Self (10-foot-radius sphere)  
**Components:** V, S, M (a strip of magnesium)  
**Duration:** Concentration, up to 1 minute  
**Class:** Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form and dazzles those around you. For the duration, you emit bright light in a **50-foot radius** and dim light for an additional **50 feet**. Each creature that moves within **10 feet** of you for the first time on its turn or that starts its turn there must make a **Constitution saving throw**. On a failure, a creature takes **3d10** radiant damage and is **blinded** until the start of its next turn. On a success, a creature takes half as much damage and isn't blinded.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

## BLOOD CURSE

5th-level biomancy\* (\*can be replaced by divination)

**Casting Time:** 1 minute  
**Range:** Touch  
**Components:** V, M (a drop of the target creature's blood, which the spell consumes)  
**Duration:** Concentration, up to 8 hours  
**Classes:** Cleric, Ranger, Sorcerer, Warlock, Wizard

You touch the blood of a creature, attempting to create a trail that leads to the creature from whom it originated. The caster can choose whether only they can see the trail, or if everyone (including the target creature) can see it. The fresher the blood, the more accurate the spell; have the GM roll a **d100** on the table below to determine the outcome.

Time since blood exuded	Mishap	Wrong	Near	On Target
< 1 hour	—	—	01-10	11-100
1 < 8 hours	—	01-10	11-25	26-100
8 hours < 24 hours	01-10	11-25	26-50	51-100
24 < 240 hours	01-25	26-50	51-74	75-100
240+ hours	01-50	51-74	75-100	—

**Mishap.** The caster must make a save against the Malediction feature, then the spell ends.

**Wrong.** The trail leads to a different creature.

**Near.** The trail peters out 100 to 1000 feet away from the target creature.

**On Target.** The trail leads to and touches the creature.

**Malediction.** While the spell is active, you are within **90 feet** of the target of the spell, and you can see the target, you can try to corrupt its blood as an action. The target must make a **Constitution saving throw**, taking **8d8** necrotic damage and becoming **poisoned** for **1 minute** on a failure, or taking half as much damage and not being poisoned on a success. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poison on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th.

## CAN'TRIP

Abjuration cantrip

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** 1 round  
**Class:** Bard, Sorcerer, Warlock, Wizard

You temporarily tangle the Weave around a creature within range that you can see. Until the start of your next turn, each time the creature tries to cast a cantrip whilst this spell affects it, it must succeed on a **spell-casting ability** check against your **spell save DC** or waste its action (but not a spell slot). The spell ends if the target moves out of the spell's range.

The maximum level of spell inhibited by this cantrip increases when you reach 5th level (1st-level spells), 11th level (2nd-level spells), and 17th level (3rd-level spells).

## DETECT HEARTBEAT

2nd-level divination

**Casting Time:** 1 action  
**Range:** Self (30 feet)  
**Components:** V, S, M (a small hearing horn)  
**Duration:** Concentration, up to 10 minutes  
**Classes:** Bard, Cleric, Druid, Ranger, Sorcerer, Tamer, Wizard

You magically enhance your hearing to detect the rhythmic *thud-thud* of hearts. For the duration, you automatically succeed on **Wisdom (Perception)** checks to hear heartbeats within **30 feet** of you, though your magical hearing is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You know the direction (though not the distance) towards any heartbeat you hear. In addition, for the duration, you have **disadvantage** on saving throws against the deafened condition and have **vulnerability** to thunder damage.

## EXSANGUINATE

3rd-level biomancy\* (\*can be replaced with conjuration)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a vial of venom)

**Duration:** Concentration, up to 1 minute

**Classes:** Druid, Ranger, Sorcerer, Warlock

You conjure a wave of anticoagulant liquid that drenches a creature you can see within range. For the duration, the first time that creature takes damage on a turn, it must succeed a **Constitution saving throw** or begin bleeding for **1 minute**. A creature without blood automatically succeeds on this saving throw. A creature that is bleeding takes **4d6** necrotic damage at the start of each of its turns as it bleeds freely through wounds and orifices. This damage can't be reduced in any way. At the end of each of its turns, the creature can repeat the saving throw, ending the bleeding on a success.

**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.

## GRAVITY REPULSION

4th-level evocation

**Casting Time:** 1 action

**Range:** Self (20-foot-radius sphere)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Sorcerer, Warlock, Wizard

You emit waves of gravitational energy, distorting the trajectories of incoming projectiles and making movement difficult. For the duration, ranged weapon attacks made against you have **disadvantage**. In addition, the area within **20 feet** of you is difficult terrain for creatures of your choice that you can see.

**Gravity Pulse.** When you cast this spell and as a bonus action on your subsequent turns, you can create a gravity pulse, forcing one Huge or smaller creature of your choice that you can see within **20 feet** of you to make a **Strength saving throw**. On a failure, the creature is pushed **10 feet** in a direction of your choice and falls **prone**, taking **3d6** force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the radius of the difficult terrain increases by **5 feet**, and gravity pulse's damage and range increase by **1d6** and **5 feet**, respectively, for each slot level above 4th.

## GRAVITY SMASH

5th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet (40-foot-radius, 100-foot-high cylinder)

**Components:** V, S

**Duration:** Concentration, up to 1 round

**Class:** Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. A **40-foot-radius, 100-foot-high cylinder** centred on that point becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. If the spell lasts its full duration and ends at the start of your next turn, then, on a failed saving throw, a creature takes **8d10** force damage and is knocked **prone**. If the spell ends before the start of your next turn, a creature takes **4d10** force damage on a failure instead. On a successful save, a creature takes half as much damage and isn't knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, both damage values increase by **1d10** for each slot level above 5th.

## HOWL

Transmutation cantrip

**Casting Time:** 1 action

**Range:** Self (1000-foot-radius sphere)

**Components:** V

**Duration:** 1 round

**Class:** Druid, Tamer

You utter a bestial, magically-augmented howl that can be heard for **1000 feet**. The howl can manifest as any animal call you've heard, such as the screech of a hawk or trumpet of an elephant. Choose one creature with whom you are familiar as the recipient: if it can hear your howl, it understands your meaning and can respond in a likewise manner.

Creatures other than your recipient that hear the howl and that are under the effects of the *comprehend languages* spell or similar magic, or that can understand beasts, can understand the howl's meaning. Otherwise, the howl is unintelligible to creatures that can hear it.

## LIVING CANDLE

4th-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (some wax)

**Duration:** Concentration, up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You point at a creature you can see within range, causing a swirl of molten wax to surround the creature and gathering hair, clothes, and debris into a wick atop its head. The creature must make a **Strength saving throw**. On a failure, it takes **5d8** fire damage as it becomes **restrained** and encased within the wax until the spell ends, its wick lighting with hungry flames. On a success, the creature takes half as much damage and isn't restrained.

At the end of each of its turns, a restrained creature takes **2d8** fire damage. The restrained creature, or a creature within **5 feet** of it, can use its action to make a **Strength** check against your **spell save DC**, freeing the restrained creature and ending the spell on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the initial and ongoing damage increase by **1d8** for each slot level above 4th.

## MAGNETITE SHARD

3rd-level evocation

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius sphere)

**Components:** V, S, M (a piece of magnetite)

**Duration:** Instantaneous

**Class:** Druid, Sorcerer, Warlock, Wizard

You fling a supercooled piece of magnetite at a point you can see within range, where it detonates in an explosion of icy, metallic shards. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking **4d6** cold damage and **3d6** piercing damage on a failure, or half as much damage on a success. Creatures made of a ferrous material or wearing ferrous armour have **disadvantage** on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by **1d6** for each slot level above 3rd.

## MAGNETOBOLT

Evocation cantrip

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Druid, Sorcerer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes **1d6** force damage and must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

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

## REACTIVE MUTATION

3rd-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (some bone marrow)

**Duration:** Concentration, up to 10 minutes

**Classes:** Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, altering its defensive capabilities for the duration. Immediately after the next time the creature takes damage of one of the following types, it gains **resistance** to that damage type and **vulnerability** to the paired damage type:

- bludgeoning and piercing
- cold and fire
- force and psychic
- lightning and thunder
- necrotic and radiant

The spell ends on a creature **1 minute** after it gains this resistance and vulnerability.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## SHACKLE

1st-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a manacle's link)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

You point at a creature you can see within range, conjuring ethereal manacles that attempt to bind its limbs. The target must succeed on a **Strength saving throw** or, for the duration, its speed is halved, it has **disadvantage** on attack rolls and Dexterity saving throws, and attack rolls against it have **advantage**. In addition, standing up from prone costs the creature twice as much movement as usual. A creature immune to being restrained automatically succeeds on its saving throw against this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## TRUE REACTIVE MUTATION

7th-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (some bone marrow)

**Duration:** 10 minutes

**Classes:** Druid, Sorcerer, Warlock, Wizard

For the duration, you enhance the defensive capabilities of up to six willing creatures you can see within range. Immediately after the next time each creature takes damage, it gains **resistance** to that damage type for **1 minute** and then the spell ends on it.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level, the duration increases to **1 hour**, and the spell ends on a creature 1 minute after it gains a second damage resistance type, instead of the first. When you cast this spell using a spell slot of 9th level, it lasts for **24 hours** and ends 1 minute after a creature gains a third damage resistance type, instead of the first.

## TRUTHFLAME

3rd-level abjuration

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius sphere)

**Components:** V, S

**Duration:** 10 minutes

**Classes:** Bard, Cleric, Paladin

You create a magical zone filled with tiny floating lights in a **20-foot-radius sphere** centred on a point of your choice within range. The zone is brightly lit and guards against deception. Until the spell ends, a creature that speaks a deliberate lie while in the zone must make a **Charisma saving throw**. On a failed saving throw, a creature takes **3d6** psychic damage and **3d6** radiant damage, and, if it has legwear, the clothing begins to smoulder. The legwear of a creature that fails three saving throws against this spell while within the zone sets aflame and the creature takes **1d6** fire damage at the start of each of its turns until the flames are extinguished. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the fire damage and your choice of either psychic or radiant damage increases by **1d6** for each slot level above 3rd.

## WAX TOMB

1st-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (some wax)

**Duration:** 1 minute

**Classes:** Bard, Sorcerer, Warlock, Wizard

You point at a Medium or smaller creature you can see within range, causing a torrent of molten wax to pour over it. The creature must succeed on a **Strength saving throw** or have its speed reduced to **0 feet**. A creature that fails the saving throw by 5 or more is also **restrained** for the duration. A creature affected by this spell, or a creature within **5 feet** of it, can use its action to make a **Strength** check against your **spell save DC**, freeing the affected creature and ending the spell on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the maximum size of creature you can target increases by one category, from Medium to Large, for example, for every two slot levels above 1st.

# APPENDIX C: CREATURES

This appendix details the creatures introduced in the random encounters and hunts within this book. The creature categories are arranged alphabetically, except NPCs, which have their own section at the end of this appendix. Within each category, creatures are arranged quasi-alphabetically, with similar creatures (such as polyhedroozes) in CR order.

**Legendary & Mythic Actions.** This book makes liberal use of legendary and mythic actions to improve the action economy of the boss fights, lending them a more epic feel. Some hunts of different levels use the same creature statistics for the boss monster, but deactivate the mythic trait for the lower level hunt; be sure to double check the 'Enemies' paragraph of your hunt to determine if the mythic trait is active or not.

**Stein's Legacy.** Not counting the pitcrows and NPCs, the creatures presented in this appendix are yet more indirect offspring of Dr. Stein's. His prolific meddling and unfailing forgetfulness—he frequently burns toast—are thought by some to be the divine hand through which fruitful new life springs into existence, and by others as a nuisance. It is unlikely that any of these creatures exist in isolation; though they are new to this world it is likely other such specimens exist throughout the planes. Feel free to introduce these creatures in whatever context you see fit—these are merely building blocks with which to fuel your imagination!

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# ASSIMALOOZES

When strong biomantic magic is enhanced by the spark of a divine ooze and introduced to living tissue, that tissue is quickly assimilated into an ooze-like substance. The new creature retains its strongest memories as an overarching reason for existence but, as with biomantic polyhedroozes, is easily moulded by the strong psyches and emotions that inhabit its environs.

**Variformed.** The form an assimalooze takes depends on both its form before oozification as well as its environment: principally the available hard matter around which it can arrange itself. An assimalooze in a graveyard might animate the bones of the dead, while one on a battlefield might inhabit the armoured plates of a knight, and another in an abandoned building could build a skeleton of rusted pipes and a carapace of broken glass.

**Habitat.** Assimaloozes create their lair wherever they form, and thus have no typical habitat. Their effects on the region depend on the psyches influencing their creation. However, without fail, assimaloozes always acidify nearby water sources: a byproduct of their presence and, when threatened, as a defence mechanism.

## OOZE KNIGHT

The ooze knight has two major influences: the Rose Knight's yearning to bind and defeat the dragon, Asterax, and that same dragon's cruelty, greed, and malice.

### LAIR ACTIONS

While the ooze knight is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

#### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam
5th	13	5 (2d4)
10th	15	10 (3d6)
15th	17	21 (6d6)

**Lair Actions.** On initiative count 20 (losing initiative ties), the ooze knight can take a lair action to cause one of the following effects; they can't use the same effect two rounds in a row:

- ♦ **Acid Infusion.** The lair's water becomes a corrosive acid until initiative count 20 of the next round. A creature that enters the acid for the first time on a turn or starts its turn there must make a **VDC Constitution saving throw**, taking **Vdam** acid damage on a failed save or half as much damage on a successful one.
- ♦ **Chain Lash.** Iron chains lash out from the water, wrapping around a creature of the ooze knight's choice. The creature must succeed on a **VDC Strength saving throw** or be pulled into the nearest patch of water and **restrained** by the chain. A creature can use its action to make a **VDC Strength check**, freeing itself or another restrained creature from the chain on a success.
- ♦ **Overwhelming Dragopathy (Ooze Dragon Form Only).** The ooze dragon chooses a target it can see and sends a telepathic wave across the lair. The target and each creature within **10 feet** of it must succeed on a **VDC Charisma saving throw** or become afflicted with a random intense emotion for **1 minute** or until the ooze dragon uses another lair action. An afflicted creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**1. Greed.** The creature sees allies as competition for glory and treasure, and it can only take actions that hinder or harm other creatures attacking the ooze dragon.

**2. Pride.** The creature believes itself to be the only one capable of defeating the ooze dragon. It can't take or accept the Help action, can't be the willing target of any spell cast by another creature, can't benefit from flanking, and can't assist restrained or grappled creatures.

**3. Anger.** The creature is filled with rage, and it can only take actions that allow it to attack the ooze dragon or force the ooze dragon to make a saving throw.

**4. Sloth.** The creature becomes lethargic and unwilling to fight, and it can only take the Disengage action and can't take reactions.

### GM TIP

Write down the information in this table for your hunt level, so you don't have to keep flicking back and forth!

## REGIONAL EFFECTS

The region containing the ooze knight's lair is warped by the infusion of Asterax's malice, creating one or more of the following effects:

- Open water sources within 1 mile of the ooze knight's lair are supernaturally sulphuric and acidic. Extended exposure to their fumes and corrosion is fatal.
- A humanoid that spends at least 1 hour within 1 mile of the ooze knight's lair must succeed on a VDC Wisdom saving throw or gain a short-term

madness effect. A creature that succeeds on its save can't be affected by this regional effect again for 24 hours.

- The land within 6 miles of the lair takes twice as long as normal to traverse; twisted plants obscure safe paths, diverting wanderers into the swamp's reeking mud.

If the ooze knight dies, vegetation remains as it has grown, but other effects fade over **1d10** days.



## OOZE KNIGHT

Large ooze, chaotic neutral

**Armour Class** 16 (natural armour, shield)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** Str +6, Dex +3

**Skills** Athletics +6, Perception +7

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)      **Proficiency Bonus** +3

**Acidic Weapons.** The ooze knight's melee weapon attacks are magical. When the ooze knight hits with any weapon attack, the attack deals an extra 2 (1d4) acid damage on a hit (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze knight 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 ooze knight is destroyed after dealing damage.

The ooze knight can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the ooze knight fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The ooze knight doesn't require air or sleep.

**Opposing Reactive Mutations.** Whenever the ooze knight takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The ooze knight makes two attacks: one with its Sword and one with its Shield Bash. It can replace one of these with its Slime Ball.

**Sword.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 2 (1d4) acid damage.

**Shield Bash.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage plus 2 (1d4) acid damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

**Slime Ball (Recharge 5–6).** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (2d6) acid damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or have its speed halved for **1 minute**. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The ooze knight 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 ooze knight regains spent legendary actions at the start of its turn.

**Ground Slam.** The ooze knight slams the ground with its shield, creating a shockwave. Each creature on the ground within **15 feet** of the ooze knight must succeed on a **DC 14 Dexterity saving throw** or be knocked **prone**.

**Recharge Slime Ball.** The ooze knight recharges its Slime Ball attack.

**Rush (Costs 2 Actions).** The ooze knight moves up to half its speed without provoking opportunity attacks and makes one Sword attack.

# OOZE KNIGHT CHAMPION

Large ooze, chaotic neutral

**Armour Class** 16 (natural armour, shield)

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

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

**Saving Throws** Str +8, Dex +4, Con +8

**Skills** Athletics +8, Perception +10

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 20

**Languages** Common, Draconic

**Challenge** 9 (5,000 XP)      **Proficiency Bonus** +4

**Acidic Weapons.** The ooze knight's melee weapon attacks are magical. When the ooze knight hits with any weapon attack, the attack deals an extra 2 (1d4) acid damage on a hit (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze knight 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 ooze knight is destroyed after dealing damage.

The ooze knight can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the ooze knight fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The ooze knight doesn't require air or sleep.

**Opposing Reactive Mutations.** Whenever the ooze knight takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for 1 minute or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The ooze knight makes three attacks: two with its Sword and one with its Shield Bash. It can replace one of these with its Slime Ball.

**Sword.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 2 (1d4) acid damage.

**Shield Bash.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 2 (1d4) acid damage. If the target is a creature, it must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

**Slime Ball (Recharge 5–6).** *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) acid damage. If the target is a creature, it must succeed on a **DC 16 Strength saving throw** or have its speed halved for 1 minute. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The ooze knight 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 ooze knight regains spent legendary actions at the start of its turn.

**Ground Slam.** The ooze knight slams the ground with its shield, creating a shockwave. Each creature on the ground within 15 feet of the ooze knight must succeed on a **DC 16 Dexterity saving throw** or be knocked **prone**.

**Recharge Slime Ball.** The ooze knight recharges its Slime Ball attack.

**Rush (Costs 2 Actions).** The ooze knight moves up to half its speed without provoking opportunity attacks and makes one Sword attack.

## OOZE KNIGHT WARLORD

Large ooze, chaotic neutral

**Armour Class** 18 (natural armour, shield)

**Hit Points** 200 (16d10 + 112)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	15 (+2)	16 (+3)	14 (+2)

**Saving Throws** Str +14, Dex +6, Con +13

**Skills** Athletics +14, Perception +15

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 25

**Languages** Common, Draconic

**Challenge** 17 (18,000 XP) **Proficiency Bonus** +6

**Acidic Weapons.** The ooze knight's melee weapon attacks are magical. When the ooze knight hits with any weapon attack, the attack deals an extra 3 (1d6) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze knight 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 ooze knight is destroyed after dealing damage.

The ooze knight can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (3/Day).** If the ooze knight fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The ooze knight doesn't require air or sleep.

**Opposing Reactive Mutations.** Whenever the ooze knight takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The ooze knight makes three attacks: two with its Sword and one with its Shield Bash. It can replace one of these with its Slime Ball.

**Sword.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 3 (1d6) acid damage.

**Shield Bash.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (3d4 + 8) bludgeoning damage plus 3 (1d6) acid damage. If the target is a creature, it must succeed on a **DC 22 Strength saving throw** or be knocked **prone**.

**Slime Ball (Recharge 5–6).** *Ranged Weapon Attack:* +14 to hit, range 30/120 ft., one target. *Hit:* 14 (4d6) acid damage. If the target is a creature, it must succeed on a **DC 21 Strength saving throw** or have its speed halved for **1 minute**. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The ooze knight 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 ooze knight regains spent legendary actions at the start of its turn.

**Ground Slam.** The ooze knight slams the ground with its shield, creating a shockwave. Each creature on the ground within **15 feet** of the ooze knight must succeed on a **DC 22 Dexterity saving throw** or be knocked **prone**.

**Recharge Slime Ball.** The ooze knight recharges its Slime Ball attack.

**Rush (Costs 2 Actions).** The ooze knight moves up to half its speed without provoking opportunity attacks and makes one Sword attack.

## OOZE DRAGON

The bones and scales of a dragon, as well as the armour of fallen dragon-slayers, are brought together in this sinuous, oily drake. Combining the corrosive nature of an ooze with the malice, strength, and terrifying presence of a dragon, these horrifying amalgamoozes possess incredible avarice untempered by any self-preservation instinct. Ooze dragons are beyond rare: dragons are uncommon, and divine-enhanced biomantic ooze even more so; to find such a creature is a dracologist's dream and an ecologist's nightmare.

## OOZE DRAGON WYRMLING

*Medium ooze, chaotic neutral*

**Armour Class** 14 (natural armour)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

**Saving Throws** Str +4, Con +4

**Skills** Athletics +4, Perception +4

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 2 (1d4) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon 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 dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Ooze Nature.** The dragon does not require air or sleep.

**Opposing Reactive Mutations.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

### ACTIONS

**Multiattack.** The dragon makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) acid damage.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 15-foot-long line**. Each creature in that line must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 14 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

# YOUNG OOZE DRAGON

Large ooze, chaotic neutral

**Armour Class** 15 (natural armour)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	12 (+1)	11 (+0)	14 (+2)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7, Perception +6

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 6 (1,800 XP)      **Proficiency Bonus** +3

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 2 (1d4) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon 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 dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The dragon does not require air or sleep.

**Opposing Reactive Mutation.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 2 (1d4) acid damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 2 (1d4) acid damage.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 30-foot-long line**. Each creature in that line must make a **DC 14 Dexterity saving throw**, taking 21 (6d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 14 Strength check**, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

## LEGENDARY ACTIONS

The dragon can take 2 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.

**Tail.** The dragon makes a Tail attack.

**Psychic Blast (Costs 2 Actions).** The dragon implants false memories into the minds of three creatures it can see within **60 feet** of it. Each target must succeed on a **DC 13 Intelligence saving throw** or immediately use its reaction to make one attack against a randomly-determined target within reach/range other than the dragon.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of it must succeed on a **DC 15 Dexterity saving throw** or take 8 (1d8 + 4) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.



OGNIZEN SPORIN

# ADULT OOZE DRAGON

Huge ooze, chaotic neutral

**Armour Class** 16 (natural armour)

**Hit Points** 168 (16d12 + 64)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	13 (+1)	11 (+0)	15 (+2)

**Saving Throws** Str +9, Dex +5, Con +8, Wis +4

**Skills** Athletics +9, Perception +8

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 9 (5,000 XP)      **Proficiency Bonus** +4

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 3 (1d6) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon 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 dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The dragon does not require air or sleep.

**Opposing Reactive Mutation.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for 1 minute or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) acid damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 3 (1d6) acid damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a **DC 14 Wisdom saving throw** or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is **immune** to the dragon's Frightful Presence for the next 24 hours.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 60-foot line**. Each creature in that line must make a **DC 16 Dexterity saving throw**, taking 35 (10d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 16 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

## 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.

**Tail.** The dragon makes a Tail attack.

**Psychic Blast (Costs 2 Actions).** The dragon implants false memories into the minds of three creatures it can see within 60 feet of it. Each target must succeed on a **DC 14 Intelligence saving throw** or immediately use its reaction to make one attack against a randomly-determined target within reach/range other than the dragon.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of it must succeed on a **DC 17 Dexterity saving throw** or take 9 (1d8 + 5) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

# ANCIENT OOZE DRAGON

*Gargantuan ooze, chaotic neutral*

**Armor Class** 17 (natural armour)

**Hit Points** 245 (14d20 + 98)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	24 (+7)	15 (+2)	14 (+2)	17 (+3)

**Saving Throws** Str +13, Dex +8, Con +12, Wis +7

**Skills Athletics** +13, Perception +12

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP) Proficiency Bonus +5

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 4 (1d8) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon 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 dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The dragon doesn't require air or sleep.

**Opposing Reactive Mutation.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 4 (1d8) acid damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (1d12 + 8) bludgeoning damage plus 4 (1d8) acid damage.

**Frightful Presence.** Each creature of the dragon's choice that is within **120 feet** of the dragon and aware of it must succeed on a **DC 16 Wisdom saving throw** or become **frightened** for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is **immune** to the dragon's Frightful Presence for the next 24 hours.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 90-foot line**. Each creature in that line must make a **DC 20 Dexterity saving throw**, taking 42 (12d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 20 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

## 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.

**Tail.** The dragon makes a Tail attack.

**Psychic Blast (Costs 2 Actions).** The dragon implants false memories into the minds of three creatures it can see within **60 feet** of it. Each target must succeed on a **DC 16 Intelligence saving throw** or immediately use its reaction to make one attack against a randomly-determined target within reach/range other than the dragon.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within **10 feet** of it must succeed on a **DC 21 Dexterity saving throw** or take 15 (2d6 + 8) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

# BIO-AUTOMATONS

When Dr. Stein discovered the Clockwork Arcadia's advanced prototyper, CRE, he introduced it to the stochastic mutations that form the basis of biomantic research. He developed a process by which the deterministic machine could 'imagine' novel automaton designs, choose the best for a given purpose, and create new iterations on that prototype. Dubbing this form of burgeoning sentience 'arcanificial intelligence' (AI), he named this iterative process the AI-core-rhythm. With CREO's help, CRE began creating a catalogue of all known lifeforms in the multiverse, combining this new-found knowledge with the reliability of its mechanical constructs. The result: bio-automatons.

## BLOODHOUND

Bloodhounds are creatures born of biomancy and artifice. The subject for any bloodhound is a creature in possession of an especially tough physique; the surgeries to augment its body and the toll of the biomantic treatments on its organs can reduce even a stout farmer to a wasted husk.

**Bestial Affinity.** A bloodhound sculpts its physique using the world around it as inspiration. More often than not, this draws from common creatures, like wolves and bears, or those that feed on the bloodhound's scraps, such as ravens and hyenas. Though not necessarily evil, the further a bloodhound progresses on its journey of self-modification, the greater its mannerisms, behaviour, and thought patterns evolve to mimic its muse, and the more bestial it becomes.

### REGIONAL EFFECTS

The region containing a bloodhound's lair is warped by the infusion of his dark magic, creating one or more of the following effects:

- ♦ **Enhanced Darkness.** Shadows are magically extended and darker within the 6 miles surrounding the bloodhound's lair. The radius of a creature's darkvision is halved while within this area.
- ♦ **Animal Frenzy.** Animals are more aggressive and agitated than typical while within 1 mile of the bloodhound's lair. Mounts and animal companions grow increasingly restless and difficult to handle, suffering **disadvantage** on Perception checks. Beasts with an Intelligence score of 3 or lower are most likely to experience this effect.

- ♦ **Hunted.** While within 1 mile of the bloodhound's lair, humanoids feel as if they are being watched at all times and have an increasing sense that something is hunting them.

If the bloodhound dies, these effects fade over the course of **1d10** days.

### LAIR ACTIONS

While the bloodhound is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

#### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Darkness	Pack Howl
3rd	12	3 (1d6)	2nd-level	<b>Wolf</b>
8th	14	7 (2d6)	4th-level	<b>Dire wolf</b>
13th	16	14 (4d6)	6th-level	<b>Poison wolf</b> (see wave 2)

**Lair Actions.** On initiative count 20 (losing initiative ties), the bloodhound can take a lair action to cause one of the following effects; the bloodhound can't use the same effect two rounds in a row:

- ♦ **Darkness.** The bloodhound creates a **20-foot-radius sphere** of magical darkness, as per the *darkness* spell, centred on a point of his choice within the lair that lasts until initiative count 20 of the following round. The effect has an equivalent spell level equal to the value in the table above.
- ♦ **Thorn Wall.** The bloodhound summons tangled, thorny vines and brambles that burst from the ground, as per the *wall of thorns* spell and last for one **hour**; the **save DC** and damage equals **VDC** and **Vdam**, respectively.
- ♦ **Pack Howl (Waves 2 & 3 Only).** The bloodhound rears back and unleashes an undulating howl, summoning a member of his wild pack. The creature summoned depends on the hunt level.



# EMACIATED BLOODHOUND

Medium construct, chaotic evil

**Armour Class** 14 (natural armour)

**Hit Points** 52 (8d8 + 16)

**Speed** 40 ft., fly 40 ft. (mythic state only)

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

**Saving Throws** Dex +3, Wis +4

**Skills** Acrobatics +3, Perception +4, Stealth +5, Survival +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common, Sylvan, Undercommon

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Aversion of Fire.** If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

**Immutable Form.** The Bloodhound is **immune** to any spell or effect that would alter his form.

**Keen Hearing and Smell.** The Bloodhound has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

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

**Unleash the Beast (Recharges after a Short or Long Rest).** If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **52** hit points, he regains any expended use of Legendary Resistance, and he gains a flying speed of **40 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 700 XP (1,150 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

## ACTIONS

**Multiattack.** The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

**Nailbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## LEGENDARY ACTIONS

The Bloodhound 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 Bloodhound regains spent legendary actions at the start of his turn.

**Attack.** The Bloodhound makes one attack with his Claws or Nailbow.

**Shadow Jump.** If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **30 feet** of him that he can see and takes the Hide action.

## MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, he can use the options below as legendary actions.

**Shadow Pounce.** The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his Bite or Claws.

**Razor Gust (Costs 2 Actions).** The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **30-foot cone** must make a **DC 11 Dexterity saving throw**, taking 10 (3d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

# BLOODHOUND

Medium construct, chaotic evil

**Armour Class** 15 (natural armour)

**Hit Points** 110 (13d8 + 52)

**Speed** 40 ft., fly 60 ft. (mythic state only)

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

**Saving Throws** Dex +6, Wis +5

**Skills** Acrobatics +6, Perception +5, Stealth +9, Survival +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common, Sylvan, Undercommon

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Aversion of Fire.** If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

**Immutable Form.** The Bloodhound is **immune** to any spell or effect that would alter his form.

**Keen Hearing and Smell.** The Bloodhound has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

**Legendary Resistance (2/Day).** If the Bloodhound fails a saving throw, he can choose to succeed instead.

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

**Unleash the Beast (Recharges after a Short or Long Rest).** If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **110** hit points, he gains **50** temporary hit points, he regains any expended uses of Legendary Resistance, and he gains a flying speed of **60 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 3,900 XP (6,200 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

## ACTIONS

**Multiattack.** The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Nailbow.** *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

## BONUS ACTIONS

**Sanguine Mark (Recharges after a Short or Long Rest).** The Bloodhound causes ethereal, glowing, barbed wire to wrap around one creature he can see within **90 feet** of him for the next **10 minutes**. For the duration, whenever the Bloodhound deals damage to that creature for the first time on a turn, the creature takes an additional 3 (1d6) necrotic damage and the Bloodhound regains an equal number of hit points. If the target drops to 0 hit points before this effect ends, the Bloodhound can use a bonus action on a subsequent turn to mark a new creature.

## LEGENDARY ACTIONS

The Bloodhound 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 Bloodhound regains spent legendary actions at the start of his turn.

**Attack.** The Bloodhound makes one attack with his Claws or Nailbow.

**Shadow Jump.** If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **40 feet** of him that he can see and takes the Hide action.

## MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, he can use the options below as legendary actions.

**Shadow Pounce.** The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his Bite or Claws.

**Razor Gust (Costs 2 Actions).** The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **40-foot cone** must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

# SANGUINE BLOODHOUND

Medium construct, chaotic evil

**Armour Class** 16 (natural armour)

**Hit Points** 152 (16d8 + 80)

**Speed** 40 ft., fly 60 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	20 (+5)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Dex +8, Wis +7

**Skills** Acrobatics +8, Perception +7, Stealth +12, Survival +7

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Sylvan, Undercommon

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Aversion of Fire.** If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

**Immutable Form.** The Bloodhound is **immune** to any spell or effect that would alter his form.

**Keen Hearing and Smell.** The Bloodhound has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

**Legendary Resistance (3/Day).** If the Bloodhound fails a saving throw, he can choose to succeed instead.

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

**Unleash the Beast (Recharges after a Short or Long Rest).** If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **152** hit points, he gains **50** temporary hit points, he regains any expended uses of Legendary Resistance, and he gains a flying speed of **60 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 11,500 XP (18,700 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

## ACTIONS

**Multiattack.** The bloodhound makes three attacks: one with his Bite and two with his Claws. He can replace up to two attacks with attacks from his Nailbow.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Nailbow.** *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

## BONUS ACTIONS

**Sanguine Mark (Recharges after a Short or Long Rest).** The Bloodhound causes ethereal, glowing, barbed wire to wrap around one creature he can see within **90 feet** of him for the next **10 minutes**. For the duration, whenever the Bloodhound deals damage to that creature with an attack, the creature takes an additional 3 (1d6) necrotic damage and the Bloodhound regains an equal number of hit points. If the target drops to 0 hit points before this effect ends, the Bloodhound can use a bonus action on a subsequent turn to mark a new creature.

## LEGENDARY ACTIONS

The Bloodhound 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 Bloodhound regains spent legendary actions at the start of his turn.

**Attack.** The Bloodhound makes one attack with his Claws or Nailbow.

**Shadow Jump.** If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **60 feet** of him that he can see and takes the Hide action.

## MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, it can use the options below as legendary actions.

**Shadow Pounce.** The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his Bite or Claws.

**Razor Gust (Costs 2 Actions).** The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **60-foot cone** must make a **DC 16 Dexterity saving throw**, taking 28 (8d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.



## CREO

Construct Remit Engineered Organism, better known as CREO, is an advanced bio-automaton from the Clockwork Arcadia. A mix of the Arcadia's sophisticated construct designs and the randomness of Dr. Stein's biomantic research, CREO is an arcanificial intelligence (AI) tasked with finding new means of creating life. This is its singular motivation; it is matter-of-fact, devoid of morality or ethics circuits, and aims to achieve its goal in the most efficient manner possible.

**Adapter.** While travelling the planes, CREO has caused the creation of many new types of life, from sentient wax elementals to ooze dragons and bio-automatons. Samples of these creations are always stored internally; a backup in case the messengers it sends back to CRE succumb to 'environmental interference'. These samples have been co-opted into defence mechanisms like the movement restricting Wax Fountain and Slime Ball.

**Subterfuge.** CREO's neural network and ability to shapechange makes it a master of subterfuge, despite lacking any proficiency in stealth or sleight of hand. It uses a probabilistic approach to outline the possible outcomes of all possible actions, much like a dragon chess master, and then devises the most favourable route in which it can manipulate circumstances to achieve its desired outcome. It thinks of its survival in terms of a cost-benefit analysis: resources expended in its creation versus the information it might acquire. It knows that without CRE, it can't be remade, and so protects its forebear without any sense of self-preservation. However, with CRE gone, survival becomes its main priority, followed by recreating its creator.

## REGIONAL EFFECTS

The ecology of the Battletois Mountains is warped by the products of CRE's misguided creation, causing one or more of the following effects:

- **Constructed Lifeforms.** Plants and animals within 1 mile of the lair's portal are replaced by similar-appearing species with metal and glass properties. For example, this could include razor-sharp petals on flowers, pollen with a consistency like powdered glass, and rabbits with clockwork springs for legs.
- **Corrupted Coding.** Constructs within 2 miles of the lair's portal not created by CRE can feel corruption pulsing from the Outer Plane. At the end of each hour a construct spends in the affected area, it must succeed on a **DC 10 Intelligence saving throw** to resist the corruption or gain one short-term madness effect.
- **Polluted Water.** Water sources within 1 mile of the lair's portal have been fouled with oil and noxious chemicals. A living creature that drinks the water must succeed on a **DC 10 Constitution saving throw** or become **poisoned** for **1 hour**.

If CRE is destroyed or cured of its corruption, these effects fade over the course of **1d10** days.

## LAIR ACTIONS

CRE's physical form consists of the entirety of the Forge of Creation and it can influence its form as if it were a lair. The saving throw DC and other statistics of its lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
7th	14	7 ( <b>2d6</b> )	5 ft.
12th	16	14 ( <b>4d6</b> )	10 ft.
17th	17	21 ( <b>6d6</b> )	15 ft.

**Lair Actions.** On initiative count 20 (losing initiative ties), CRE uses a lair action. These lair actions must be used in order.

**1. Creator's Blood.** CRE chooses three unoccupied spaces on the ground in the lair and opens a spout that sprays slick oil in a **Vdist-radius circle** centred on each space. Each creature standing in the area when the effect triggers, or that starts or ends its turn in the area, must succeed on a **VDC Dexterity saving throw** or fall **prone** and become covered in oil until it uses an action to scrape the oil off.

**2. Creator's Wrath.** CRE ignites three oil slicks, creating **60-foot-high cylinders** of fire the same diameter as the slick. Each creature in the area when the effect triggers, or that ends its turn in the area, must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failed save, or half as much damage on a successful one. A creature covered in oil has **disadvantage** on these saving throws. The fire disappears on initiative count 20 of the next round (winning initiative ties).

**3. Creator's Blessing.** CRE chooses up to three constructs in the lair and charges them with a burst of lightning. Each target gains **Vdam** temporary hit points and the benefits (but not the lethargy) of the *haste* spell until initiative 20 of the next round (winning initiative ties).

# CREO MK.I

Medium construct, lawful neutral

**Armour Class** 17 (natural armour)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	20 (+5)	14 (+2)	12 (+1)

**Saving Throws** Dex +7, Con +6, Wis +5

**Skills** Arcana +11, Deception +7, History +8, Perception +5, Persuasion +7

**Damage Immunities** lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** truesight 60 ft., passive Perception 15

**Languages** all

**Challenge** 7 (2,900 XP)      **Proficiency Bonus** +3

**Constructed Nature.** CREO doesn't require air, food, drink, or sleep.

**Electrified.** CREO deals an extra 2 (1d4) lightning damage when it hits with a weapon attack (included in attacks).

**Force Weakness.** When CREO takes 10 or more force damage in a single instance, it must succeed on a **DC 17 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

**Legendary Resistance (3/Day).** If CREO fails a saving throw, it can choose to succeed instead.

**Overcharge.** Whenever CREO is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 14 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which CREO was subjected.

**Shapechanger.** CREO can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

**Multiattack.** CREO makes two attacks with any combination of Claw and Nailbow.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) lightning damage.

**Nailbow.** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) lightning damage.

**Wax Fountain (Recharge 5-6).** CREO splashes hot wax in a **30-foot cone**. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 10 (3d6) fire damage and becoming **restrained** on a failure, or half as much damage and not becoming restrained on a success. A creature can take an action to attempt a **DC 14 Strength check**, freeing itself or another creature within its reach and ending the restrained condition on a success.

## LEGENDARY ACTIONS

CREO 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. CREO regains spent legendary actions at the start of its turn.

**Analyse & Recalibrate.** CREO targets a creature it can see within **60 feet** of it and analyses it. Until the end of CREO's next turn, it has **advantage** on attack rolls it makes against that target. In addition, when it takes this action, CREO can change the bonus damage type of its Electrified trait to any of the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

**Attack.** CREO makes one Claw or Nailbow attack.

**Slime Ball (Costs 2 Actions).** CREO launches a huge ball of slime at a point within **120 feet** of it, where it explodes in a **20-foot radius**. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 7 (3d4) acid damage and having its speed halved for **1 minute** on a failure, or half as much damage and not affecting its speed on a success. A creature can take an action to attempt a **DC 14 Strength check**, freeing itself or another creature within its reach and ending the restrained condition on a success.

## CREO MK.II

Medium construct, lawful neutral

**Armour Class** 17 (natural armour)

**Hit Points** 136 (16d8 + 64)

**Speed** 35 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	19 (+4)	20 (+5)	14 (+2)	12 (+1)

**Saving Throws** Dex +8, Con +8, Wis +6

**Skills** Arcana +13, Deception +9, History +9, Perception +6, Persuasion +9

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

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** truesight 60 ft., passive Perception 16

**Languages** all

**Challenge** 10 (5,900 XP)      **Proficiency Bonus** +4

**Constructed Nature.** CREO doesn't require air, food, drink, or sleep.

**Electrified.** CREO deals an extra 4 (1d8) lightning damage when it hits with a weapon attack (included in attacks).

**Force Weakness.** When CREO takes 15 or more force damage in a single instance, it must succeed on a **DC 19 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

**Legendary Resistance (3/Day).** If CREO fails a saving throw, it can choose to succeed instead.

**Overcharge.** Whenever CREO is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 16 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which CREO was subjected.

**Shapechanger.** CREO can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

**Multiattack.** CREO makes two attacks with any combination of Claw and Nailbow.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 4 (1d8) lightning damage.

**Nailbow.** *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) lightning damage.

**Wax Fountain (Recharge 5-6).** CREO splashes hot wax in a **30-foot cone**. Each creature in the area must make a **DC 16 Dexterity saving throw**, taking 14 (4d6) fire damage and becoming **restrained** on a failure, or half as much damage and not becoming restrained on a success. A creature can take an action to attempt a **DC 16 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## LEGENDARY ACTIONS

CREO 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. CREO regains spent legendary actions at the start of its turn.

**Analyse & Recalibrate.** CREO targets a creature it can see within **60 feet** of it and analyses it. Until the end of CREO's next turn, it has **advantage** on attack rolls it makes against that target. In addition, when it takes this action, CREO can change the bonus damage type of its Electrified trait to any of the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

**Attack.** CREO makes one Claw or Nailbow attack.

**Slime Ball (Costs 2 Actions).** CREO launches a huge ball of slime at a point within **120 feet** of it, where it explodes in a **20-foot radius**. Each creature in the area must make a **DC 16 Dexterity saving throw**, taking 10 (4d4) acid damage and having its speed halved for **1 minute** on a failure, or half as much damage and not affecting its speed on a success. A creature can take an action to attempt a **DC 16 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## CREO MK.III

Medium construct, lawful neutral

**Armour Class** 18 (natural armour)

**Hit Points** 199 (21d8 + 105)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	20 (+5)	20 (+5)	14 (+2)	12 (+1)

**Saving Throws** Dex +10, Con +10, Wis +7

**Skills** Arcana +15, Deception +11, History +10, Perception +7, Persuasion +11

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

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** truesight 60 ft., passive Perception 17

**Languages** all

**Challenge** 16 (15,000 XP)      **Proficiency Bonus** +5

**Constructed Nature.** CREO doesn't require air, food, drink, or sleep.

**Electrified.** CREO deals an extra 9 (2d8) lightning damage when it hits with a weapon attack (included in attacks).

**Force Weakness.** When CREO takes 20 or more force damage in a single instance, it must succeed on a **DC 21 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

**Legendary Resistance (3/Day).** If CREO fails a saving throw, it can choose to succeed instead.

**Overcharge.** Whenever CREO is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 18 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which CREO was subjected.

**Shapechanger.** CREO can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

**Multiattack.** CREO makes two attacks with any combination of Claw and Nailbow.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) lightning damage.

**Nailbow.** *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 9 (2d8) lightning damage.

**Wax Fountain (Recharge 5-6).** CREO splashes hot wax in a **40-foot cone**. Each creature in the area must make a **DC 19 Dexterity saving throw**, taking 21 (6d6) fire damage and becoming **restrained** on a failure, or half as much damage and not becoming restrained on a success. A creature can take an action to attempt a **DC 19 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## LEGENDARY ACTIONS

CREO 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. CREO regains spent legendary actions at the start of its turn.

**Analyse & Recalibrate.** CREO targets a creature it can see within 60 feet of it and analyses it. Until the end of CREO's next turn, it has advantage on attack rolls it makes against that target. In addition, when it takes this action, CREO can change the bonus damage type of its Electrified trait to any of the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

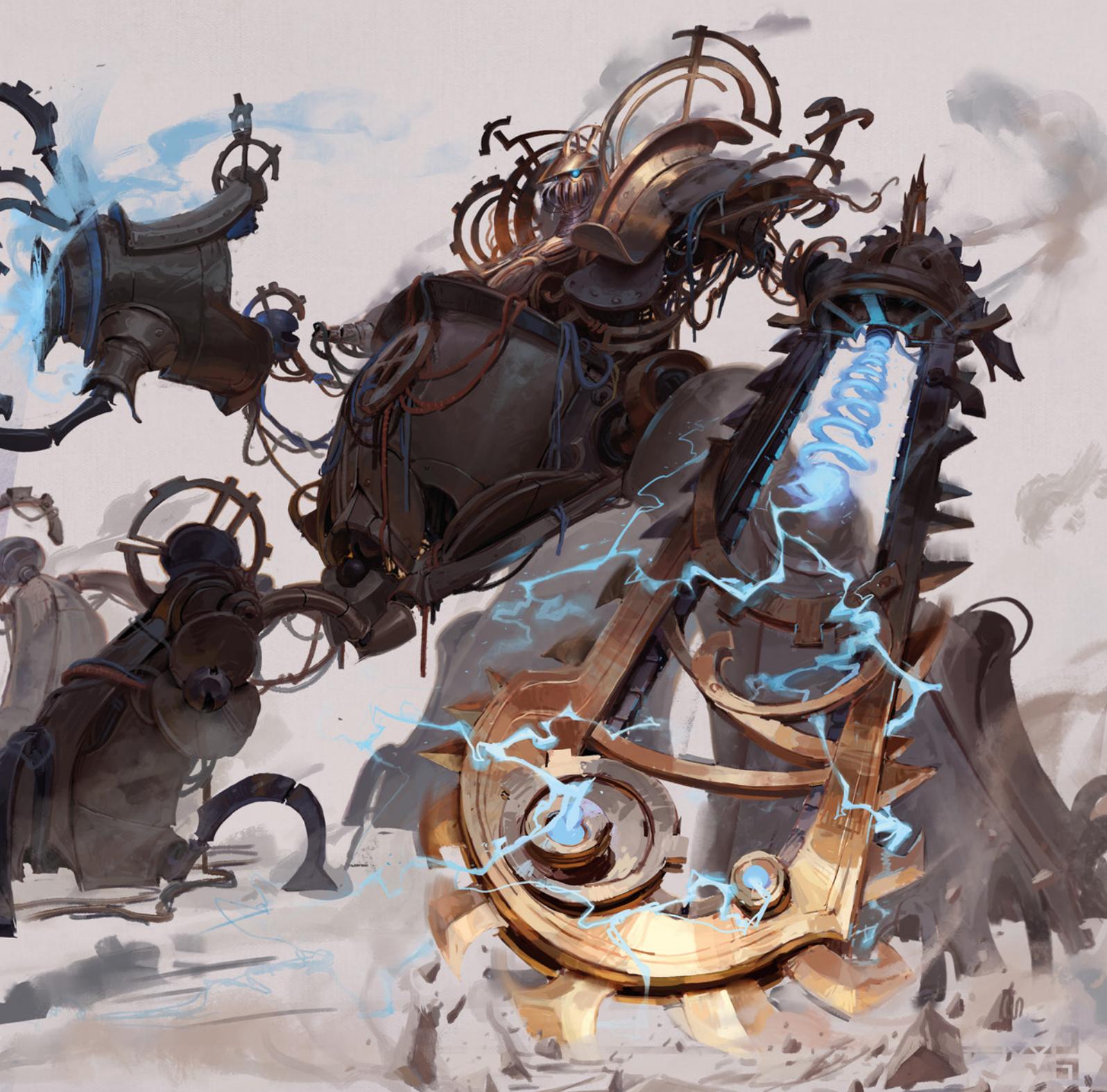
**Attack.** CREO makes one Claw or Nailbow attack.

**Slime Ball (Costs 2 Actions).** CREO launches a huge ball of slime at a point within **120 feet** of it, where it explodes in a **20-foot radius**. Each creature in the area must make a **DC 19 Dexterity saving throw**, taking 15 (6d4) acid damage and having its speed halved for **1 minute** on a failure, or half as much damage and not affecting its speed on a success. A creature can take an action to attempt a **DC 19 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## UNIT M3T4L

Unit M3T4L was originally designed as a failsafe should the Clockwork Arcadia ever come under attack. In such circumstances, CRE, an enormous construction platform with limited mobility, had the sole directive to co-opt the nearest available automations, combining them into a monstrous and destruc-

tive escape pod: Unit M3T4L. The only recorded instance of this happening involved the assimilation of the organic interrelations automaton known as Aart Oodee Tu. Adopting this creature's ability to project holographic images into a mirage-producing action provided it with a means of distracting would-be assailants and making good its escape.



## UNIT M3T4L DEFENDER

Large construct, lawful neutral

**Armour Class** 17 (natural armour)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	16 (+3)	12 (+1)	16 (+3)

**Saving Throws** Str +8, Con +8, Wis +5, Cha +7

**Skills** Perception +9

**Damage Immunities** fire, lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 19

**Languages** all

**Challenge** 11 (7,200 XP)      **Proficiency Bonus** +4

**Constructed Nature.** Unit M3T4L doesn't require air, food, drink, or sleep.

**Force Weakness.** When Unit M3T4L takes **10** or more force damage in a single instance, it must succeed on a **DC 19 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

**Immutable Form.** Unit M3T4L is **immune** to any spell or effect that would alter its form.

**Legendary Resistance (2/Day).** If Unit M3T4L fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Unit M3T4L has **advantage** on saving throws against spells and other magical effects.

**Magic Weapons.** Unit M3T4L's weapon attacks are magical.

**Overcharge.** Whenever Unit M3T4L is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 16 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which Unit M3T4L was subjected.

### ACTIONS

**Multiattack.** Unit M3T4L can use its Pneumatic Spray. It then makes three attacks: one with its Arc Blade and two with its Taser Claw.

**Arc Blade.** Ranged Weapon Attack: **+8** to hit, reach 60/240 ft., one target. *Hit:* 13 (**2d8 + 4**) slashing damage and 3 (**1d6**) lightning damage.

**Taser Claw.** Melee Weapon Attack: **+8** to hit, reach 10 ft., one target. *Hit:* 11 (**2d6 + 4**) slashing damage and 2 (**1d4**) lightning damage. The target must also succeed on a **DC 16 Constitution saving throw** or be unable to take reactions until the start of its next turn.

**Pneumatic Spray.** Unit M3T4L sprays conductive fluid from a nozzle in its maw in a **20-foot cone**. Each creature in the area must succeed on a **DC 16 Dexterity saving throw** or become drenched in the fluid and gain **vulnerability** to lightning damage until the start of Unit M3T4L's next turn.

**Nanobot Blast (Recharge 5-6).** Unit M3T4L exhales a blast of tiny machines in a **40-foot cone** that start tearing down all matter in the affected area. Each creature in the area must make a **DC 16 Constitution saving throw**, taking 42 (**12d6**) force damage on a failed save, or half as much damage on a successful one.

Any nonmagical weapon or armour in the affected area corrodes. After dealing damage, a corroded weapon takes a permanent and cumulative **-1** penalty to damage rolls. If its penalty drops to **-5**, the weapon is destroyed. Corroded armour takes a permanent and cumulative **-1** penalty to the AC it offers. Armour reduced to an AC of 10 or a shield that drops to a **+0** bonus is destroyed.

### LEGENDARY ACTIONS

Unit M3T4L 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. Unit M3T4L regains spent legendary actions at the start of its turn.

**Analyse.** Unit M3T4L targets a creature it can see within **60 feet** of it and analyses its motion. Until the end of Unit M3T4L's next turn, it has **advantage** on attack rolls it makes against that target.

**Attack (Costs 2 Actions).** Unit M3T4L makes one Taser Claw attack.

**Holographic Mirage.** Unit M3T4L becomes **invisible** at the same time it projects a holographic illusory duplicate that appears where it was standing. It then immediately makes a **Dexterity (Stealth)** check to hide and moves up to half its speed. If an attack hits the duplicate or Unit M3T4L takes any action, the duplicate is destroyed and Unit M3T4L is no longer invisible.

# UNIT M3T4L GUARDIAN

Huge construct, lawful neutral

**Armour Class** 18 (natural armour)

**Hit Points** 212 (17d12 + 102)

**Speed** 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	23 (+6)	20 (+5)	14 (+2)	21 (+5)

**Saving Throws** Str +14, Con +12, Wis +8, Cha +11

**Skills** Perception +14

**Damage Immunities** fire, lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 24

**Languages** all

**Challenge** 20 (25,000 XP) **Proficiency Bonus** +6

**Constructed Nature.** Unit M3T4L doesn't require air, food, drink, or sleep.

**Force Weakness.** When Unit M3T4L takes 15 or more force damage in a single instance, it must succeed on a **DC 23 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

**Immutable Form.** Unit M3T4L is **immune** to any spell or effect that would alter its form.

**Legendary Resistance (3/Day).** If Unit M3T4L fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Unit M3T4L has **advantage** on saving throws against spells and other magical effects.

**Magic Weapons.** Unit M3T4L's weapon attacks are magical.

**Overcharge.** Whenever Unit M3T4L is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 20 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which Unit M3T4L was subjected.

## ACTIONS

**Multiattack.** Unit M3T4L can use its Pneumatic Spray. It then makes three attacks: one with its Arc Blade and two with its Taser Claw.

**Arc Blade.** Ranged Weapon Attack: **+14** to hit, range 60/240 ft., one target. *Hit:* 19 (**2d10 + 8**) slashing damage and 4 (**1d8**) lightning damage.

**Taser Claw.** Melee Weapon Attack: **+14** to hit, reach 10 ft., one target. *Hit:* 15 (**2d6 + 8**) slashing damage and 4 (**1d8**) lightning damage. The target must also succeed on a **DC 20 Constitution saving throw** or be unable to take reactions until the start of its next turn.

**Pneumatic Spray.** Unit M3T4L sprays conductive fluid from a nozzle in its maw in a **20-foot cone**. Each creature in the area must succeed on a **DC 20 Dexterity saving throw** or become drenched in the fluid and gain **vulnerability** to lightning damage until the start of Unit M3T4L's next turn.

**Nanobot Blast (Recharge 5-6).** Unit M3T4L exhales a blast of tiny machines in a **90-foot cone** that start tearing down all matter in the affected area. Each creature in the area must make a **DC 20 Constitution saving throw**, taking 56 (**16d6**) force damage on a failed save, or half as much damage on a successful one.

Any nonmagical weapon or armour in the affected area corrodes. After dealing damage, a corroded weapon takes a permanent and cumulative **-1** penalty to damage rolls. If its penalty drops to **-5**, the weapon is destroyed. Corroded armour takes a permanent and cumulative **-1** penalty to the AC it offers. Armour reduced to an AC of 10 or a shield that drops to a **+0** bonus is destroyed.

## LEGENDARY ACTIONS

Unit M3T4L 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. Unit M3T4L regains spent legendary actions at the start of its turn.

**Analyse.** Unit M3T4L targets a creature it can see within **60 feet** of it and analyses its motion. Until the end of Unit M3T4L's next turn, it has **advantage** on attack rolls it makes against that target.

**Attack.** Unit M3T4L makes one Taser Claw attack.

**Holographic Mirage.** Unit M3T4L becomes **invisible** at the same time it projects a holographic illusory duplicate that appears where it was standing. It then immediately makes a **Dexterity (Stealth)** check to hide and moves up to half its speed. If an attack hits the duplicate or Unit M3T4L takes any action, the duplicate is destroyed and Unit M3T4L is no longer invisible.

## UNIT M3T4L PRIME

Huge construct, lawful neutral

**Armour Class** 22 (natural armour)

**Hit Points** 391 (27d12 + 216)

**Speed** 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	26 (+8)	20 (+5)	15 (+2)	26 (+8)

**Saving Throws** Str +18, Con +16, Wis +10, Cha +16

**Skills** Arcana +13, Perception +18

**Damage Immunities** fire, lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 28

**Languages** all

**Challenge** 25 (75,900 XP) **Proficiency Bonus** +8

**Constructed Nature.** Unit M3T4L doesn't require air, food, drink, or sleep.

**Force Weakness.** When Unit M3T4L takes **20** or more force damage in a single instance, it must succeed on a **DC 27 Constitution saving throw** or fall **prone** and regain one fewer legendary actions at the start of its next turn (minimum 0).

**Immutable Form.** Unit M3T4L is **immune** to any spell or effect that would alter its form.

**Legendary Resistance (3/Day).** If Unit M3T4L fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Unit M3T4L has **advantage** on saving throws against spells and other magical effects.

**Magic Weapons.** Unit M3T4L's weapon attacks are magical.

**Overcharge.** Whenever Unit M3T4L is subjected to lightning damage, it takes no damage and instead redirects the lightning. Each non-construct creature within **10 feet** of it must succeed on a **DC 24 Dexterity saving throw** or take lightning damage equal to twice the original lightning damage to which Unit M3T4L was subjected.

### ACTIONS

**Multiattack.** Unit M3T4L can use its Pneumatic Spray. It then makes three attacks: one with its Arc Blade and two with its Taser Claw.

**Arc Blade.** Ranged Weapon Attack: **+18** to hit, range 60/240 ft., one target. *Hit:* 21 (**2d10 + 10**) slashing damage and 6 (**1d12**) lightning damage.

**Taser Claw.** Melee Weapon Attack: **+18** to hit, reach 10 ft., one target. *Hit:* 17 (**2d6 + 10**) slashing damage and 6 (**1d12**) lightning damage. The target must also succeed on a **DC 24 Constitution saving throw** or be unable to take reactions until the start of its next turn.

**Pneumatic Spray.** Unit M3T4L sprays conductive fluid from a nozzle in its maw in a **20-foot cone**. Each creature in the area must succeed on a **DC 24 Dexterity saving throw** or become drenched in the fluid and gain **vulnerability** to lightning damage until the start of Unit M3T4L's next turn.

**Nanobot Blast (Recharge 5-6).** Unit M3T4L exhales a blast of tiny machines in a **90-foot cone** that start tearing down all matter in the affected area. Each creature in the area must make a **DC 24 Constitution saving throw**, taking 71 (**13d10**) force damage on a failed save, or half as much damage on a successful one.

Any nonmagical weapon or armour in the affected area corrodes. After dealing damage, a corroded weapon takes a permanent and cumulative **-1** penalty to damage rolls. If its penalty drops to **-5**, the weapon is destroyed. Corroded armour takes a permanent and cumulative **-1** penalty to the AC it offers. Armour reduced to an AC of 10 or a shield that drops to a **+0** bonus is destroyed.

### LEGENDARY ACTIONS

Unit M3T4L 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. Unit M3T4L regains spent legendary actions at the start of its turn.

**Analyse.** Unit M3T4L targets a creature it can see within **60 feet** of it and analyses its motion. Until the end of Unit M3T4L's next turn, it has **advantage** on attack rolls it makes against that target.

**Attack.** Unit M3T4L makes one Taser Claw attack.

**Holographic Mirage.** Unit M3T4L becomes **invisible** at the same time it projects a holographic illusory duplicate that appears where it was standing. It then immediately makes a **Dexterity (Stealth)** check to hide and moves up to half its speed. If an attack hits the duplicate or Unit M3T4L takes any action, the duplicate is destroyed and Unit M3T4L is no longer invisible.

# BIOMANTIC POLYHEDROOZES

When Dr. Stein left his lab at short notice (following a pitchfork-wielding-mob related event), he left an entire pool of his patent-pending Mut-x exposed to the elements. Things fell into it; those things had brains, and those brains, their memories, and the sum of their intelligence fused with gelatinous cubes into biomantic polyhedroozes.

**Empathetic.** When a biomantic polyhedrooze forms, it begins absorbing the latent psychic energy of its environs. Creatures with strong psyches that are nearby in either space or time influence the nascent sentience of the polyhedrooze. A long-destroyed lich might impart its madness and hate into the ooze, whilst a colony of highly-charismatic mice might lend the gooey mass a penchant for cheese.

## HEXAHEDROOZE

*Small ooze, unaligned*

**Armour Class** 12 (natural armour)

**Hit Points** 58 (9d6 + 27)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	1 (-5)

**Saving Throws** Dex +0, Con +5

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

### ACTIONS

**Multiattack.** The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Small or smaller creatures' spaces. Whenever the ooze

enters a creature's space, the creature must make a **DC 13 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 7 (**2d6**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 14 (**4d6**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 13 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 3 (**1d6**) acid damage and the target suffers one of the following random effects (roll a **d6**):

1. The target takes 3 (**1d6**) force damage.
2. The target takes 3 (**1d6**) bludgeoning damage.
3. The target takes 3 (**1d6**) piercing damage.
4. The target takes 3 (**1d6**) slashing damage.
5. The target takes 3 (**1d6**) cold damage.
6. The target takes 3 (**1d6**) fire damage.

### LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one Pseudopod attack.

# OCTAHEDROOZE

Medium ooze, unaligned

**Armour Class** 12 (natural armour)

**Hit Points** 110 (13d8 + 52)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	19 (+4)	5 (-3)	6 (-2)	2 (-4)

**Saving Throws** Dex +1, Con +7

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 6 (5,000 XP)

**Proficiency Bonus** +3

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to three resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 14 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **9 (2d8)** acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes **18 (4d8)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 14 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **4 (1d8)** acid damage and the target suffers one of the following random effects (roll a **d8**):

1. The target takes **4 (1d8)** force damage.
2. The target takes **4 (1d8)** bludgeoning damage.
3. The target takes **4 (1d8)** piercing damage.
4. The target takes **4 (1d8)** slashing damage.
5. The target takes **4 (1d8)** cold damage.
6. The target takes **4 (1d8)** fire damage.
7. The target takes **4 (1d8)** lightning damage.
8. The target takes **4 (1d8)** thunder damage.

## LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one Pseudopod attack.



# DECAHEDROOZE

Large ooze, unaligned

**Armour Class** 13 (natural armour)

**Hit Points** 136 (13d10 + 65)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	7 (-2)	6 (-2)	2 (-4)

**Saving Throws** Dex +3, Con +9

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

**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 16 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 11 (**2d10**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 22 (**4d10**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 16 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

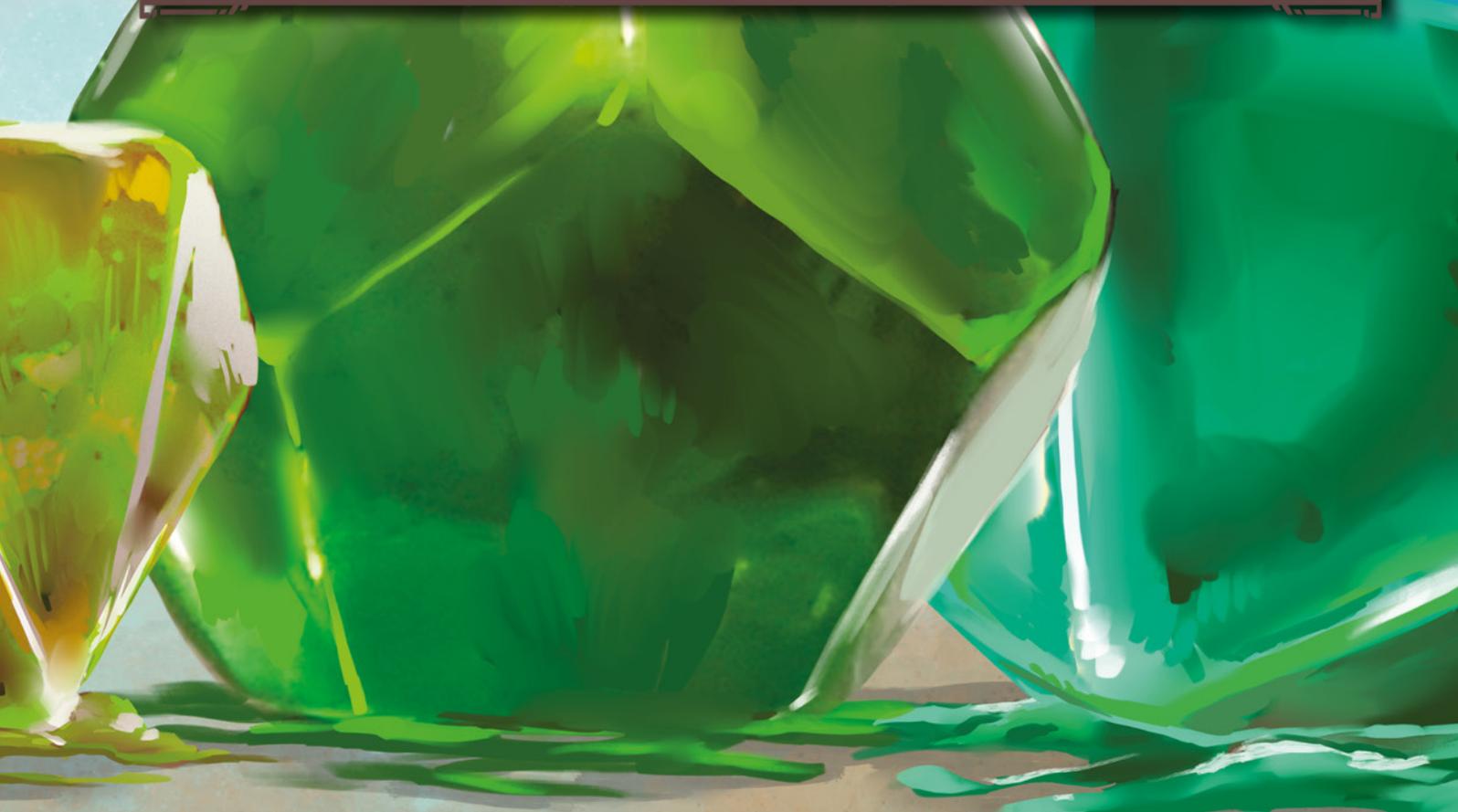
**Pseudopod.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) acid damage and the target suffers one of the following random effects (roll a **d10**):

1. The target takes 5 (**1d10**) force damage.
2. The target takes 5 (**1d10**) bludgeoning damage.
3. The target takes 5 (**1d10**) piercing damage.
4. The target takes 5 (**1d10**) slashing damage.
5. The target takes 5 (**1d10**) cold damage.
6. The target takes 5 (**1d10**) fire damage.
7. The target takes 5 (**1d10**) lightning damage.
8. The target takes 5 (**1d10**) thunder damage.
9. The target takes 5 (**1d10**) necrotic damage.
10. The target takes 5 (**1d10**) radiant damage.

## LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one Pseudopod attack.





# CELESTIAL DEVOURERS

A wretched, mutated creature, a celestial devourer is borne of greed, gluttony, and pride. Though no pious clergyperson would label a celestial devourer as 'angelic', they are physiologically and arcanically celestial. Spells such as *detect evil and good* identify them as such and a *magic circle* impedes them the same as a deva or solar.

**A Glutton's Punishment.** Consuming the flesh of celestials is no trivial affair. In small quantities, one might notice an enhancing effect: a buoying fortitude, an augmentation to one's charisma, perhaps even the ability to detect the presence of good and evil. Regular consumption can see these boons turned on their heads: emaciation, a sinister twist to one's smile that few trust, and a blind madness towards morals and ethics. When taken to excess, a mortal creature will usually die by their own wasting, through misadventure, or at the hand of a vengeful paladin. However, a creature in a position of power with access to other means of sustaining and protecting itself might undergo the full transformation to a celestial devourer.

**Followers and Fanatics.** A celestial devourer generates an infectious madness; a zealous entitlement that causes both them and their followers to believe it is worthy of godhood. Over time, their followers' lose their kindness and mercy, becoming cruel sycophants. They develop an innate resistance to radiant damage and they can't be charmed, such is their adoration for the devourer they serve.

## LAIR ACTIONS

While the celestial devourer is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vdist
6th	13	+5	5 (2d4)	20 ft.
11th	15	+7	10 (3d6)	40 ft.
16th	17	+9	21 (6d6)	60 ft.

**Lair Actions.** On initiative count 20 (losing initiative ties), the celestial devourer can take a lair action to cause one of the following effects; the celestial devourer can't use the same effect two rounds in a row:

**Royal Reverence.** An object of import within the lair—such as a throne, altar, or statue—releases a wave of divine energy. Each creature of the celestial devourer's choice within **Vdist** of that object must succeed on a **VDC Constitution saving throw** or fall **prone** in supplication to the celestial devourer and gain 1 level of **exhaustion**.

**Bolster Zealots.** Followers of the celestial devourer that can hear his speech are suffused with fanatical energy and throw themselves into battle with reckless abandon. Until initiative count 20 on the next round, allies of the celestial devourer gain **advantage** on attack rolls, but attack rolls against them have **advantage**.

**Radiant Burst.** All lights that the celestial devourer can see flare with divine energy. Each creature within **20 feet** of a light source must succeed on a **VDC Constitution saving throw** or become **blinded** until initiative count 20 of the following round.

## REGIONAL EFFECTS

The region containing the celestial devourer's lair is warped by the infusion of his dark magic, creating one or more of the following effects. For the sake of this adventure, the lair is Dor'alon.

- Celestials that come within 1 mile of the lair feel an intense dread growing within them. A celestial must succeed on a **DC 10 Charisma saving throw** at the end of each hour spent in the affected area. On a failure, it becomes **frightened** of the lair for **24 hours**. The effect can be removed earlier by a *greater restoration* spell or similar magic.
- Food spoils at twice the usual rate within 3 miles of the lair, and creatures within the affected area must eat and drink twice as much to be satiated.
- Vegetation within 6 miles of the lair grows twisted and blackened as if scorched by fire. Creatures born in the region are deformed and vulnerable to disease.

If the celestial devourer dies, the intense dread and food spoilage quickly fade in 24 hours. The deformed vegetation returns to normal over **1d10** days.

# CELESTIAL DEVOURER PARVUS

Large celestial, lawful evil

**Armour Class** 14 (natural armour)

**Hit Points** 90 (12d10 + 24)

**Speed** 40 ft., fly 120 ft. (mythic state only)

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

**Saving Throws** Con +5, Wis +6, Cha +7

**Skills** Perception +6

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Celestial, Common, Elvish

**Challenge** 7 (2,900 XP)      **Proficiency Bonus** +3

**Angelic Weapons.** The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 7 (2d6) radiant damage (included in the attack).

**Feast of Kings (Recharges after a Short or Long Rest).** If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 90 hit points, his Decaying Blast recharges, he regains any expended use of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 2,900 XP (5,800 XP total) for defeating the devourer after he uses Feast of Kings.

**Healing Weakness.** Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

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

## ACTIONS

**Multiattack.** The devourer makes two Greatsword attacks and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) radiant damage.

**Divine Grasp.** *Ranged Spell Attack:* +7, range 120 ft., one creature. *Hit:* 13 (2d8 + 4) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

**Decaying Blast (Recharge 5-6).** The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 15 Dexterity saving throw**, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one.

## LEGENDARY ACTIONS

The devourer 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 devourer regains spent legendary actions at the start of his turn.

**Divine Sight.** The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

**Celestial Feast (Costs 2 Actions).** The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 10 (3d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

**Royal Reach (Costs 2 Actions).** The devourer uses Divine Grasp.

**Teleport (Costs 2 Actions).** The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the start of its next turn.

## MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

**Convert (Costs 2 Actions).** The devourer targets one humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 15 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

**Wing Strike (Costs 2 Actions).** The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 14 Dexterity saving throw** or take 7 (1d8 + 3) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 14**).

## CELESTIAL DEVOURER MEDIUS

*Large celestial, lawful evil*

**Armour Class** 16 (natural armour)

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft., fly 120 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	18 (+4)	19 (+4)	20 (+5)

**Saving Throws** Con +7, Wis +8, Cha +9

**Skills** Perception +8

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Celestial, Common, Elvish

**Challenge** 12 (8,400 XP)      **Proficiency Bonus** +4

**Angelic Weapons.** The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

**Feast of Kings (Recharges after a Short or Long Rest).** If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 127 hit points, his Decaying Blast recharges, he regains any expended uses of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 8,400 XP (16,800 XP total) for defeating the devourer after he uses Feast of Kings.

**Healing Weakness.** Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

**Legendary Resistance (2/Day).** If the devourer fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Multiattack.** The devourer makes two Greatsword attacks and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 13 (3d8) radiant damage.

**Divine Grasp.** *Ranged Spell Attack:* +9, range 120 ft., one creature. *Hit:* 23 (4d8 + 5) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

**Decaying Blast (Recharge 5-6).** The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 17 Dexterity saving throw**, taking 21 (6d6) necrotic damage on a failed save, or half as much on a successful one.

### LEGENDARY ACTIONS

The devourer 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 devourer regains spent legendary actions at the start of his turn.

**Divine Sight.** The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

**Celestial Feast (Costs 2 Actions).** The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 14 (4d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

**Royal Reach (Costs 2 Actions).** The devourer uses Divine Grasp.

**Teleport (Costs 2 Actions).** The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 17 Constitution saving throw** or be **blinded** until the start of its next turn.

### MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

**Convert (Costs 2 Actions).** The devourer targets one humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 17 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

**Wing Strike (Costs 2 Actions).** The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 16 Dexterity saving throw** or take 9 (1d10 + 4) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 16**).

# CELESTIAL DEVOURER MAGNUS

*Large celestial, lawful evil*

**Armour Class** 18 (natural armour)

**Hit Points** 152 (16d10 + 64)

**Speed** 40 ft., fly 120 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	19 (+4)	20 (+5)	21 (+5)	22 (+6)

**Saving Throws** Con +9, Wis +10, Cha +11

**Skills** Perception +10

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 30

**Languages** Celestial, Common, Elvish

**Challenge** 16 (15,000 XP) **Proficiency Bonus** +5

**Angelic Weapons.** The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 22 (5d8) radiant damage (included in the attack).

**Feast of Kings (Recharges after a Short or Long Rest).** If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 152 hit points, his Decaying Blast recharges, he regains any expended uses of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 15,000 XP (30,000 XP total) for defeating the devourer after he uses Feast of Kings.

**Healing Weakness.** Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

**Legendary Resistance (3/Day).** If the devourer fails a saving throw, he can choose to succeed instead.

## ACTIONS

**Multiattack.** The devourer makes two Greatsword attacks, and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

**Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 22 (5d8) radiant damage.

**Divine Grasp.** *Ranged Spell Attack:* +11, range 120 ft., one creature. *Hit:* 24 (4d8 + 6) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

**Decaying Blast (Recharge 5-6).** The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 19 Dexterity saving throw**, taking 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.

## LEGENDARY ACTIONS

The devourer 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 devourer regains spent legendary actions at the start of his turn.

**Divine Sight.** The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

**Celestial Feast (Costs 2 Actions).** The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 21 (6d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

**Royal Reach (Costs 2 Actions).** The devourer uses Divine Grasp.

**Teleport (Costs 2 Actions).** The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 19 Constitution saving throw** or be **blinded** until the start of its next turn.

## MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

**Convert (Costs 2 Actions).** The devourer targets one humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 19 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

**Wing Strike (Costs 2 Actions).** The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 19 Dexterity saving throw** or take 13 (2d6 + 6) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 18**).

# PITCROWS

Denizens of the Hells, pitcrows are capricious and opportunistic scavengers. With feathers of crimson so deep it is often mistaken for black, these large corvids are as likely to help a wandering adventurer as they are to report that adventurer to the local authorities. In fact, most pitcrows will often do both, for double the reward.

**Scouts & Cleaners.** When a pitcrow can be bribed, coaxed, or coerced into working with others, they often find themselves in scouting roles. Single crows might stake out a building, crossroads, or grave, reporting their observations to a clandestine employer in exchange for choice scraps or jewellery. A demon lord or archdevil might enlist a whole murder to scout battlefields or harry routed enemies. Whatever the case, pitcrows do not seek to put themselves in danger and can always be found plucking at the viscera of corpses after a meeting of devils and demons.

## PITCROW

*Tiny fiend, lawful evil*

**Armour Class** 12 (natural armour)

**Hit Points** 14 (4d4 + 4)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

**Skills** Insight +3, Perception +3

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 13

**Languages** Infernal

**Challenge** 1/2 (100 XP)      **Proficiency Bonus** +2

**Flyby.** The pitcrow doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Mimicry.** The pitcrow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 12 Wisdom (Insight)** check.

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

## ACTIONS

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Vicious Mockery.** *Saving Throw:* **DC 12 Wisdom**, range 60 ft., one creature that can hear the pitcrow. *Failure:* 5 (2d4) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

## MURDER OF PITCROWS

*Huge swarm of Tiny fiends, lawful evil*

**Armour Class** 12 (natural armour)

**Hit Points** 112 (15d12 + 15)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

**Skills** Insight +4, Perception +4

**Damage Resistances** bludgeoning, cold, fire, lightning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 14

**Languages** Infernal

**Challenge** 6 (2,300 XP)      **Proficiency Bonus** +3

**Flyby.** The murder doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Mimicry.** The murder can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 13 Wisdom (Insight)** check.

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

**Swarm.** The murder can occupy another creature's space and vice versa, and the murder can move through any opening large enough for a Tiny pitcrow. The murder can't regain hit points or gain temporary hit points.

## ACTIONS

**Multiattack.** The murder makes two Swarm of Beaks attacks or it can use Vicious Mockery six times. If it has half its hit points or fewer, it can use Vicious Mockery three times, instead of six.

**Swarm of Beaks.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) piercing damage, or 13 (3d8) piercing damage if the murder has half its hit points or fewer.

**Vicious Mockery.** *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature that can hear the murder. *Failure:* 7 (3d4) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

**Self-Policing.** Despite their selfish tendencies, pitcrow communities can grow surprisingly large and exhibit a kind of mass self-governance. Any individual found exploiting the common good is immediately ostracised and assaulted. Defecate too close to the communal blood pool? Get pecked to death. Exhibit a communicable disease? Get pecked to death. Produce more offspring than you can protect? *They* get pecked to death.

## WAX ELEMENTALS

A demiplane bridging the Material Plane and Elemental Chaos, the Plane of Wax is called home by a curious array of lipid-based creatures. It is said that every living creature of the Material Plane has a waxen analogue, a doppelgänger with an eerily-fixed smile and glossy skin. Referred to as waxkin, these elementals can draw on the thoughts and memories of their material analogue, though without the same moral and ethical restraints.

The Pontiff began life as an ancient elemental bound to the service of the Empyrean Solar. Upon being infused with divine energy, this elemental's new-found sentience focused on the tenet to which it had been exposed for centuries: enlightening others. As is the case with creatures from the Plane of Wax, the creature took this as a literal instruction detached from moral and ethical restraints, and melted the congregation, adding their fat to its own body.



## REGIONAL EFFECTS

The region around the Pontiff's lair is warped by its magic, which creates the following effects:

- Flames burn brighter. The light radius of nonmagical flames is doubled within the 6 miles surrounding the Pontiff's lair. The fuel source for these flames is depleted twice as fast.
- Creatures within 1 mile of the Pontiff's lair feel a sense of inner calm, and strong negative emotions, such as anxiety and anger, are suppressed. Wild animals are docile and less likely to attack travelers.
- Creatures within 1 mile of the Pontiff's lair feel the intense urge to eat more than usual. It takes twice as much food per day to satisfy creatures living under this effect.

If the Pontiff dies, these effects fade over the course of **1d10** days.

## LAIR ACTIONS

So long as the Pontiff is in its lair, it can evoke the ambient magic to take lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

## VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
4th	12	+4	3 (1d6)
9th	15	+7	10 (3d6)
14th	16	+8	14 (4d6)

**Lair Actions.** On initiative count 20 (losing initiative ties), the Pontiff takes one of the following lair actions; the Pontiff can't take the same lair action two rounds in a row:

- **Render.** The Pontiff points to a wax guardian that it can see within **15 feet** of it, causing it to melt. The Pontiff regains hit points equal to the wax guardian's remaining hit points. The wax guardian is destroyed as its essence is absorbed into the Pontiff.
- **Flash.** The Pontiff intensifies the cathedral's luminosity in a blinding flash. Non-constructs within **20 feet** of the lair's bright light sources (marked on the maps with an L) must succeed on a **VDC Constitution saving throw** or be **blinded** until the end of their next turn.
- **Wax Floor.** The Pontiff points to a **10-foot square** on the lair's ground that it can see within **30 feet** of it. The area turns into 2-foot-deep wax that is difficult terrain. Each creature in that area when the wax appears must succeed on a **VDC Dexterity saving throw** or sink into the wax and become **restrained**. A creature can use its action to attempt a **VDC Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success. On initiative count 20 of the following round, the wax hardens, the area is no longer difficult terrain, and the DC to free a restrained creature increases to **VDC + 3**.

## PONTIFF POCO

Large elemental (shapechanger), lawful neutral

**Armour Class** 12 (natural armour)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft.

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

**Saving Throws** Con +4, Cha +5

**Skills** Deception +7, Religion +3

**Damage Immunities** poison

**Condition Immunities** blinded, frightened, poisoned

**Senses** blindsight 120 ft., passive Perception 11

**Languages** Celestial, Common, Ignan

**Challenge** 3 (700 XP) **Proficiency Bonus** +2

**Heated Body.** A creature that touches the Pontiff or hits it with a melee attack while within **5 feet** of it takes 2 (**1d4**) fire damage. If the Pontiff takes fire damage, this trait deals 5 (**2d4**) fire damage until the end of its next turn instead.

**Heated Weapons.** When the Pontiff hits with a metal melee weapon, it deals an extra 3 (**1d6**) fire damage (included in the attack). If the Pontiff takes fire damage, its attacks deal 7 (**2d6**) extra fire damage until the end of its next turn instead.

**Illumination.** The Pontiff sheds bright light in a **20-foot radius** and dim light for an additional 20 feet.

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

**Regeneration.** The Pontiff regains **10** hit points at the start of its turn. If the Pontiff takes cold or thunder damage, this trait doesn't function at the start of the Pontiff's next turn. The Pontiff dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Shapechanger.** The Pontiff can use its action to polymorph into a humanoid that it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Stained Glass Armour (Recharges after a Short or Long Rest).** If the Pontiff would be reduced to 0 hit points, its current hit point total instead resets to **75** hit points, its Thurible recharges, it regains any expended use of Legendary Resistance, and, for the next **hour**, it can use its Mythic Actions alongside its Legendary Actions. In addition, the Pontiff emits a blast of energy that shatters the stained glass windows of its lair and draws the shards into its wax body to form a protective armour. Award a party 1,100 XP (1,800 XP total) for defeating the Pontiff after it uses Stained Glass Armour.

## ACTIONS

**Burning Crosier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) bludgeoning damage, or 8 (**1d10 + 3**) bludgeoning damage if used with two hands to make a melee attack, plus 3 (**1d6**) fire damage.

**Thurible (Recharge 6).** The Pontiff lights the incense in its thurible and a **15-foot-radius sphere** of poisonous orange smoke pours out, centred on the Pontiff. The smoke lightly obscures its area, spreads around corners, and moves with the Pontiff. It lasts for **1 minute** or until strong wind disperses it, ending the effect.

When a creature enters the area for the first time on its turn or starts its turn there, it must make a **DC 12 Constitution saving throw**, taking 5 (**2d4**) poison damage and becoming **poisoned for 1 minute** on a failed save, or half as much damage and not becoming poisoned on a successful one. A creature poisoned by the smoke takes 2 (**1d4**) poison damage at the start of each of its turns, and can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can avoid the effects of the smoke if it holds its breath while in the area or doesn't need to breathe.

## LEGENDARY ACTIONS

The Pontiff 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 Pontiff regains spent legendary actions at the start of its turn.

**Pack Thurible.** The Pontiff rolls to recharge its Thurible.

**Tactical Retreat.** The Pontiff takes the Disengage action and moves up to half its speed. This movement cannot be toward an enemy.

**Wax Splash (Costs 2 Actions).** The Pontiff splashes hot wax at a creature within **10 feet** of it. The target must succeed on a **DC 12 Dexterity saving throw** or become **restrained** in the hardened wax. A creature can take an action to attempt a **DC 12 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## MYTHIC ACTIONS

If the Pontiff's Stained Glass Armour trait has activated in the last hour, it can use the option below as a legendary action.

**Shard Spray (Costs 2 Actions).** The Pontiff releases a blast of glass shards in a **20-foot cone**. Each creature in that area must make a **DC12 Dexterity saving throw**, taking 9 (**2d8**) slashing damage on a failed save or half as much damage on a successful one.

## PONTIFF PRECEPTOR

Large elemental (shapechanger), lawful neutral

**Armour Class** 13 (natural armour)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	12 (+1)	20 (+5)

**Saving Throws** Con +7, Cha +8

**Skills** Deception +11, Religion +5

**Damage Immunities** poison

**Condition Immunities** blinded, frightened, poisoned

**Senses** blindsight 120 ft., passive Perception 11

**Languages** Celestial, Common, Ignan

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Heated Body.** A creature that touches the Pontiff or hits it with a melee attack while within **5 feet** of it takes 4 (**1d8**) fire damage. If the Pontiff takes fire damage, this trait deals 9 (**2d8**) fire damage until the end of its next turn instead.

**Heated Weapons.** When the Pontiff hits with a metal melee weapon, it deals an extra 3 (**1d6**) fire damage (included in the attack). If the Pontiff takes fire damage, its attacks deal 10 (**3d6**) extra fire damage until the end of its next turn instead.

**Illumination.** The Pontiff sheds bright light in a **20-foot radius** and dim light for an additional 20 feet.

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

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

**Regeneration.** The Pontiff regains **10** hit points at the start of its turn. If the Pontiff takes cold or thunder damage, this trait doesn't function at the start of the Pontiff's next turn. The Pontiff dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Shapechanger.** The Pontiff can use its action to polymorph into a humanoid that it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Stained Glass Armour (Recharges after a Short or Long Rest).** If the Pontiff would be reduced to 0 hit points, its current hit point total instead resets to **114** hit points, its Thurible recharges, it regains any expended use of Legendary Resistance, and, for the next **hour**, it can use its Mythic Actions alongside its Legendary Actions. In addition, the Pontiff emits a blast of energy that shatters the stained glass windows of its lair and draws the shards into its wax body to form a protective armour. When the Pontiff takes spell damage, the effect of a 3rd-level *color spray* spell instantly bursts from the Pontiff in a **20-foot-radius sphere** centred on the Pontiff. Award a party 2,900 XP (5,800 XP total) for defeating the Pontiff after it uses Stained Glass Armour.

## ACTIONS

**Multiattack.** The Pontiff makes two Burning Crosier attacks.

**Burning Crosier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 5**) bludgeoning damage, or 10 (**1d10 + 5**) bludgeoning damage if used with two hands to make a melee attack, plus 3 (**1d6**) fire damage.

**Thurible (Recharge 6).** The Pontiff lights the incense in its thurible and a **15-foot-radius sphere** of poisonous orange smoke pours out, centred on the Pontiff. The smoke lightly obscures its area, spreads around corners, and moves with the Pontiff. It lasts for **1 minute** or until strong wind disperses it, ending the effect.

When a creature enters the area for the first time on its turn or starts its turn there, it must make a **DC 15 Constitution saving throw**, taking 14 (**4d6**) poison damage and becoming **poisoned** for **1 minute** on a failed save, or half as much damage and not becoming poisoned on a successful one. A creature poisoned by the smoke takes 3 (**1d6**) poison damage at the start of each of its turns, and can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can avoid the effects of the smoke if it holds its breath while in the area or doesn't need to breathe.

## LEGENDARY ACTIONS

The Pontiff 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 Pontiff regains spent legendary actions at the start of its turn.

**Pack Thurible.** The Pontiff rolls to recharge its Thurible.

**Tactical Retreat.** The Pontiff takes the Disengage action and moves up to half its speed. This movement cannot be toward an enemy.

**Wax Splash (Costs 2 Actions).** The Pontiff splashes hot wax at a creature within **10 feet** of it. The target must succeed on a **DC 15 Dexterity saving throw** or take 7 (**2d6**) fire damage and become **restrained** in the hardened wax. A creature can take an action to attempt a **DC 15 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## MYTHIC ACTIONS

If the Pontiff's Stained Glass Armour trait has activated in the last hour, it can use the option below as a legendary action.

**Shard Spray (Costs 2 Actions).** The Pontiff releases a blast of glass shards in a **30-foot cone**. Each creature in that area must make a **DC 15 Dexterity saving throw**, taking 13 (**3d8**) slashing damage on a failed save or half as much damage on a successful one.

## PONTIFF CANDELA

Large elemental (shapechanger), lawful neutral

**Armour Class** 14 (natural armour)

**Hit Points** 168 (16d10 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	24 (+7)

**Saving Throws** Con +10, Cha +12

**Skills** Deception +17, Religion +8

**Damage Immunities** poison

**Condition Immunities** blinded, frightened, poisoned

**Senses** blindsight 120 ft., passive Perception 12

**Languages** Celestial, Common, Ignan

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Heated Body.** A creature that touches the Pontiff or hits it with a melee attack while within **5 feet** of it takes 5 (1d10) fire damage. If the Pontiff takes fire damage, this trait deals 11 (2d10) fire damage until the end of its next turn instead.

**Heated Weapons.** When the Pontiff hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack). If the Pontiff takes fire damage, its attacks deal 21 (6d6) extra fire damage until the end of its next turn instead.

**Illumination.** The Pontiff sheds bright light in a **20-foot radius** and dim light for an additional 20 feet.

**Legendary Resistance (3/Day).** If the Pontiff fails a saving throw, it can choose to succeed instead.

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

**Regeneration.** The Pontiff regains **10** hit points at the start of its turn. If the Pontiff takes cold or thunder damage, this trait doesn't function at the start of the Pontiff's next turn. The Pontiff dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Shapechanger.** The Pontiff can use its action to polymorph into a humanoid that it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Stained Glass Armour (Recharges after a Short or Long Rest).** If the Pontiff would be reduced to 0 hit points, its current hit point total instead resets to **168** hit points, its Thurible recharges, it regains **1** expended use of Legendary Resistance, and, for the next **hour**, it can use the options in the "Mythic Actions" section. In addition, the Pontiff emits a blast of energy that shatters the stained glass windows of its lair and draws the shards into its wax body to form a protective armour. When the Pontiff takes damage from a spell, the effect of a 5th-level *color spray* spell instantly bursts in a **20-foot-radius sphere** centred on the Pontiff. Award a party 10,000 XP (20,000 XP total) for defeating the Pontiff after it uses Stained Glass Armour.

## ACTIONS

**Multiattack.** The Pontiff makes two burning Crosier attacks.

**Burning Crosier.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 17 (2d10 + 6) bludgeoning damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

**Thurible (Recharge 5-6).** The Pontiff lights the incense in its thurible and a **20-foot-radius sphere** of poisonous orange smoke pours out, centred on the Pontiff. The smoke lightly obscures its area, spreads around corners, and moves with the Pontiff. It lasts for **1 minute** or until strong wind disperses it, ending the effect.

When a creature enters the area for the first time on its turn or starts its turn there, it must make a **DC 18 Constitution saving throw**, taking 18 (4d8) poison damage and becoming **poisoned** for **1 minute** on a failed save, or half as much damage and not becoming poisoned on a successful one. A creature poisoned by the smoke takes 7 (2d6) poison damage at the start of each of its turns and can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can avoid the effects of the smoke if it holds its breath while in the area or doesn't need to breathe.

## LEGENDARY ACTIONS

The Pontiff 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 Pontiff regains spent legendary actions at the start of its turn.

**Pack Thurible.** The Pontiff rolls to recharge its Thurible.

**Tactical Retreat.** The Pontiff takes the Disengage action and moves up to half its speed.

**Wax Splash (Costs 2 Actions).** The Pontiff splashes hot wax at a creature within **10 feet** of it. The target must succeed on a **DC 18 Dexterity saving throw** or take 7 (2d6) fire damage and become **restrained** in the hardened wax. A creature can take an action to attempt a **DC 18 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

## MYTHIC ACTIONS

If the Pontiff's Stained Glass Armour trait has activated in the last hour, it can use the option below as a legendary action.

**Shard Spray (Costs 2 Actions).** The Pontiff releases a blast of glass shards in a **40-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**, taking 18 (4d8) slashing damage on a failed save or half as much damage on a successful one.

# WOLVES

## BLOOD WOLF

Predators of grassland, forest, hill, and mountain, blood wolves are a magically altered wolf subspecies capable of detecting haemoglobin itself. Their rust-coloured fur is highly prized as a symbol of status in mountain tribes and their deep maroon eyes appear in more than one children's fable.

**Alphas.** Blood wolves often find themselves alphas of packs of their smaller dire wolf cousins. These packs grow to unnaturally large sizes due to their pack leaders ability to detect prey that would otherwise be hidden. Branded 'lupine locusts', wolves lead by a blood wolf have a propensity to decimated an ecosystem before sweeping onto their next hunting ground.

**Extra-Sanguinary Senses.** The exact mechanism by which a blood wolf detects haemoglobin has not been identified. Scholars originally thought that the auditory acuity of such canines allowed it to hear the low-frequency thumps of heartbeats. Indeed, this research led to the development of spells such as *detect heartbeat* (see page 135), which has saved more than one trapped miner's life.

However, experiments with undead prey determined that a heartbeat is not necessary. This research was backed up by less-than-ethical testing using deafened blood wolf subjects. A final swathe of tests in *antimagic fields* confirmed that this sense is of a magical nature, an unfortunate headline for hunters and trappers that don't live in well-fortified keeps.

## BLOOD WOLF

*Huge monstrosity, neutral evil*

**Armour Class** 15 (natural armour)

**Hit Points** 136 (13d12 + 52)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	7 (-2)	14 (+2)	10 (+0)

**Skills** Perception +5, Stealth +6

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Sylvan but can't speak

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Keen Hearing and Smell.** The wolf has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

**Sanguine Predator.** The wolf can magically see any creature that isn't an undead or a construct within **60 feet** of it, even through total cover, heavily obscured areas, invisibility, or any other phenomena that would prevent sight. Whenever the wolf deals damage to a creature afflicted by a Sanguine Mark (see Bloodhound), the creature takes an additional 3 (**1d6**) necrotic damage and the wolf regains an equal number of hit points.

## ACTIONS

**Multiattack.** The wolf makes three attacks: one with its Bite and two with its Claws.

**Bite.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 21 (**3d10 + 5**) piercing damage plus 10 (**3d6**) poison damage and the target must succeed on a **DC 15 Constitution saving throw** or become **poisoned for 1 minute**. While poisoned in this way, its melee attacks deal half as much damage as normal and its speed is halved. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Claws.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 20 (**6d4 + 5**) slashing damage.

## POISON WOLF

Large monstrosity, neutral evil

**Armour Class** 15 (natural armour)

**Hit Points** 95 (10d10 + 40)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +5, Stealth +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Keen Hearing and Smell.** The wolf has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

**Toxic Empowerment.** When the wolf is subjected to an effect that would cause it to be poisoned, it's empowered by the toxins instead, gaining 14 (**4d6**) temporary hit points

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (**2d6 + 4**) piercing damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

**Poison Breath (Recharge 5-6).** The wolf exhales a cloud of poisonous gas in a **20-foot cone**. Each creature in that area must make a **DC 14 Constitution saving throw**. On a failed save, a creature takes 14 (**4d6**) poison damage and is **poisoned** until the end of its next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

## POISON WOLF

Where powerful evil makes its lair, corruption can seep into the land, warping fauna and flora into twisted mutants with malicious intent. Poison wolves are the result of one such transformation—vicious monstrosities whose ragged purple and black fur entraps the toxic miasma that wafts from its cruel maw.

**Perilous Packs.** Poison wolves are even more dangerous in packs than their regular counterparts; not only do they employ the same shrewd group tactics, their toxic exhalations can strengthen other poison wolves, augmenting their resilience. Those who purport to have slain such foul creatures extoll the virtue of using broken terrain to separate a pack, so that each wolf can be fought separately from its kin.

**A Blight on the Land.** Poison wolves regard the instigator of their transformation as an alpha; a leader to whom they submit. After that creature has departed, however, these packs tend to grow out of control, multiplying at unprecedented speed and forming veritable hordes that descend upon nearby settlements with ravenous hunger. Indeed, months after a village has been liberated from the sway of a great fiend, the same heroes that slew an archdemon may be called upon by an irate mayor to “finish the job properly”. Every last poison wolf must be slain lest a demon lord's legacy live on.

# NON-PLAYER CHARACTERS

## RANGER

Medium humanoid (any race), any alignment

**Armour Class** 16 (studded leather)

**Hit Points** 149 (23d8 + 46)

**Speed** 30 ft. (40 ft. with *longstrider*)

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

**Saving Throws** Str +5, Dex +7

**Skills** Animal Handling +6, Perception +6, Stealth +7, Survival +5

**Senses** passive Perception 16

**Languages** any two languages

**Challenge** 6 (2,300 XP)      **Proficiency Bonus** +3

**Land's Stride.** Moving through nonmagical difficult terrain costs the ranger no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

**Spellcasting.** The ranger is a 6th-level spellcaster and can cast the following spells, using Wisdom as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks):

2/day each: *cure wounds*, *locate animals or plants*, *longstrider*, *spike growth*<sup>c</sup>

1/day each: *conjure animals*<sup>c</sup>, *wind wall*<sup>c</sup>

\*See Appendix B; **bold** indicates combat spell; <sup>c</sup> indicates concentration.

## ACTIONS

**Multiattack.** The ranger makes three attacks with its Shortsword or two attacks with its Longbow.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (**1d8 + 4**) piercing damage.

**Volley.** The ranger makes a separate Longbow attack against each creature of its choice within **10 feet** of a point it can see within the weapon's range.

**Whirlwind.** The ranger makes a separate Shortsword attack against each creature of its choice within its reach.

## BONUS ACTIONS

**Hunter's Mark (1/Short or Long Rest).** The ranger chooses one creature it can see within **90 feet** and mystically marks it as its quarry for **1 hour**. For the duration, the ranger deals an extra 3 (**1d6**) damage to the target whenever it hits it with a weapon attack, and the ranger has **advantage** on any Wisdom (Perception) or Wisdom (Survival) check it makes to find the creature. If the target drops to 0 hit points before this effect ends, the ranger can use a bonus action on a subsequent turn to mark a new creature.

## SORCERER

Medium humanoid (any race), any alignment

**Armour Class** 11 (14 with *mage armor*)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Con +4, Cha +5

**Skills** Arcana +2, Deception +5, Persuasion +5

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 4 (1,100 XP)      **Proficiency Bonus** +2

**Metamagic.** The sorcerer has **7** sorcery points and regains all expended sorcery points when it finishes a long rest. It can spend these points in the following ways:

**Quicken Spell.** When the sorcerer casts a spell that has a casting time of 1 action, it can spend **2** sorcery points to change the casting time to 1 bonus action for this casting.

**Twinned Spell.** When the sorcerer casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

**Spellcasting.** The sorcerer is a 7th-level spellcaster and can cast the following spells, using Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks):

At will: *can'trip*<sup>\*</sup>, *light*, *magnetobolt*<sup>\*</sup>, *message*, *shocking grasp*

2/day each: *mage armor*, *mistystep*, *haste*<sup>c</sup>, *magnetite shard*<sup>\*</sup>

1/day: *blinding radiance*<sup>c\*</sup>

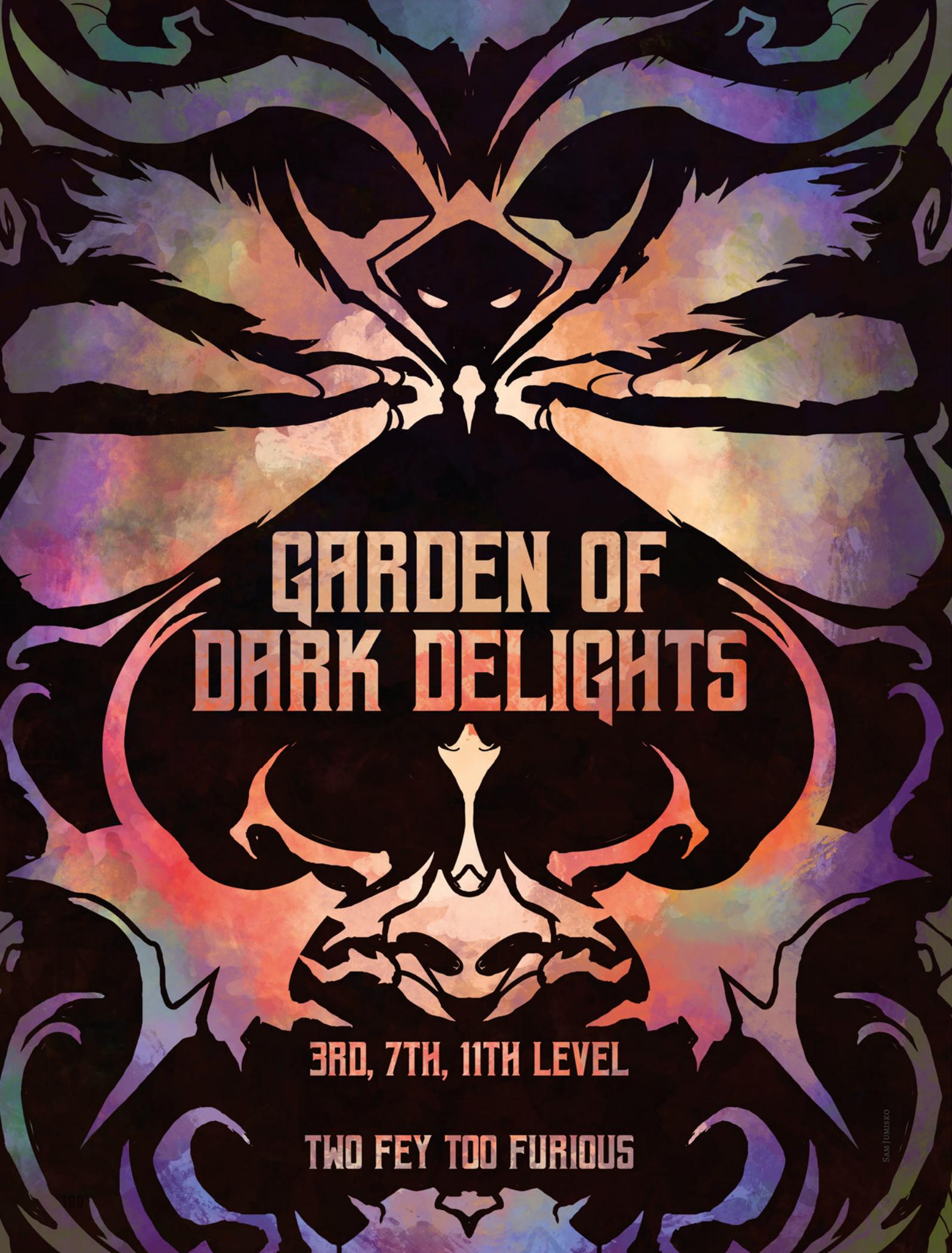
\*See Appendix B; **bold** indicates combat spell; <sup>c</sup> indicates concentration.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (**1d4 + 1**) piercing damage.

**Magnetobolt.** *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 7 (**2d6**) force damage and the creature must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) lightning damage and the creature can't take reactions until the start of its next turn. The sorcerer has **advantage** on the attack roll if the target is wearing armour made of metal.



# GARDEN OF DARK DELIGHTS

3RD, 7TH, 11TH LEVEL

TWO FEY TOO FURIOUS

# BONUS HUNT: GARDEN OF DARK DELIGHTS

## INTRODUCTION

*Garden of Dark Delights* is a 5th edition hunt for **four** characters with an average party level (APL) of **3, 7, or 11**. Characters who complete this hunt should earn enough experience to progress one-half, one-third, and two-thirds of the way to 4th, 7th, and 12th level, respectively. The adventurers must investigate an influx of faerie refugees, delve into a glasshouse that perfectly replicates the Plane of Fey's eternal sunset, and defeat two faerie nobles and their entourage.

Faerie refugees are fleeing through a gateway to the Material Plane, altering the delicate and unique ecosystem of the Springwood with each passing day. Two guardians of their court, the Scarab and Adelifae, have been dispatched to test the mettle of would-be heroes. They guard the gateway in hope of being defeated by those strong enough to save their home. The ability to avoid poison and the charmed condition will be very useful in this multi-wave boss battle.

## BACKGROUND

The Plane of Fey is a warped reflection of the Material Plane filled with wild beauty and deadly danger. The environment and seasons are tightly bound to emotion; flowers may wilt in the presence of melancholy, associated with winter, while joy can bring forth ripe flower buds bursting with spring colours. The faerie nobility maintains harmony in this chaotic mix and ensures the courts' continued existence is balanced. When such a court learns of a being deemed "too dark", they act quickly to expunge this threat, banishing the creature to the Plane of Shadow before its taint can spread.

In the fey court of Queen Soliana Sunsworn, the residents were overjoyed at the birth of Princess Shael, not knowing the princess was born with a streak of darkness that would mean banishment. As she aged, Shael's darkness grew too prominent to hide. Her acts of cruelty, malice, and destruction caused visceral changes in the realm; bladed vines brimming with poisonous berries bloomed and the plane's fauna became murderously savage. In a desperate act, Queen Soliana formed a secret coven of her strongest magic weavers and split Shael's soul into halves of light and shadow. The dark half of the princess was banished to the Plane of Shadow, while the light half remained, the epitome of mirth and spring.

While Princess Shael's light half lived a life of oblivious luxury, her dark half fought to survive in the

harsh climes of the shadow realm. She battled against those that would tear her apart, forged alliances with shadow creatures, and conquered a portion of the Plane of Shadow for herself. Though the dark Shael founded a new court and was crowned Queen of Brambles, the void in her soul would not be filled.

On the day of Princess Shael's coming of age, a great feast was set to be held in her honour, with the whole of the faerie court in attendance. An anonymous gift for the princess arrived that morning: a shimmering gown of flowing indigo and amethyst silks adorned with feathers that shone with a midnight blue iridescence. The Queen of Brambles had sent the gown, enchanting it in a way that would only affect the princess. So beautiful was the gown that the princess chose to wear it that evening at the ceremony. The moment the princess came of age, the gown's enchantment flared to life and wiped away the magical veil hiding her split nature from herself. In that instant, Princess Shael's soul cried out for its other half and opened a portal for her to join the Queen of Brambles in the Plane of Shadow.

Queen Soliana instantly knew what had occurred and unleashed Jorfraust, a powerful winter fey, freezing the princess and herself in place. Free from his leash, Jorfraust has subjected the realm to an unending winter, and its denizens to the accompanying melancholy and lethargy.

On the Material Plane, Nissa Bellyblock has made a thriving living as a master botanist, hybridising plants from the Plane of Fey with the unique flora of the Springwood, a forest whose connection with the Plane of Fey causes it to exist in a perpetual spring. The secret to her success is an exquisite glasshouse built of magical glass panes that emit light in the exact hues of the Plane of Fey's eternal sunset. The Solarium Botanica, as the glasshouse is known, has become a must-see site of the Springwood, attracting visitors from distant lands.

Without their queen to guide them, her court banded together under the leadership of their castellan, Iris Clearwind. Together they opened a portal to the Material Plane and poured through, a torrent of refugees that fled into the Springwood. Where else would a portal open than the place whose environment has been modulated to match the Plane of Fey as closely as possible?

Nissa's Solarium Botanica has had to be abandoned to the fey creatures that guard the escape route for their kin. She wants her glasshouse back. The people of Springwood want to be left in peace. And Iris, who had been courting Shael in secret, now seeks creatures capable of defeating Jorfraust, rescuing her beloved, and saving the realm. To that end, a pair of fey nobles stand ready to stop all but the most fearless of those who would enter the faerie realm.

## PLAYING AS A ONE-SHOT

Garden of Dark Delights is part 1 of the *Blood of Sun & Shadow* trilogy and is continued in part 2, *Bloodfrost of the Fey*. However, each part can be played independently as a one-shot with a few simple narrative revisions. Here are a few recommendations on what to alter:

- Remove the backstory about Princess Shael, Queen Soliana, and Iris Clearwind.
- The gateway was opened by a pair of dark fey (the faerie champions) wishing to create an Unseelie court in the Material Plane.
- Defeating the faerie champions closes the gateway, sending all of the fey back to whence they came.

## SUMMARY

Here's a quick summary of the vital information about this hunt:

- **Which Monster?** Adelifae and the Scarab, the faerie champions.
- **Monster's Motivation.** The faerie champions watch over the gateway to their embattled fey court and test the strength of heroes willing to save their beloved queen and princess.
- **Monster's Previous Actions.** Refugees from the Plane of Fey are disrupting the Springwood's ecological balance. Parasitic plants clamber up the springtrees, carnivorous lyreflies eat the local fauna, and Nissa's famous Solarium Botanica has had to be shut.
- **Where's the Monster?** The faerie champions stand vigilant in the Solarium Botanica, a lush garden that provides exotic plants for wizarding schools and alchemical shops throughout the region.

## ADVENTURE HOOKS

Below are a few examples of ways to get your characters hooked onto this hunt and ready to face the faerie champions.

- **Curiosity: A Faerie-ly Odd Forest.** Messages are circulating among travellers that something is amiss in the Springwood. New and strange plants emerge from the undergrowth, and bizarre creatures invade the once-peaceful forest. One merchant swears he saw a swarm of butterflies eat his mule! Even the druid-monks of the Blossom Union are posting warnings to stay away from the rapidly changing woods.
- **Morality: Changelings.** Posters for missing children are being posted on notice boards throughout the region by the desperate citizens of Kerning's Crossing. Children began to vanish one by one ever since a host of strange creatures arrived in the Springwood and unusual plants started blooming everywhere. Some of the missing children were found wandering the forest, covered in sticky sweets and filled with a cloud of vague happiness that refuses to dissipate. Confusion and fear reign in the town, and parents call for help investigating the strange occurrences.
- **Compensation: Gardeners Wanted.** The Solarium Botanica was overrun by unusual creatures that forced the owner to abandon the entire complex. This invasion disrupted all shipments of the rare and exotic plants grown there, interrupting the production of many high-end crafters, including L'Arsène Upin\*. He wishes to hire the party to speak with the Solarium Botanica's owner, Nissa Bellyblock, in Kerning's Crossing. He insists they fix the shipments post haste—he has a new elixir recipe and needs his ingredients soon.

\*Not playing in the Loot Tavern? No problem! Replace this with another educated, crafting-oriented patron.

## NISSA BELLYBLOCK

Nissa Bellyblock is the bubbly owner of the Solarium Botanica. The energetic horticulturist is a botany master who loves to talk to anyone willing to learn about her latest horticultural discoveries. After a flood of creatures drove her from the glasshouse, Nissa paid for a room at the Purple Parsnip Inn in Kerning's Crossing. She's been investigating the changing flora of the Springwood while waiting for help to arrive.

As the main point of contact for this hunt, Nissa shares helpful information about the Solarium Botanica and insights into the various species grown there

(see Know Thy Enemy, page 185). She guides the characters through the Springwood to reach the over-run glasshouse and take it back from the invaders.

### HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
3rd	375 gp	225
7th	1,400 gp	750
11th	3,500 gp	1,200

\*Includes all encounters, monsters, and puzzles, averaged for 4 player characters.

## SPRINGWOOD

The Springwood is a broad, temperate forest filled with deciduous trees that existed in a state of perpetual spring, and dotted with a handful of human and gnomish settlements. Kerning's Crossing lies along the region's main trade route. The small town is mostly known for its apothecaries and proximity to the Solarium Botanica, the driving force behind the local economy. Local alchemists and merchants have shuttered their shops without the garden's resources to sell or transport.

The forest has begun to change rapidly due to the influx of creatures fleeing the Plane of Fey and bringing with them a plethora of rapidly-growing fey seeds. Flights of glittering fairies flit about the treetops, and the wind carries tantalising fragrances that cloud mortal minds. Songs are heard in the woods at night, and rainbow lights dance along the water's surface, seducing mortals to explore the hungry forest.

### REGIONAL EFFECTS

Exposure to the faerie realm has begun to affect the area surrounding the Solarium Botanica, creating one or more of the following effects:

**Feymagic Storms.** Isolated micro storms of fey magic randomly occur within the 6-mile area surrounding the glasshouse. Instead of rain and lightning, these micro storms create time dilations and illusions that last **1 hour** in one of the following **d4** ways:

1. Plants bloom, fruit, wither, and bud again, as if the seasons were rapidly accelerated.
2. The sun seems to creep barely above the horizon, putting the area in perpetual twilight.
3. The perception of non-fey creatures in the area are warped, causing extreme bouts of giddiness and happy hallucinations.

## NISSA BELLYBLOCK

Humanoid (gnome), horticulturist, she/her

**Personality.** Friendly, talkative, and kind. Takes any opportunity to talk about the traits of obscure plants.

**Appearance.** Short, curly brown hair, rosy cheeks smeared with soil. Wears leather overalls stained a multitude of colours.

**Desire.** To document every existing and extinct plant species.

**Fear.** That the dangerous plants in her glasshouse will spread and destroy the local biosphere.

*"Watch out for that stultus prurigine! Useful for killing athleta pede. Not as good as pes unguenti, obviously."*

NISSA BELLYBLOCK



4. Winter takes hold of the area, and plants wither under a coating of frost and ice.

◇ **Faerie Rings.** Strange mushroom rings grow haphazardly over the region within 6 miles of the glasshouse. Whenever a living creature steps into one, it is teleported to a random location on the Plane of Fey for **1 hour** before returning to the same place **1d4 hours** later. The time dilation is very confusing.

◇ **Overgrowth.** New plants have proliferated throughout the forest, shifting the landscape drastically. These changes include overgrown roads and paths that are now unnavigable, forcing travellers to take new paths never walked before.

If the gateway between the planes is closed, these effects fade over the next **24 hours**.

## TRACKING

The normally well-travelled road between Kerning's Crossing and the Solarium Botanica has disappeared due to the overgrowth caused by the faerie realm's influence. As the characters make their way through the fey-touched forest, they need two Tracking checks and one success to make their way to the Solarium Botanica to stay on course. Each check takes **1 hour**, and results in a clue encounter (see Know Thy Enemy, page 185). On a failed check, the party has a hostile encounter (see Tracking in *Heliana's Guide to Monster Hunting*).

**Safe Haven.** As the party approaches the Solarium Botanica, they come across a small house nestled under the roots of what appears to be a massive purple oak tree with silvery leaves. The hidden location provides the characters a place to rest and prepare for the coming battle.

## REST & PREPARATION

The fight ahead is beyond deadly, and the characters should be allowed a chance to rest before they assault the lair. As a GM, you can prompt your players to discuss what they've learnt and encourage them to prepare accordingly by asking questions like: "What clues have you discovered about your quarry's nature?" and "How can you best prepare with what you've learnt?"

## UNIQUE FLORA & FAUNA

Although the Springwood has always been home to some fey creatures, like blink squirrels, the recent influx of creatures (and the seeds they spread) is changing the fauna and flora of this unique biosphere. Here are a few examples of the more remarkable changes the characters may encounter during their journey through the forest:

**Honeyvine.** Honeyvine is an epiphytic plant that grows along the trunks and branches of trees. It is a deep golden colour and exudes a sweet, honey-like sap with an irresistible smell. Those who touch the vine or taste its sap are quickly trapped by the sticky substance, unable to move (or talk, if it is tasted), as the fluid begins to digest its victims alive.

Honeyvine releases a burst of sticky sap in a **5-foot radius** around itself whenever a living creature touches it. Each creature in the area must succeed on a **DC 13 Dexterity saving throw** or become **restrained** in the sap. A restrained creature takes 7 (2d6) acid damage at the start of each of its turns. A creature can use an action to make a **DC 13 Strength (Athletics)** check, freeing itself or a restrained creature within its reach on a success.

**Glowshrooms.** The glowshroom is a small, luminescent fey plant found in shadowy undergrowth. They grow in clusters on the ground or the sides of trees and have a soft, sponge-like texture. Eating a glowshroom causes the creature's skin and hair to cast a dim, bioluminescent light out to **5 feet** for **1 hour**. A creature can't become invisible while under the effects of a glowshroom, and creatures that can see the glowing creature have **advantage** on attack rolls against it. A creature that eats more than one glowshroom in a 24-hour period becomes **poisoned** until it next finishes a long rest.

**Lyrefly.** The lyrefly is a fey insect that resembles a butterfly with a four-inch wingspan and shimmering, colourful body. It is known for its beautiful wings, which resemble the strings of a lyre, and its ability to produce sweet, melodic music as it flutters through the trees. Despite its charming appearance, the carnivorous lyrefly is also a formidable hunter. A **swarm of lyreflies** (see Appendix C) can turn their music into thunder effects to stun and disorient their prey.

# KNOW THY ENEMY

While visiting Kerning's Crossing and travelling through the Springwood, the characters find various clues that expand their knowledge about the ongoing situation. These clues prove useful in the upcoming battle with the faerie champions:

- Some forest creatures can magically charm others.
- The Solarium Botanica is filled with dangerous plants.
- The invasive creatures in the forest are magical fey, and nonmagical iron is best used against them.

## CLUE 1: CHARMED CHANGELINGS

The children of Keening's Crossing have been swayed by fey charming to serve as their servants, and are behaving strangely. The villagers have found that making a bone broth with the marrow of a fey can help end this weird trance.

### CONCERNED PARENTS

When the party arrives in Kerning's Crossing, you can point out a group of worried looking adults watching children play. A character who succeeds on a **DC 13 Charisma (Persuasion or Intimidation)** check can convince the parents to open up to the party. They explain that children have been disappearing in the middle of the night, only to be found later wandering the nearby forest in an odd daze. The children appear healthy and happy—too happy, in fact. No matter how problematic the child was in the past, they have become empty, happy shells of their former selves. You can read the following:

From amongst the dense, ever-budding trees, wooden buildings are lit by globes of soft light hanging above doorways and from the boughs of the pink-flowered branches. The wind blows through the streets, fluttering against missing children posters that hang on nearly every tree trunk. Children run and play as any other kids would, but something is unsettling about the way they never stop smiling, even when they fall or hurt themselves. The parents also seem on edge, constantly glancing around and speaking in hushed tones while watching the children. The smell of fear and unease hangs heavy in the air, brought on by the strange behaviour in this otherwise ordinary town.

Children seem to recover after eating a serving of *glitterbone broth*, but the main ingredient is the ground bones of a rare sunsprite. The parents share the recipe with the party in hopes they can return with some bones.

**Finding Fey Bones.** A careful 1-hour search of the nearby forest and a successful **VDC Wisdom (Survival)** check locates **1d4 + 2 sunsprites** (see Appendix C) that can each be harvested for their bones to make a single serving of *glitterbone broth*. A creature that eats a serving of this broth gains **advantage** on saving throws made against being charmed for **1 hour**.

### HANDOUT 1. CHARMED CHANGELINGS



## CLUE 2: DON'T FEED THE FLOWERS

Some of the plants in the Solarium Botanica are deadly! Luckily, being fey plants, they are susceptible to mundane iron, which causes them to become inert for a short time. This is all described in the Solarium Botanica's pamphlet which has a robust warning message.

### HANDOUT 2. DON'T FEED THE FLOWERS



*Solarium Botanica and its staff are not liable for any damages incurred on your visit including but not limited to: maiming, memory loss, paralysis, petrification, poisoning, or loss of limb, life, or children that may occur while exploring our glasshouse. Come for the fun, stay for the adventure!*  
**NO IRON ALLOWED!!!**

## PAMPHLET

The party can find these pamphlets anywhere around town. Nissa herself might hand the party one.

Your eyes catch a glint of paper peeking out from behind a nearby tree just as the wind rips off a parchment that lands square at your feet. It's an old pamphlet—yellowed with age and slightly crumpled. Ornate script reads: “Welcome to Solarium Botanica!”. It promises a grand display of exotic plants, unlike anything you’ve ever seen—some even from different worlds! Smudged sketches of the plants line the outer edge of the pamphlet.

The warning on the back states, “Solarium Botanica and its staff are not liable for any damages incurred on your visit including but not limited to: maiming, memory loss, paralysis, petrification, poisoning, or loss of limb, life, or children that may occur while exploring our glasshouse. Come for the fun, stay for the adventure! NO IRON ALLOWED!!!”

A character proficient in the Nature skill or who succeeds on a **DC 13 Wisdom (Nature)** check recognizes the more deadly plants pictured on the pamphlet (listed on the Deadly Plants table, page 190). A character who spends at least **10 minutes** studying the pamphlet and who succeeds on a **VDC Intelligence (Nature)** check commits its contents to memory and gains **advantage** on ability checks made to recognize those same plants in the glasshouse (see page 190).

## CLUE 3: IRONCLAD MUTINY

Fey are innately magical creatures. In fact, some fey are so magical, they repel attacks with magical weapons, much as positively-charged magnets repel one another. Unfortunately, fey this magical are vulnerable to attacks made with base iron and mundane steel, which causes a poison-like effect in them. The players can discover an iron-infused clearing in the fey-addled woods centred around a smithy.

## BLACKSMITHY

A blacksmith's hut in the woods is remarkably free from the surrounding fey foliage. A character with a passive Wisdom (Perception) score of **16** or higher or who succeeds on a **DC 11 Wisdom (Perception)** check notices that the new plant life isn't invading



### HANDOUT 3. IRONCLAD MUTINY

the space around the hut in an almost perfect circle. A search of the edge uncovers iron shavings that have been poured around the building which the plants appear to refuse to cross. You can read the following:

As you make your way through the dense forest, the trees seem to close in further with each step, the branches reaching out like gnarled fingers. The air is heavy with the strange scents of brightly coloured plants and the sound of chittering creatures.

Rounding a bend, you suddenly catch sight of something that seems out of place in this already strange and untamed landscape. Nestled amongst the trees is a smithy fashioned from rough-hewn logs and a thatched roof. There's something different about this place—it's like a bubble of order amongst a rabble of chaotic, wild plants.

**Nissa.** Nissa explains this smithy belongs to the rock gnome, Hammy Ironclad. He helped her build the Solarium Botanica and is “visiting family elsewhere until all this blows over”. When the characters discover the shavings, Nissa exclaims, “Oh! That’s right! Certain fey plants are quite reactive to iron—it’s poisonous to them, in fact. That’s why we don’t use iron tools in the glasshouse.”

**Mundane Iron.** A successful **DC 16 Intelligence (Nature)** check recalls that some faeries are so magical, they repel magic instruments and have **resistance** to bludgeoning, piercing, and slashing damage from magic weapons. Nonmagical iron and steel can damage them, and some creatures are especially susceptible to the touch of ferrous weapons.

#### USING THE CLUE: IRONCLAD

The smithy contains iron weapons and shavings, both of which are useful in the fight ahead.

**Shavings.** The characters can gather enough iron shavings to fill two fist-sized leather pouches. A pouch can be thrown as an action with a range of **30 feet**, bursting into a cloud of iron dust with a **10-foot radius** centred on the point of impact. Each fey in the affected area must make a **VDC Constitution saving throw**, taking **Vdam** poison damage on a failure or half as much damage on a success. Success or failure, the fey’s Ferrous Weakness trait is triggered. Plants in the solarium that are within this area are incapacitated for **1 minute** (see *Sprinklers*, page 190).

**Weapons.** Well made iron weapons can be found within the smithy. They are patinaed with a layer of rust but otherwise function as normal weapons. They are branded with Ironclad’s mark.

## THE BATTLE AHEAD

When the characters reach the Solarium Botanica (see Tracking, page 184), they discover a glasshouse full of colourful and exotic foliage. The air is filled with glittering lights and strong, evocative aromas that tickle memories long forgotten. Rustling noises in the bushes and undergrowth give the characters the distinct impression of being observed as they otherwise proceed unhindered to the entrance. Pixies and tiny faeries watch the party silently from behind brightly-coloured leaves, instantly hiding if noticed.

**Waves.** The battle with the faerie champions is divided into three consecutive phases called waves. Each wave introduces different challenges for the party to overcome. The characters can gain advantages if they correctly interpret and decipher the clues presented (see Know Thy Enemy, page 185).

## THE SOLARIUM BOTANICA

The Solarium Botanica is a breathtaking sight. Nestled amongst the trees, this shimmering glass palace reflects a thousand sunset hues onto the surrounding blossoms. At night, the magical panes of the two-story building emit light like a setting sun, colouring the forest in shades of yawning gold, burning ochre, and languid maroon. The nigh-indestructible glass moderates heat and light to provide the ideal growing conditions to the fey plants inside the glasshouse.

Within, exotic blooms in every shade of the rainbow burst forth from the soil, their petals shimmering in the filtered light. These plants are unlike anything elsewhere on the Material Plane—a mixture of ethereal beauty, heady aromas, and malevolent thorns that drip with toxic oils. Multiple placards warn not to get too close to the plants.





**Fey Gateway.** Wildlife and refugees from the fey realm have spilled into the Material Plane through an interplanar gateway at the glasshouse's northern end. The gateway is blocked on the mortal side by Iris Clearwind's magic, making passage back to the Plane of Fey impossible without the use of a *wish* spell. Creatures attempting to enter the gateway (marked as G on Map 1. Solarium Botanica, page 88) before Iris unlocks it must make a **VDC Constitution saving throw**, taking **Vdam x 2** force damage and being knocked back **10 feet** on a failed save, or half as much damage and not being knocked back on a successful one.

**Voracious Varietals.** The glasshouse is full of deadly plant life looking for adventurer-sized snacks. They spring to life when a character comes within **1 foot** of them (i.e., enters any space on the map shared with a plant), lunging towards them. The type of plant that assaults the creature is determined by rolling on the Deadly Plants table. They can be successfully identified with a successful **VDC Wisdom (Nature)** check, which is made with advantage if the character spent time studying the visitor's pamphlet (see Clue 2: Don't Feed the Flowers, page 186). Each plant has AC 10, 1 hit point, and **immunity** to poison and psychic damage.

#### DEADLY PLANTS

d4 Plant

- |   |   |
|---|---|
| 1 | <b>Stultus prurigine</b> (" <b>stupid itch</b> "). This lush plant has spiky edges along its purple and blue leaves. A creature that comes within <b>1 foot</b> of this plant must succeed on a <b>VDC Constitution saving throw</b> or become <b>poisoned</b> by the plant's itching toxin for <b>1 hour</b> . The poisoned creature has <b>disadvantage</b> on attack rolls and on saving throws made to maintain concentration, due to the irritating itching.         |
| 2 | <b>Capto vites</b> (" <b>grab vines</b> "). These pink-veined vines are covered in crystalline thorns that lash out at creatures that come within <b>1 foot</b> of them. Such a creature must succeed on a <b>VDC Dexterity saving throw</b> or become <b>grappled</b> ( <b>escape DC</b> equals <b>VDC</b> ). A grappled creature takes <b>Vdam</b> piercing damage from the thorns at the start of each of its turns.   |
| 3 | <b>Obice rubus</b> (" <b>sticker bush</b> "). These bushes are covered in sweet-smelling sticker burrs that grip onto any surface. A creature that comes within <b>1 foot</b> of this bush must make a <b>VDC Strength saving throw</b> to pull away from the burrs or become inexorably <b>restrained</b> by the bush. A creature can spend an action to make a <b>VDC Strength (Athletics)</b> check, freeing itself or another creature within its reach on a success. |
| 4 | <b>Felix flos</b> (" <b>happy flower</b> "). This rainbow-coloured flower smells like cotton candy and bubble gum. A creature that comes within <b>1 foot</b> of this plant must succeed on a <b>VDC Wisdom saving throw</b> or become <b>charmed</b> by its pollen until the end of the creature's next turn. A charmed creature is <b>incapacitated</b> , and spends its turn in a happy haze, smelling the flowers until the effect ends or until it takes damage.     |

**Sprinklers.** Two emergency sprinkler system controls are hidden in the foliage (marked on Map 1. Solarium Botanica with an S). A character can find a control box with a successful **VDC Intelligence (Investigation)** or **Wisdom (Perception)** check. A creature can use an action to activate either of the controls to release a citrusy-smelling orange fluid from sprinklers hidden in the walls throughout the glasshouse. This fluid suppresses the voracious varieties (see above) for the remainder of the wave. Each emergency control system can be activated once. Iron filings suppress plants in a similar way to the sprinkler system (see Clue 3: Ironclad Mutiny, page 186).

**Second Floor.** The second floor of the glasshouse is twenty feet up and accessible by four spiral staircases (as shown on the provided map). A five-foot walkway traverses along the inner walls, and a ten-foot bridge connects the centre between the stairwells. The walkway is completely overgrown and is difficult terrain, while the bridge is clear of debris.

**Helping Hand.** Nissa hides during the upcoming battle at a close but safe distance. At the GM's discretion, she can rush in to give a character an edible—and foul-tasting—plant bulb or use a Help action to assist someone in danger. A creature can use an action to eat the bulb, which provides the same benefits as a *potion of healing* (normal, greater, or superior at 3rd, 7th, or 11th hunt level, respectively).

Nissa tries to warn the characters about specific plants using their more obscure names. If the characters are having too much trouble with the plant life, she can assist by turning on the sprinklers.

## FAERIE SOLDIERS

The faerie champions are supported by other fey warriors and mages (known collectively as faerie soldiers) who came through the gateway. A faerie soldier can be bipedal, quadrupedal, or avian.

The bipedal creatures resemble their Material Plane elven descendants with variations that can include animal characteristics such as brightly coloured feathers or fur. Each faerie soldier wears armour or clothing that displays Queen Soliana Sunsworn's crest: a silver chalice holding a sun rising from within its brim.

The faerie soldiers use the statistics referenced in each wave with the following modifications:

- Their creature type is fey.
- They have a flying speed of **30 feet**.
- They are **immune** to the charmed condition.
- They have the following additional traits:
- **Ferrous Weakness.** When the fey takes 5 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.
- **Fey Heritage.** Magic can't put the fey to sleep.

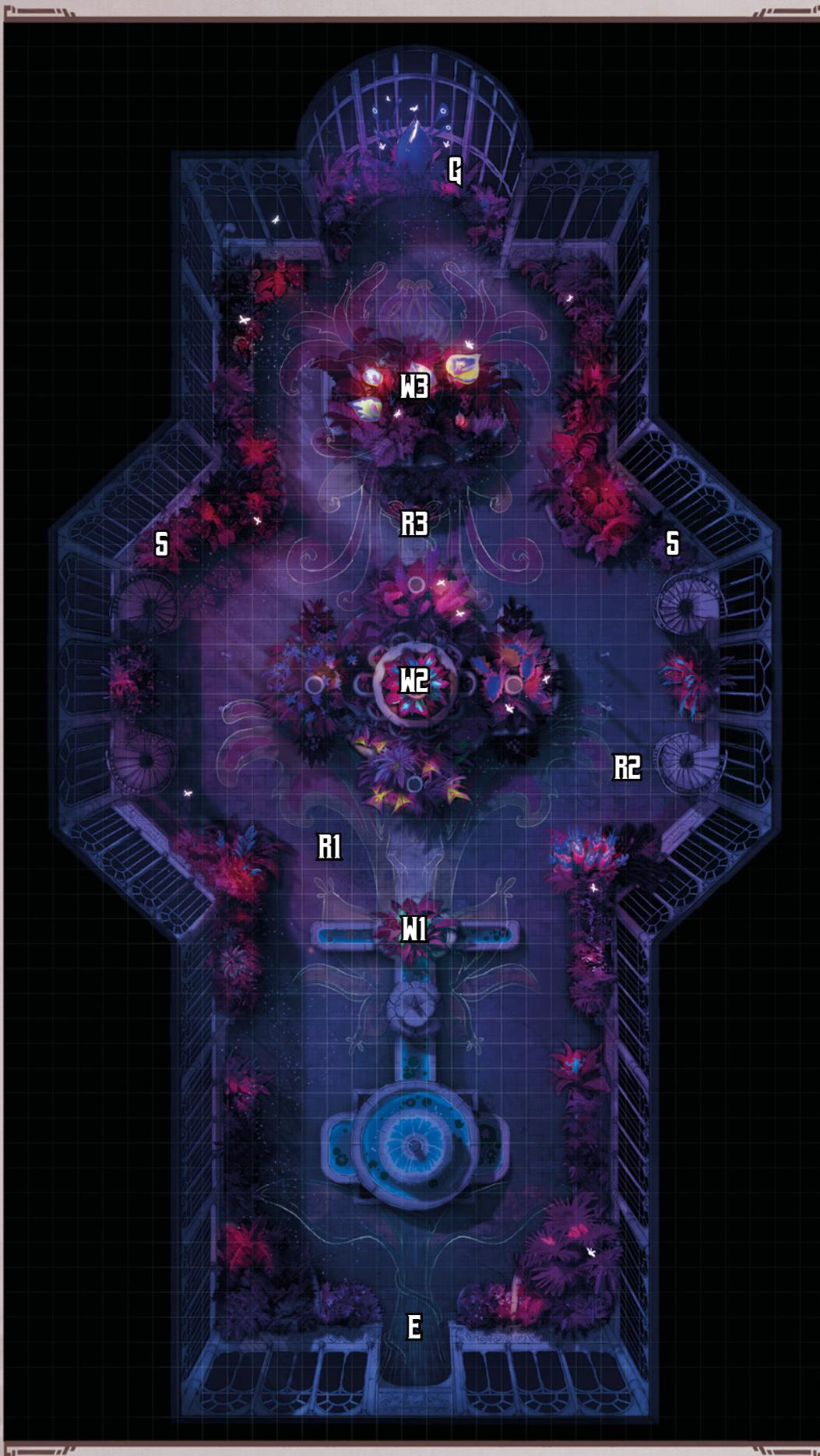
## WAVE 1: FEY CENTAUR-ANS

During this wave, the characters face off against a group of butterfly-winged soldiers and their sergeant, the brazen centaur Brony Bronzehoof. The squad appears in the location marked as W1 on Map 1. Solarium Botanica. The fey squad was stationed here by Iris Clearwind, Princess Shael's paramour, while she explored the area in search of help with the Scarab and Adelifae.

When the characters enter the glasshouse, they arrive in the area marked as E on Map 1. Solarium Botanica (page 88). Read aloud or paraphrase the following:

A wave of wet heat and thick, heady aromas rolls over you the instant you open the glasshouse doors. A domed ceiling arches overhead forty feet high, its coloured glass panes depicting a sunset of gold, reds, and indigos. A second-story walkway rings the massive room and bisects the centre from east to west. Directly in front of you is a fountain of crystal-clear water cascading down from a perfectly carved marble rosebud. A squad of butterfly-winged soldiers and a centaur step from behind a row of plants and glare at you, gripping shimmering spears and bows. "Leave now, mortals! This is no place for weaklings like you," snorts the centaur with a sneer.





1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 1. SOLARIUM BOTANICA

## WAVE 2: PLANT THINGS

The centaur is Sergeant Brony Bronzehoof, and she takes her role as guardian seriously. The soldier is overly proud and looks down on mortals. A successful **VDC Charisma (Intimidation or Persuasion)** check convinces Brony to answer a single question the characters have before demanding they leave one last time. If the party doesn't leave, she attacks.

### ENEMIES

The first wave of enemies in the glasshouse is a team of faerie soldiers (see the Faerie Soldiers sidebar, page 191).

**Brony Bronzehoof.** The centaur leader of the first wave of faerie soldiers uses the statistics referenced below based on the hunt's level with the following additional modifications:

- Her creature type is fey.
- She is size Large.
- She has the following additional trait: **Charge**. If Brony moves at least **30 feet** straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 10 (3d6) points of the weapon's damage type.

**Level 3.** At 3rd level, the wave 1 combatants are:

- 3 faerie warriors (**drow**, CR ½, they don't have the Sunlight Sensitivity trait)
- 1 Brony Bronzehoof (**centaur**, CR 2)

**Level 7.** At 7th level, the wave 1 combatants are:

- 3 faerie warriors (**veteran**, CR 3)
- 1 Brony Bronzehoof (**gladiator**, CR 5)

**Level 11.** At 11th level, the wave 1 combatants are:

- 1 faerie warrior (**gladiator**, CR 5)
- 2 faerie mages (**mage**, CR 6)
- 1 Brony Bronzehoof (**assassin**, CR 8)

### TACTICS

The fey are familiar with the hostile plants in the room and attempt to draw the characters into their range to utilise the environment as much as possible. The faerie soldiers with ranged spells and attacks use the second-story walkway bisecting the room to fire at range from behind the one-half cover provided by its short walls. Devoted to their task as protectors, the entire squad fights to the death.

### END OF WAVE

The end of this wave is triggered when the entire squad has been defeated. The party has **1 minute** to catch their breath before the fey gateway sparks and initiates wave 2.

During this wave, the ambient magic of the fey gateway shakes the glasshouse, and an influx of fey magic causes plant creatures to burst to life. The gateway randomly emits blasts of fey magic into the glasshouse, and chaos ensues.

**Fey Magic Rifts.** A rift of swirling colours randomly appears in mid-air at one of the areas marked with an R on Map 1. Solarium Botanica (page 88). Roll a **d3** to determine the rift's location. On initiative count 20 of every round of this wave after the first, a new rift appears. This fey magic rift creates a random effect determined by rolling on the Fey Magic Rift table (page 203).

Once the second wave begins, read aloud the following:

The air is heavy with the smell of ozone and freshly cut grass. At the northern end of the glasshouse, a glowing gateway sparks to life and pulses with crackling energy. Suddenly, you hear a loud rumbling as the gateway erupts in bright flashes of coloured light, suffusing the foliage whose roots burst through the ground as they transform into monstrous creatures.

### ENEMIES

The second wave of enemies in the glasshouse consists of plants or creatures that come to life because of the magic blasting out of the fey gateway. They start in the location marked as W2 on Map 1. Solarium Botanica (page 88), they use the statistics referenced below based on the hunt's level, and their creature type is fey. The creatures appear as brightly coloured versions of their Material Plane counterparts, with neon flowers, leaves, and glittering bark covering their bodies. For example, the flytrap dragon has shimmering flower-petal scales, colourful moss-covered wings, and its breath attacks appear as sparkling blasts of rainbow-coloured energy.

**Level 3.** At 3rd level, the wave 2 combatants is:

- 1 **shambling mound** (CR 5)

**Level 7.** At 7th level, the wave 2 combatants are:

- 1 **awakened tree** (CR 2)
- 1 **treat** (CR 9)

**Level 11.** At 11th level, the wave 2 combatants are:

- 2 **shambling mounds** (CR 5)
- 1 flytrap dragon (**young bronze dragon**, CR 8)
- 1 **treat** (CR 9)

## TACTICS

The creatures in this wave were brought to life through the fey magic from the Plane of Fey, and they attack with wild rage, fighting to the death. The combatants attempt to lure the characters into the range of the fey magic rifts and catch the party in their effects.

## END OF WAVE

This wave ends when the combatants have been defeated. The party has **1 minute** to catch their breath before the faerie champions arrive and initiate wave 3.

## WAVE 3: THE FAERIE CHAMPIONS

During this wave, the fey champions, Adelifae and the Scarab, confront the party as the final line of defence. They gladly give their lives to test the party's capabilities before Iris Clearwind presents them with the truth.

Once the third wave begins, read aloud the following:

The momentary quiet is suddenly shattered by the clang and clatter of grinding metal as a giant, bipedal scarab strides through the glasshouse entrance. The scarab's thick chitin plates protect it like plate armour and it wields a gigantic pincer-like lance. A huge moth with scintillating wings flies above the scarab, a trail of sparkling dust falling in its wake.

## ENEMIES

Adelifae and the Scarab make up the final wave of enemies.

**Level 3.** At 3rd level, the wave 3 combatants are:

- 1 **Scarab squire\*** (CR 3)
- 1 **Adelifae, the coruscant\*** (CR 2)

**Level 7.** At 7th level, the wave 3 combatants are:

- 1 **Scarab knight\*** (CR 8)
- 1 **Adelifae, the prismatic\*** (CR 7)

**Level 11.** At 11th level, the wave 3 combatants are:

- 1 **Scarab duke\*** (CR 12)
- 1 **Adelifae, the iridescent\*** (CR 11)

\*See Appendix C

## TACTICS

Adelifae and the Scarab make an excellent team in battle and use their abilities in tandem. The Scarab uses its thick carapace to deflect enemy blows, while Adelifae takes advantage of its Flyby trait to make hit-and-run attacks. The Scarab uses its Herculean Horn to launch enemies into any available plant hazards while Adelifae attempts to charm weaker-willed characters and use them as allies in the fight.

CAPTO VITES  
("GRAB VINES")



## END OF WAVE

This wave ends when the faerie champions are defeated. Iris Clearwind reveals her presence after watching the characters battle the champions from the shadows.

Read aloud the following:

Applause patters from the shadow of a nearby tree, like rain drumming on crisp autumn leaves. A fiery fey with golden skin, stern ruby eyes, and a knowing, sardonic smile steps out of the undergrowth, severing a vine that tries to grab at her wrist. She catches each of your eyes, before nodding once. “Congratulations, adventurers. You have passed the test and defeated our mightiest champions. I am Lady Iris Clearwind, castellan of the Sunsworn Court.”

She pauses, her expression turning sombre. “Melancholy pervades our realm since the court’s blossom, Princess Shael, fell into a frozen slumber alongside the queen. Without our ruler, we are no match for the winter faerie responsible for these acts. We fey that travel through our frigid lands now succumb to sombre lethargy, which only acts to succour our enemy. I come here, to the Material Plane where emotion remains caged within your bone white skulls, to ask for help. Will you come to the Plane of Fey and deliver us from eternal winter?”

## AFTERMATH

After defeating the faerie champions and speaking with Iris, the party learns of the attack on the faerie court and the battle currently underway at the palace. She explains her version of events: that the fey court was attacked by a powerful force wielding wintery powers, freezing everything in its path, including the princess and the queen. Iris’ bodyguards pulled her out of the courts to bring her and other refugees here to search for adventurers strong enough to go back and end the icy threat.

**Iris’ Offer.** The characters must choose to assist

Iris and enter the faerie realm or convince her to close the gateway and return to her plane. If the party joins in the quest, they can enter the gateway to face the wintery threat on the other side in the *Bloodfrost of the Fey* hunt, part 2 of the *Blood of Sun & Shadow* trilogy. If the party refuses, Iris bitterly leaves the Material Plane empty-handed and hates mortals for the rest of her days.

Here are some additional developments that can occur after this hunt:

Without the influence of the fey, the charmed children of Kerning’s Crossing revert to their normal states.

- ♦ Closing the gateway allows the gardeners to return and get the deadly plants back under control.
- ♦ Nissa thanks the party and pays any promised rewards. She gives them each a small potted plant holding a rare, slightly poisonous plant species worth 100 gp. Nissa gives each plant a surprisingly cute name as she hands them to the characters to reinforce that they are meant to be companions.
- ♦ The area surrounding the glasshouse returns to its normal state, with only a few fey creatures (mostly blink squirrels) deciding to stay behind. Over the next few years, these creatures find a home in the Solarium Botanica region, and the strange new flora and fauna find niches within the region that allow for a stable ecosystem to persist.
- ♦ Nissa expands her glasshouse dedicated to the new plant species growing in the area. In a feat of biomantic prowess, she manages to graft plant matter to her body. She eventually becomes infamous for replacing her limbs with magical vegetation.

## CONTINUING THIS STORY

This story is continued in *Bloodfrost of the Fey*, the second part of the *Blood of Sun & Shadow* trilogy. See the Playing as a One-Shot sidebar (page 182) for further details.

## TREASURE

Iris Clearwind gives the party the *Herculean Horn* and *Silkspun Lantern* from the faerie champions' gear to reward the party for defeating them. The summer fey gives them freely, hoping the rewards further entice the characters to follow her back into the faerie realm and rescue the queen and princess.

Hunt Level	<i>Herculean Horn</i>	<i>Silkspun Lantern</i>
3rd	Uncommon	Uncommon
7th	Rare	Rare
11th	Very rare	Very rare

## HARVESTING

The following unique components can be harvested from the remains of the Scarab and Adelifae, as well as those normal for a fey.

### ADELIFAE HARVEST TABLE

Component DC	Component
15	<i>Proboscis</i> (1)
20	<i>Wings</i> (1)

### SCARAB HARVEST TABLE

Component DC	Component
15	<i>Horn</i> (1)
20	<i>Carapace</i> (1)

## CRAFTING

The following unique items can be crafted from the components harvested from the Scarab and Adelifae.

### ADELIFAE & SCARAB CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Beetle Buckler</i>	Armour (shield)	Uncommon			<i>Frail</i>	500 gp
		Rare	Required	<i>Fey (Scarab) carapace</i>	<i>Robust</i>	4,500 gp
		Very rare			<i>Potent</i>	10,500 gp
<i>Cloak of the Moth Rider</i>	Wondrous item	Uncommon			<i>Frail</i>	650 gp
		Rare	Required	<i>Fey (Adelifae) wings</i>	<i>Robust</i>	3,800 gp
		Very rare			<i>Potent</i>	9,900 gp
<i>Flutterblade</i>	Weapon (any sword)	Uncommon			<i>Frail</i>	600 gp
		Rare	Required	<i>Fey (Adelifae) proboscis</i>	<i>Robust</i>	3,200 gp
		Very rare			<i>Potent</i>	10,200 gp
<i>Kabuto</i>	Wondrous item	Uncommon			<i>Frail</i>	700 gp
		Rare	Required	<i>Fey (Scarab) horn</i>	<i>Robust</i>	4,000 gp
		Very rare			<i>Potent</i>	11,000 gp

\*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

# MAGIC ITEMS

## BEETLE BUCKLER

Armour (shield), rare (requires attunement)

Component: fey (Scarab) carapace

Carved from hardened chitin, this robust shield is easily mistaken for a large beetle; the sublime fey craftsmanship is augmented by enchantments that cause the wings to buzz and flutter. These animate wings provide both enhanced defensive capabilities and a means of flitting across thorny battlefields.

This shield has **4 charges** and regains **all** expended charges daily at dawn.

**Under Wing.** While wielding this shield, when a creature you can see hits a target other than you that is within **5 feet** of you with an attack, you can use your reaction and expend **1 charge** to have the shield open its wings in front of the target, giving it a **+2 bonus** to AC against that attack and potentially causing it to miss.

**Soaring Scarab.** You can speak this shield's command word to don it or doff it as a bonus action. When you doff the shield in this manner, you can

cause it to attach to your back and spread its wings, granting you a flying speed of **15 feet** on your turn only, as long as you and anything you're wearing or carrying don't weigh over 400 pounds.

**Uncommon variant:** The shield doesn't have the Soaring Scarab property.

**Very rare variant:** Increase the charges to **6**, the flying speed to **30 feet**, and the weight limit to 800 pounds.

## CLOAK OF THE MOTH RIDER

Wondrous item, rare (requires attunement)

Component: fey (Adelifae) wings

The reclusive giant moths of the Plane of Fey are a perfect representation of the mysterious, gloomy whimsy of their home plane and this cloak, made from their fur, is a rare treasure. To slay one of these noble beasts is a nigh unforgivable offence to the unseelie fey. However, for a giant moth to willingly bestow its fur to a creature is a tremendous honour, and a sign of the friendship of the fey.

**Flight of the Giant Moth.** As an action while wear-

BEETLE BUCKLER



CLOAK OF THE  
MOTH RIDER



ing this cloak, you can cause it to transform into a giant moth, which appears in an unoccupied space of your choice within **5 feet** of you. The moth is friendly to you and your companions, it obeys your verbal commands, and it disappears after **1 hour**, if you dismiss it as an action, or when it drops to 0 hit points, at which point it transforms back into the cloak. Once this property of the cloak is used, it can't be used again until the next dawn.

**Fearsome Visage.** While wearing this cloak, you have **advantage** on Intimidation checks. Additionally, you can use an action to cause the pattern on the cloak to shift into the shape of a terrifying face and animate it as you desire, such as by replicating your facial expressions or lip movements. When you do, you can cast the *fear* spell (**save DC 15**), targeting each creature of your choice that can see you within **15 feet** of you, instead of those in a 30-foot cone. Once this spell is cast in this way, it can't be cast again until the next dawn.

**Uncommon variant:** The item doesn't have the Fearsome Visage property.

**Very rare variant:** Increase the **DC** to **16**. Casting the *fear* spell using the cloak doesn't require concentration.

## GIANT MOTH

*Large fey, chaotic neutral*

**Armour Class** 14

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

**Saving Throws** Dex +6, Wis +4, Cha +3

**Skills** Perception +6

**Senses** darkvision 120 ft., passive Perception 16

**Languages** understands Common and Sylvan but can't speak

**Challenge** 2 (450 XP) **Proficiency Bonus** +2

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

## FLUTTERBLADE

Weapon (any sword), rare (requires attunement)

Component: fey (Adelifae) proboscis

The delicate insect wings on the hilt of this elegant weapon flutter with scintillating shimmers. Wielded by retainers of the Unseelie Court, these swords can shoot through the air under their own propulsion, returning to their wielder after making a ranged foray.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. A creature that tries to wield the sword without being attuned to it takes **1d6** piercing damage at the end of each of its turns as thorny vines around the hilt dig into its skin.

**Flutterstrike.** This sword has the thrown property with a normal range of 20 feet and a long range of 60 feet, and it flies back to your hand immediately after you use it to make a ranged attack.

**Radiant Lure.** As a bonus action while holding this sword, you can cause its hilt to cast dim light in a **10-foot radius**, or to cease casting light. While the sword is casting light, you can use an action to summon a moth (use the **spider** stat block, without the Bite action option or the Web Sense and Web Walker traits, and with a flying speed of **30 feet**). As part of this action, you can cast the *animal messenger* spell on it. Once this spell is cast in this manner, it can't be cast again until the next dawn.

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**Uncommon variant:** Remove the **+1 bonus** to attack and damage rolls.

**Very rare variant:** Once on each of your turns when you hit a creature with a ranged attack using the sword, you can deal an extra **1d8** radiant damage to the target.

## HERCULEAN HORN

Weapon (lance), rare

Component: monstrosity horn

Hardened by alchemical processes and complex enchantments alike, the chitinous tip of this lance, fashioned in the likeness of the hercules beetle, has been known to perforate inch-thick plates of pure adamantine.

This lance has **2 charges** and regains **all** expended charges daily at dawn.

**Aerial Agility.** You only need one hand to wield this lance if you're flying. Additionally, if you fly at least **15 feet** straight toward a target and immediately attack it using this lance, you gain **advantage** on the attack roll.

FLUTTERBLADE



HERCULEAN HORN

**Slinging Scarab.** When you hit a Medium or smaller creature with an attack using this lance, you can expend **1 charge** to try to throw it behind you, forcing the creature to make a **DC 15 Strength saving throw**. On a failed save, the creature is tossed onto an unoccupied space within **15 feet** of you and lands prone.

**Uncommon variant:** Reduce the **DC** to **13**. The lance doesn't have the Aerial Agility property.

**Very rare variant:** Increase the charges to **5** and the **DC** to **16**. You can use the Slinging Scarab property on Large or smaller creatures.

## KABUTO

*Wondrous item, rare (requires attunement)*

*Component: fey (Scarab) horn*

The sight of two fighting beetles is an impressive and surprisingly humbling one, and many unseelie fey can't help but marvel at the magnificent displays of strength put on by such tiny creatures. Inspired by these intense combats, this helm is enchanted with the fierce fighting spirit of these noble and tenacious insects.

The helmet has **3 charges** and regains **all** expended charges daily at dawn.

**Lock Horns.** Whenever a creature hits you with an attack using a melee weapon while you're wearing this helmet, you can use your reaction to expend **1 charge** and gain a **+2 bonus** to AC against that attack as you attempt to catch the weapon with the horn, potentially causing the attack to miss. If the attack misses, the creature must make a **DC 15 Strength saving throw**. On a failed save, it is disarmed of the weapon, which is thrown to an unoccupied space of your choice within **20 feet** of you.

**Stalwart Scarab.** While wearing this helmet, you have **advantage** on ability checks and saving throws made to avoid or end the grappled condition, being knocked prone, or being moved against your will.

**Uncommon variant:** Decrease the **DC** to **13** and the charges to **1**.

**Very rare variant:** Increase the **DC** to **16**. You have a **+1 bonus** to AC while wearing this helmet.



KABUTO

## SILKSPUN LANTERN

*Wondrous item, rare*

*Component: fey (moth) egg*

This enchanting lantern stirs a deep fascination in the hearts of those who behold it, and can be used to lure unsuspecting humanoids to the Plane of Fey. Weak-willed creatures who so much as glance at its mesmerising lilac hues find themselves haunted by wistful memories of its light and a desire to be near it.

**Night Light.** The lantern exists in one of three states: unravelled, shaded, or cocooned. As a bonus action while holding this lantern, you can cause it to change states. When unravelled, this lantern sheds bright light in a **30-foot radius** and dim light for an additional **30 feet**. When shaded, the lantern sheds dim light in a **30-foot radius**, which only the creature carrying it can see. When cocooned, the lantern sheds no light.

**Eclipse Swarm.** While holding this lantern, you can cast the *insect plague* spell (**save DC 15**). When cast in this way, the spell creates moths instead of locusts. Once this property of the lantern has been used, it can't be used again until the next dawn.

**Uncommon variant:** The item doesn't have the Eclipse Swarm property.

**Very rare variant:** Increase the **DC** to **16**. The item has the Moth to a Flame property.

**Moth to a Flame.** As an action while holding the unravelled lantern, you can target a creature within **30 feet** of you that can see the lantern, forcing it to succeed on a **DC 16 Wisdom saving throw** or be **charmed** by you for **10 minutes**. While charmed in this way, a creature must use all of its movement and action to approach the lantern on each of its turns, and can't willingly move away from it. In addition, the creature is also **blinded** while within **5 feet** of the lantern, unable to focus on anything but its radiance. The creature can repeat this saving throw at the end of each of its turns if it took damage since its last turn, ending the effect on itself on a success. Once this property of the lantern has been used, it can't be used again until the next dawn.



SILKSPUN LANTERN

# SPELLS

## ANOMALY

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a desiccated worm)

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You attempt to displace a creature using a miniature wormhole. Choose a creature and an unoccupied space you can see within range; the creature must make a **Charisma saving throw**. On a failure, it takes 21 (6d6) force damage and is teleported to the unoccupied space if there is enough room for it. On a success, it takes half as much damage and isn't teleported. A Huge or larger creature automatically succeeds on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each two slot levels above 3rd, teleporting each to a different unoccupied space, all of which you must be able to see within range. In addition, when you use a spell slot of 5th or 6th level, only Gargantuan creatures automatically succeed on the saving throw, and when you use a spell slot of 7th level or higher, there is no size category that automatically succeeds on this saving throw.

## ARMAMENT

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (bonemeal, iron filings, sawdust, or stone dust)

**Duration:** 1 minute

**Classes:** Bard, Cleric, Druid, Paladin, Sorcerer, Tamer, Warlock, Wizard

With a gesture, you summon a simple or martial weapon into your open hand. If you have no free hand, the summoned object instead appears at your feet. The weapon is nonmagical and it can be made of bone, iron, stone, or wood. The weapon disappears when the spell ends. Instead of summoning a weapon, you can summon twenty pieces of ammunition.

## DAYDREAM

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny, four-panelled window)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Druid, Warlock

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on Wisdom (Perception) checks (taking a -5 penalty to its passive Perception as a result of this disadvantage) until the spell ends. A creature **immune** to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above 1st.

## NULLIFY

*2nd-level abjuration (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (lead filings)

**Duration:** 1 hour

**Classes:** Bard, Cleric, Druid, Sorcerer, Tamer, Wizard

You touch a common or uncommon magic item, temporarily divesting it of its magic. If the item is being held or worn by an unwilling creature, you must make a **Dexterity (Sleight of Hand)** check contested by the creature's **Dexterity (Acrobatics)** or **Strength (Athletics)** check (its choice). If you succeed, you temporarily suppress the item's magical properties for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the spell can affect items of higher rarity: rare at 4th level, very rare at 6th level, and legendary at 8th level.

# CREATURES

## LAIR ACTIONS

Fey plants and the faerie presence have created a surplus of ambient magic that the faerie champions can manipulate to take lair actions. The saving throw DC and damage of the lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
3rd	12	3 (1d6)	5 ft.
7th	14	7 (2d6)	10 ft.
11th	15	10 (3d6)	15 ft.

**Lair Actions.** On initiative count 20 (losing initiative ties) of wave 3, the faerie champions use a lair action; the champions can't use the same effect two rounds in a row:

**Spatial Reshaping.** The friction between the Material Plane and Plane of Fey starts to grind in a **10-foot-radius sphere** centred on each of the champions. Each other creature in either of the areas must make a **VDC Strength saving throw**. The creature is pulled **10 feet** toward the nearest champion on a failed save and pushed backward **10 feet** from the nearest champion on a successful one.

**Embrace the Wild.** The faerie champions send a surge of magic into the gateway that is instantly reflected in a flash of fey magic. Rifts appear in two **5-foot** spaces the champions can see. For each space, roll a **d6** on the Fey Magic Rift table below to determine the result.

### FEY MAGIC RIFT

#### d6 Fey Magic

- 1 A cracking bolt of energy explodes in the rift's space. Each creature within **Vdist** of the space must make a **VDC Dexterity saving throw**, taking **Vdam x 2** force damage on a failed save, or half as much damage on a successful one.
- 2 Rainbow-coloured light erupts in a bursting kaleidoscope. Each creature within **Vdist** of the space must succeed on a **VDC Constitution saving throw** or be **blinded** until initiative count 20 of the next round.
- 3 Gravity doubles in a **Vdist radius** centred on the rift's space. The affected area is difficult terrain until initiative count 20 of the next round.
- 4 A burst of psychic energy lashes out from the rift's space. Each creature within **Vdist** of the space must make a **VDC Intelligence saving throw**, taking **Vdam** psychic damage and being unable to take reactions until the start of its next turn on a failed save, or half as much damage and no other effect on a successful one.
- 5 A writhing mass of vines and roots bursts from the ground in the rift's space, lashing out in a **Vdist radius**. Each creature in the area must make a **VDC Strength saving throw** or be **grappled** (**escape DC** equals **VDC**) by the twisting plantlife. The plants wither and die on initiative count 20 of the next round.
- 6 A burst of chaos strikes in the rift's space. Each creature within **Vdist** of the space must succeed on a **VDC Charisma saving throw** or have any magic items it is wearing or carrying temporarily lose their magical properties until initiative count 20 of the next round.

## ADELIFAE

With wings of unassuming brown and ochre, Adelifae is easy to ignore among the flashy nobles typical of seelie courts. But with a flutter, the hypnotic patterns of the autumn fey's under-wings draw the eye, and tinkling music fills the air. Proud, cunning, and sober

for a faerie, Adelifae is seldom drawn into acts of overt violence. They are a clandestine agent of Queen Soliana's, gathering information and swaying courtiers with a gentle touch.

**A Mutual Demise.** When Iris Clearwind asked for volunteers to test the mettle of the Material Plane, Adelifae knew that their saviour would need more than just brute strength to reclaim the Sunsworn Court and free their liege. Adept at charming and incapacitating, the court spy elected to join the Scarab, so that they might weed out those too easily beguiled by other fey creatures.



# ADELIFAE, THE CORUSCANT

Medium fey, chaotic neutral

**Armour Class** 14 (natural armour)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft., fly 80 ft.

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

**Saving Throws** Wis +3, Cha +4

**Skills** Acrobatics +6, Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** understands Sylvan but doesn't speak

**Challenge** 2 (450 XP)      **Proficiency Bonus** +2

**Evasion.** If Adelifae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Adelifae instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ferrous Weakness.** When Adelifae takes 4 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

**Fey Heritage.** Magic can't put Adelifae to sleep.

**Flyby.** Adelifae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Legendary Resistance (1/Day).** If Adelifae fails a saving throw, it can choose to succeed instead.

**Magical Repulsion.** Adelifae has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

## ACTIONS

**Multiattack.** Adelifae makes one Proboscis attack and uses Wing Strike.

**Proboscis.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a **DC 12 Constitution saving throw**. On a failed saving throw, a creature takes 2 (1d4) poison damage and is **charmed** by Adelifae. On a success, a creature takes half as much damage and isn't charmed. A charmed creature regards Adelifae as a trusted friend to be heeded and protected. Although the target isn't under Adelifae's control, it takes Adelifae's requests or actions in the most favourable way it can.

Each time Adelifae or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts **24 hours** or until Adelifae dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is **immune** to this effect for the next **24 hours**.

**Wing Strike.** Adelifae beats its wings and emits a sonic blast in a **30-foot cone**. Each creature in that area must make a **DC 12 Dexterity saving throw**, taking 3 (1d6) thunder damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Adelifae can take 2 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. Adelifae regains spent legendary actions at the start of its turn.

**Proboscis Attack.** Adelifae makes a Proboscis attack.

**Dazzling Melody (Costs 2 Actions).** Adelifae chooses a creature it can see within **120 feet** of it and croons a song accompanied by tinkling music from its wings. If the target can hear Adelifae, it must succeed on a **DC 12 Charisma saving throw** or be **incapacitated** until the end of its next turn. The effect ends early if it takes damage or Adelifae takes another action.

**Fey Shroud (Costs 2 Actions).** Adelifae becomes **invisible** until the start of its next turn or it takes another action.

# ADELIFAE, THE PRISMATIC

Medium fey, chaotic neutral

**Armour Class** 15 (natural armour)

**Hit Points** 82 (11d8 + 33)

**Speed** 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

**Saving Throws** Wis +5, Cha +6

**Skills** Acrobatics +9, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** understands Sylvan but doesn't speak

**Challenge** 7 (2,900 XP)      **Proficiency Bonus:** +3

**Evasion.** If Adelifae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Adelifae instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ferrous Weakness.** When Adelifae takes 8 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

**Fey Heritage.** Magic can't put Adelifae to sleep.

**Flyby.** Adelifae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Legendary Resistance (2/Day).** If Adelifae fails a saving throw, it can choose to succeed instead.

**Magical Repulsion.** Adelifae has resistance to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

## ACTIONS

**Multiattack.** Adelifae makes one Proboscis attack and uses Wing Strike.

**Proboscis.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a **DC 14 Constitution saving throw**. On a failed saving throw, a creature takes 3 (1d6) poison damage and is **charmed** by Adelifae. On a success, a creature takes half as much damage and isn't charmed. A charmed creature regards Adelifae as a trusted friend to be heeded and protected. Although the target isn't under Adelifae's control, it takes Adelifae's requests or actions in the most favourable way it can.

Each time Adelifae or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts **24 hours** or until Adelifae dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is **immune** to this effect for the next **24 hours**.

**Wing Strike.** Adelifae beats its wings and emits a sonic blast in a **30-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.

**Silkspun Lantern (1/Day).** Adelifae opens its magic lantern to cast the *insect plague* spell (**save DC 15**). The locusts are replaced by moths.

## LEGENDARY ACTIONS

Adelifae 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. Adelifae regains spent legendary actions at the start of its turn.

**Proboscis Attack.** Adelifae makes a Proboscis attack.

**Dazzling Melody (Costs 2 Actions).** Adelifae chooses a creature it can see within **120 feet** of it and croons a song accompanied by tinkling music from its wings. If the target can hear Adelifae, it must succeed on a **DC 14 Charisma saving throw** or be **incapacitated** until the end of its next turn. The effect ends early if it takes damage or Adelifae takes another action.

**Fey Shroud (Costs 2 Actions).** Adelifae becomes **invisible** until the start of its next turn or it takes another action.

# ADELIFAE, THE IRIDESCENT

Medium fey, chaotic neutral

**Armour Class** 16 (natural armour)

**Hit Points** 102 (12d8 + 48)

**Speed** 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	10 (+0)	15 (+2)	18 (+4)

**Saving Throws** Wis +6, Cha +8

**Skills** Acrobatics +12, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** understands Sylvan but doesn't speak

**Challenge** 11 (7,200 XP) **Proficiency Bonus:** +4

**Evasion.** If Adelifae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Adelifae instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ferrous Weakness.** When Adelifae takes 12 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

**Fey Heritage.** Magic can't put Adelifae to sleep.

**Flyby.** Adelifae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Legendary Resistance (3/Day).** If Adelifae fails a saving throw, it can choose to succeed instead.

**Magical Repulsion.** Adelifae has resistance to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

## ACTIONS

**Multiattack.** Adelifae makes one Proboscis attack and uses Wing Strike.

**Proboscis. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage, and the target must make a **DC 16 Constitution saving throw**. On a failed saving throw, a creature takes 4 (1d8) poison damage and is **charmed** by Adelifae. On a success, a creature takes half as much damage and isn't charmed. A charmed creature regards Adelifae as a trusted friend to be heeded and protected. Although the target isn't under Adelifae's control, it takes Adelifae's requests or actions in the most favourable way it can.

Each time Adelifae or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts **24 hours** or until Adelifae dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is **immune** to this effect for the next **24 hours**.

**Wing Strike.** Adelifae beats its wings and emits a sonic blast in a **30-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 17 (5d6) thunder damage on a failed save, or half as much damage on a successful one.

**Silkspun Lantern (1/Day).** Adelifae opens its magic lantern to cast the *insect plague* spell (**save DC 16**). The locusts are replaced by moths.

## LEGENDARY ACTIONS

Adelifae 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. Adelifae regains spent legendary actions at the start of its turn.

**Proboscis Attack.** Adelifae makes a Proboscis attack.

**Dazzling Melody (Costs 2 Actions).** Adelifae chooses a creature it can see within **120 feet** of it and croons a song accompanied by tinkling music from its wings. If the target can hear Adelifae, it must succeed on a **DC 16 Charisma saving throw** or be **incapacitated** until the end of its next turn. The effect ends early if it takes damage or Adelifae takes another action.

**Fey Shroud (Costs 2 Actions).** Adelifae becomes **invisible** until the start of its next turn or it takes another action.

## THE SCARAB

If the Scarab has another name, few know it and none use it. Large in size and possessing awesome strength, the Scarab is a tempestuous summer fey, not unlike his commander, Iris Clearwind. Though he seldom speaks, his menacing air and hulking red and black form was used frequently by the queen to intimidate courtiers, diplomats, and other visitors to her realm.



# SCARAB SQUIRE

Large fey, lawful neutral

**Armour Class** 15 (natural armour)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

**Saving Throws** Str +5, Con +5

**Skills** Athletics +7, Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Condition Immunities** charmed

**Senses** darkvision 90 ft., passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Ferrous Weakness.** When the Scarab takes 4 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

**Fey Heritage.** Magic can't put the Scarab to sleep.

**Freedom of Movement.** The Scarab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

**Limited Flight.** The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its flying speed is keeping it aloft.

**Magical Repulsion.** The Scarab has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

## ACTIONS

**Multiattack.** The Scarab makes two attacks with its Herculean Horn.

**Herculean Horn.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Medium or smaller creature, it must make a **DC 13 Strength saving throw**. On a failed save, the target is launched up to 15 feet away in a direction of the Scarab's choosing, landing **prone**.

**Charging Impalement (Recharge 4-6).** The Scarab moves up to its speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 13 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.

## LEGENDARY ACTIONS

The Scarab can take 2 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 Scarab regains spent legendary actions at the start of its turn.

**Horn Attack.** The Scarab makes a Herculean Horn attack.

**Shell Defense.** The Scarab raises its carapace to shield itself from harm, gaining a **+4 bonus** to AC until it makes an attack or the start of its next turn, whichever comes first.

**Temporal Mishap (Costs 2 Actions).** The Scarab creates temporal fluctuations in a **10-foot-radius sphere** centred on itself. Each other creature in the area must make a **DC 13 Charisma saving throw**. On a failed saving throw, a creature takes 7 (2d6) force damage and is teleported to an unoccupied space within **30 feet** of the Scarab that it can see. On a successful saving throw, a creature takes half as much damage and is pushed **10 feet** away from the Scarab.

# SCARAB KNIGHT

Large fey, lawful neutral

**Armour Class** 17 (natural armour)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	11 (+0)	14 (+2)	13 (+1)

**Saving Throws** Str +7, Con +7

**Skills** Athletics +10, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Condition Immunities** charmed

**Senses** darkvision 90 ft., passive Perception 15

**Languages** Elvish, Sylvan

**Challenge** 8 (3,900 XP)      **Proficiency Bonus** +3

**Ferrous Weakness.** When the Scarab takes 8 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

**Fey Heritage.** Magic can't put the Scarab to sleep.

**Freedom of Movement.** The Scarab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend **5 feet** of movement to escape from nonmagical restraints or being grappled.

**Legendary Resistance (2/Day).** If the Scarab fails a saving throw, it can choose to succeed instead.

**Limited Flight.** The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its flying speed is keeping it aloft.

**Magical Repulsion.** The Scarab has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

## ACTIONS

**Multiattack.** The Scarab makes two attacks with its Herculean Horn.

**Herculean Horn.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it must make a **DC 15 Strength saving throw**. On a failed save, the target is launched up to **15 feet** away in a direction of the Scarab's choosing, landing **prone**.

**Charging Impalement (Recharge 4-6).** The Scarab moves up to its speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 15 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.

## LEGENDARY ACTIONS

The Scarab can take 2 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 Scarab regains spent legendary actions at the start of its turn.

**Horn Attack.** The Scarab makes a Herculean Horn attack.

**Shell Defense.** The Scarab raises its carapace to shield itself from harm, gaining a **+4 bonus** to AC until it makes an attack or the start of its next turn, whichever comes first.

**Temporal Mishap (Costs 2 Actions).** The Scarab creates temporal fluctuations in a **10-foot-radius sphere** centred on itself. Each other creature in the area must make a **DC 15 Charisma saving throw**. On a failed saving throw, a creature takes 9 (2d8) force damage and is teleported to an unoccupied space within **30 feet** of the Scarab that it can see. On a successful saving throw, a creature takes half as much damage and is pushed **10 feet** away from the Scarab.

## SCARAB DUKE

Large fey, lawful neutral

**Armour Class** 18 (natural armour)

**Hit Points** 126 (12d10 + 60)

**Speed** 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	11 (+0)	14 (+2)	13 (+1)

**Saving Throws** Str +9, Con +9

**Skills** Athletics +13, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from magical attacks

**Condition Immunities** charmed

**Senses** darkvision 90 ft., passive Perception 16

**Languages** Elvish, Sylvan

**Challenge** 12 (8,400 XP)      **Proficiency Bonus** +4

**Ferrous Weakness.** When the Scarab takes **12** or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

**Fey Heritage.** Magic can't put the Scarab to sleep.

**Freedom of Movement.** The Scarab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend **5 feet** of movement to escape from nonmagical restraints or being grappled.

**Legendary Resistance (3/Day).** If the Scarab fails a saving throw, it can choose to succeed instead.

**Limited Flight.** The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its flying speed is keeping it aloft.

**Magical Repulsion.** The Scarab has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

## ACTIONS

**Multiattack.** The Scarab makes two attacks with its Herculean Horn.

**Herculean Horn.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a Medium or smaller creature, it must make a **DC 17 Strength saving throw**. On a failed save, the target is launched up to **15 feet** away in a direction of the Scarab's choosing, taking 2 (1d4) bludgeoning damage and landing **prone**.

**Charging Impalement (Recharge 4-6).** The Scarab moves up to its speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 17 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.

## LEGENDARY ACTIONS

The Scarab can take 2 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 Scarab regains spent legendary actions at the start of its turn.

**Horn Attack.** The Scarab makes a Herculean Horn attack.

**Shell Defense.** The Scarab raises its carapace to shield itself from harm, gaining a **+4** bonus to AC until it makes an attack or the start of its next turn, whichever comes first.

**Temporal Mishap (Costs 2 Actions).** The Scarab creates temporal fluctuations in a **10-foot-radius sphere** centred on itself. Each other creature in the area must make a **DC 17 Charisma saving throw**. On a failed saving throw, a creature takes 11 (2d10) force damage and is teleported to an unoccupied space within **30 feet** of the Scarab that it can see. On a successful saving throw, a creature takes half as much damage and is pushed **10 feet** away from the Scarab.

## LYREFLIES

The lyrefly is a fey insect that resembles a butterfly with a four-inch wingspan and shimmering, colourful body. It is known for its beautiful wings, which resemble the strings of a lyre, and its ability to produce sweet, melodic music as it flutters through the trees. Despite its charming appearance, the carnivorous lyrefly is also a formidable hunter. An orchestra of these beautiful creatures (the collective noun for lyreflies is an orchestra) can turn their music into a thunderous cacophony that stuns and disorients prey.

**An Unusual Symbiosis.** Though a deadly predator, lyreflies do not feed on the blood they harvest from their prey. Instead, they use this blood to stimulate the carnivorous snapping jackmaw flowers to begin producing acid and digest the blood offering. The lyreflies lay their eggs into this caustic pool, which protects them from predation. Simply delightful.

## SWARM OF LYREFLIES

*Medium swarm of Tiny beasts, unaligned*

**Armour Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	11 (+0)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned

**Senses** blindsight 60 ft., passive Perception 10

**Languages** understands Sylvan but can't speak

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny butterfly. The swarm can't regain hit points or gain temporary hit points.

**Thundering Music.** Each creature that starts its turn in the swarm's space must succeed on a **DC 10 Constitution saving throw** or take 3 (1d6) thunder damage.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.



TAMER  
LEVEL

# FAMILIAR

## PACK MULE

PREREQUISITE: BECOME COMPANION

"It is sworn to carry your burdens."

1

3

## LOYAL I

PREREQUISITE: —

"You and me until the end, squirebug..."

## CHARGE

PREREQUISITE: —

"Like a knight into battle!"

5

## SQUIRE'S DUTY I

PREREQUISITE: —

"It takes care of all my things, including..."

## GROWTH

PREREQUISITE: —

"Small bug, big dreams."

## MULTIATTACK

PREREQUISITE: —

"Remember what we practised!"

9

## LOYAL II

PREREQUISITE: LOYAL I

"...never wavering..."

## KNIGHT IN TRAINING I

PREREQUISITE: —

"A knight in shining chitin..."

13

## SQUIRE'S DUTY II

PREREQUISITE: SQUIRE'S DUTY I

"...wait. Where were you keeping the mount?"

## KNIGHT IN TRAINING II

PREREQUISITE: KNIGHT IN TRAINING I

"...nevermind, that's pure steel."

17

## LOYAL III

PREREQUISITE: LOYAL II

"...never giving up."

Type: Fey

Creature Component: Any scarab

Bonus Tamer Improvement: Pack Mule and +2 Hit Dice

# SQUIREBUG

"The little guy at the entrance? Yeah, he's being genuine. No, there's no trick. He really just wants to go and help you on an adventure for free. Look, I'll throw in a few gold pieces if you just take him on a trip for a while. I can't listen to another ten-minute declaration of undying loyalty..."

— Heliana, Overwhelmed by Helpfulness

Squirebugs come into being when benevolent fey spirits take residence in the discarded shells of scarab knights. The resulting creature quickly develops an infatuation with the idea of knighthood and seeks out adventurers and warriors to aid, hoping to learn from them to one day become a valiant knight itself. Squirebugs are undyingly loyal to those they bond with, and will gladly put themselves in harm's way to protect them.

If any of the squirebug's traits or actions require a saving throw, it is always against the squirebug's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the squirebug's Strength modifier



## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the waxlotl the following improvements using your Monster Trainer feature:

### PACK MULE

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion), Active (action)

The squirebug gains proficiency in the Athletics skill, and it counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

In addition, as an action, the squirebug can touch an object that isn't being worn or carried and is no more than one size category larger than itself, transporting it to an extradimensional space that only it can access. This extradimensional space can hold only one object at a time. As an action, the squirebug can retrieve the object, causing it to appear in an unoccupied space within 5 feet of it. The object also returns if the squirebug is reduced to 0 hit points or recalled back to its vessel.

## SQUIREBUG

*Tiny fey, neutral good*

**Armour Class** 14 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	13 (+1)

**Condition Immunities** exhaustion

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)      **Proficiency Bonus** +2

**Fey Heritage.** Magic can't put the squirebug to sleep.

**Overeager.** When a friendly creature the squirebug can see within **30 feet** of it makes an ability check, the squirebug must make a **DC 11 Wisdom saving throw**. On a failed save, the squirebug uses its reaction to move up to its speed towards the creature. If the squirebug gets within **5 feet** of the creature, it desperately tries to help and, in its eagerness, imposes **disadvantage** on the creature's check. Once the squirebug makes this saving throw, it doesn't do so again until the next dawn.

### ACTIONS

**Horns.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) piercing damage.

### BONUS ACTIONS

**Help (2/Day).** The squirebug takes the Help action.

### LOYAL I

**Prerequisite:** 3rd-level tamer

**Type:** Active (reaction)

While the squirebug is within **5 feet** of its tamer and the tamer is hit by an attack made by a creature that the squirebug can see, the squirebug can use its reaction to make itself the target of the attack instead.

### CHARGE

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

Once on each of its turns, if the squirebug moves at least **20 feet** straight toward a target and then hits it with an attack, the target takes an extra 3 (1d6) damage. If the target is a creature within **5 feet** of the squirebug's tamer that is no more than two sizes larger than the squirebug, it must succeed on a **Strength saving throw** or be pushed **10 feet** away from the tamer.

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The squirebug's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Horns attack increases to a **d6**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the squirebug can make two attacks.

### SQUIRE'S DUTY I

**Prerequisite:** 5th-level tamer

**Type:** Passive (tamer)

The squirebug can help its tamer with their armour, reducing the time it takes them to don or doff an armour by half.

In addition, over the course of a short or long rest, the squirebug can tend to one of its tamer's belongings, honing and oiling a weapon or polishing a suit of armour. A weapon gains a **+1 bonus** to attack and damage rolls and a suit of armour gains a **+1 bonus** to the AC it provides. Only the squirebug's tamer can benefit from these bonuses, which can be in addition to any that the weapon or armour already has, as long as their sum doesn't exceed +3. The bonuses last until the tamer finishes a short or long rest, or until the squirebug is recalled into its vessel.

## LOYAL II

**Prerequisite:** 9th-level tamer, Loyal I

**Type:** Passive (companion)

If the squirebug is within **30 feet** of its tamer and can see it, the squirebug has **immunity** to the charmed condition and **advantage** on saving throws against being frightened.

## KNIGHT IN TRAINING I

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The squirebug gains proficiency with longswords and shields. It can replace any number of attacks it makes with attacks using a longsword.

## SQUIRE'S DUTY II

**Prerequisite:** 13th-level tamer, Squire's Duty I

**Type:** Active (10 minutes)

The squirebug can cast the *find steed* spell. The steed serves the squirebug's tamer as if the tamer had cast the spell. Once the squirebug casts the spell in this way, it can't do so again until its tamer finishes a long rest.

## KNIGHT IN TRAINING II

**Prerequisite:** 13th-level tamer, Knight in Training I

**Type:** Passive (companion), Active (action)

The squirebug gains proficiency with heavy armour.

In addition, the squirebug can use an action to summon a magical force in the shape of a scarab underneath it, resembling a mount. The squirebug gains a flying speed equal to its walking speed for **1 hour** or until the squirebug dismisses the scarab. Once the squirebug has used this action, it can't do so again until its tamer finishes a long rest.

## LOYAL III

**Prerequisite:** 17th-level tamer, Loyal II

**Type:** Active (reaction)

When the squirebug's tamer drops to 0 hit points while the squirebug is within **60 feet** of them and can see them, the squirebug can use its reaction to shout words of encouragement, professing its belief and trust in its tamer. The tamer drops to 1 hit point instead and gains 21 (**6d6**) temporary hit points.

Once the squirebug has used this reaction, it can't do so again until its tamer finishes a long rest.



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