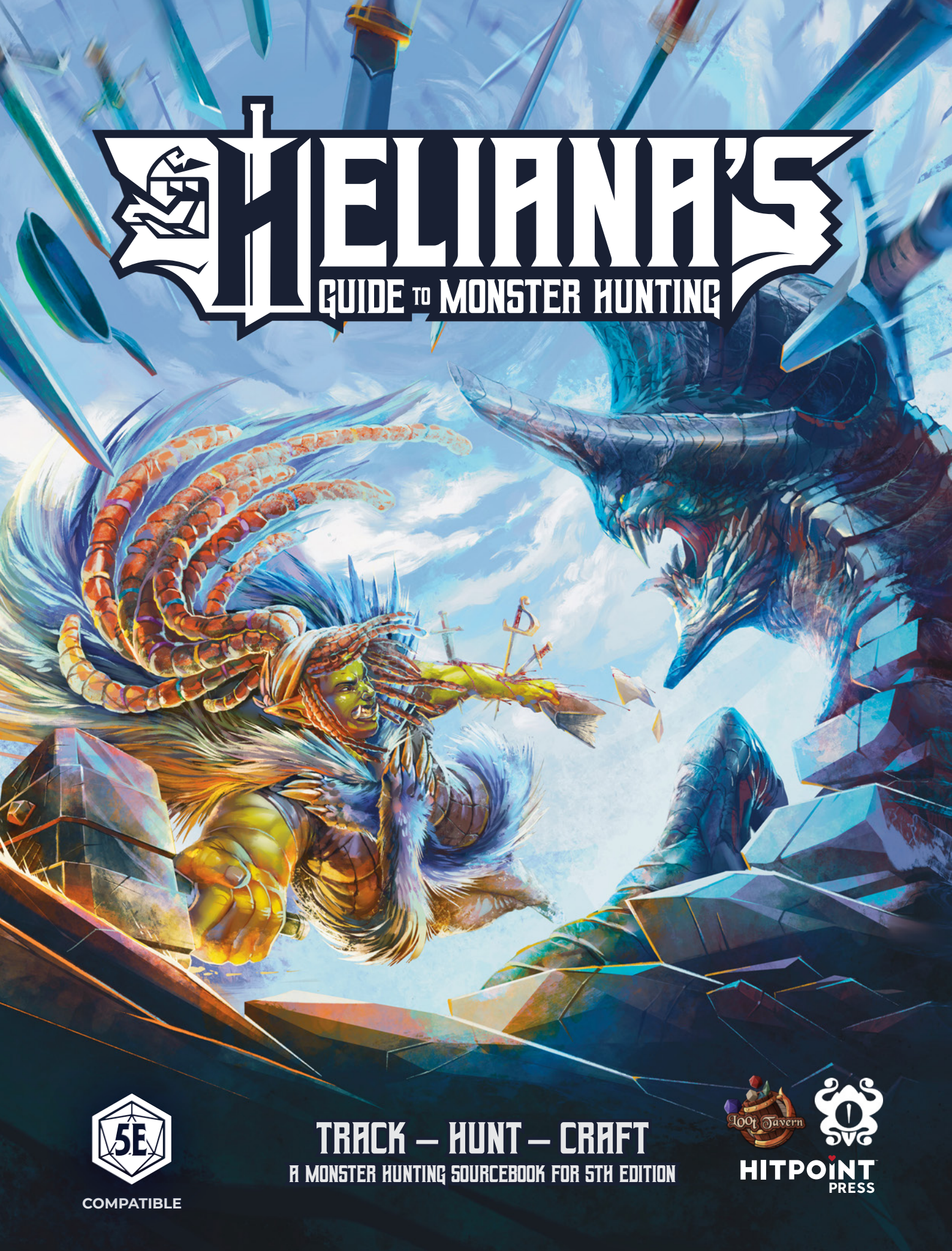
HELIANA'S
GUIDE TO MONSTER HUNTING
5E
COMPATIBLE
TRACK – HUNT – CRAFT
A MONSTER HUNTING SOURCEBOOK FOR 5TH EDITION
Loot Tavern
HITPOINT
PRESS

HELIANA'S GUIDE TO MONSTER HUNTING

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ISBN: 978-1-9990962-8-1
First Edition. Printed September 2022.

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A HUGE thank you to the 20,293 Kickstarter and Backerkit backers who used their Bardic Inspiration, Lay on Hands, and Inspiration to help bring this project to life. Your kind words, patience, and support have been invaluable.

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Warning: The hunts and stunts in this book are performed by professional monster hunters. Plane Shift Press accepts no liability for injury, maiming, mutilation, beheading, loss of sanity, or ejection in the Astral Plane caused by any attempt at recreating these incredible feats of tracking, investigation, and bloody battle.

– Peeper

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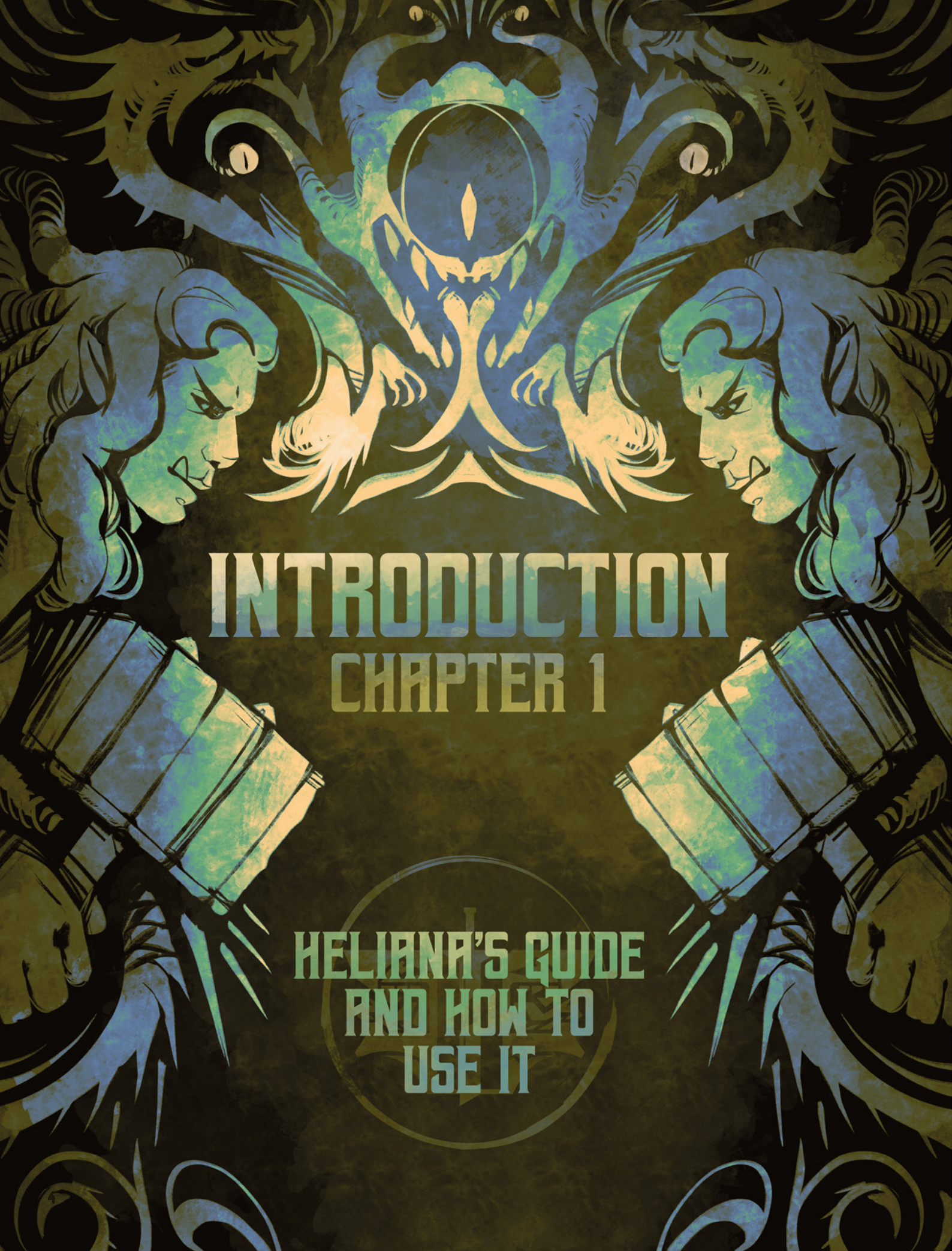
Opposite: GM Screen by Jesse Jackdaw Burns



INTRODUCTION
CHAPTER 1

HELIANA'S GUIDE AND HOW TO USE IT

Introduction

Congratulations!

You have acquired a bludgeoning weapon. But this isn't just a weapon capable of crushing a wyvern's skull, it also contains... information. I know what you're thinking: "Heliana, you don't read books; you spend hours futilely trying to move immovable rods and develop as-yet-undiscovered muscles." Well, you're not wrong. I get Peeper, my faithful companion and scribe of this here tome, to read books to me. Those immovable rods aren't going to not move themselves.

Information can be deadly. And it can be useful. Did you know the Ravenous Slugblatter Beast of Sraal thinks that if you can't see it, it can't see you? That could save your life. As my favourite bard quartet, Fume Against The Construct, says: Know Thy Enemy!

— Heliana, Immover of Rods

While the lack of any bladed edges prevents this book from being used to carve up a critter, it will teach you how! Within this guide are the secrets of Tracking, Harvesting, & Crafting, and a horde of monsters on which to practice these skills.

Rule Zero

Heliana's Guide to Monster Hunting is a collection of ideas. You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

Structure

This book has four parts:

Part One: The Loot Tavern as well as the three new rulesets you can introduce: Tracking, Harvesting, and Crafting (including cooking).

Part Two: Player options; Races, Classes (including feats), and Familiars.

Part Three: Ten monster hunts comprising a clue-gathering phase and a multi-wave boss battle.

Part Four: The Appendices; magic items (Appendix A), spells (Appendix B), monsters (Appendix C), and links to other files that accompany this book (Appendix D).

There's an index at the end of the book, as well as links to access the hundreds of map variants, additional monsters, and more magic items through our partners' websites.

Hunts

The adventures in this book are referred to as monster 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, are all runnable 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 on how to use the Tracking rules 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. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here*.

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

*In Shadow of the Broodmother, this song is at the start and is a clue.

Jesse Jackdaw Burns

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 removing some creatures, replacing them with lower CR versions, and using the 'Helping Hand' paragraphs to reduce the difficulty. The hunts' boss fights are designed to use a party's entire resources for a day's adventuring.

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 at least 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 prep 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 adventurers 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 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 reference to **VDC** (variable DC), **Vmod** (variable modifier), and **Vdam** (variable damage). These variable values change depending on the average levels 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**)

Formatting & Features

This book introduces new formatting and interactivity to enhance your gaming experience.

Formatting. This book uses **bolding**, *italics*, and **colour** to help key information be identified at a glance. Monster names ("a **roper**"), dice calculations ("**1d6 + 3** fire damage"), check modifiers ("**+7** to hit"), conditions that are being applied ("fall **prone**"), and areas & distances ("a **30-foot cone**") are bolded. Spell names ("*pins & needles*"), magic items ("*haemstrike*"), foreign languages ("speak *mellon* and enter"), and book & boat names ("*Heliana's Guide to Monster Hunting*") are italicised. Checks and saving throws use a **coloured bold** format. Saving throws are always fully bolded ("**DC 15 Dexterity saving throw**"), while only the DC, ability, and skill is bolded for checks ("**DC 15 Strength (Persuasion)** check").

Language. The content herein is written in British English. Prepare yourselves for the *colourful armour of paralysing*, for referring to 'the party' as interchangeably 3rd-person singular ("the party are in trouble") and plural ("the party has been killed"), and archaic language like "whilst" & "amongst". Where items and creatures have established names, like *armor of invulnerability* or a **gray ooze**, those remain unchanged.

Non-standard Ability Checks. *Heliana's Guide* breaks from the standard association of abilities and skills, allowing you to be creative in how you mix and match them. For example, Persuasion is usually a Charisma check. However, if a character states that they break a femur with their bare hands to scare a bandit, you might ask for a **Strength (Intimidation)** check. All this requires the player to do is make a Strength check and, if they have

proficiency in Intimidation, add their proficiency bonus to the result.

Tool proficiencies are referenced just like skill proficiencies: a **Strength (smith's tools)** check means that you must make a Strength check and, if you have proficiency in smith's tools, add your proficiency bonus to the result.

If something, perhaps a magic item, says that you gain "**advantage** on **Stealth** checks", this means that you gain advantage on all checks that use the Stealth skill, regardless of which ability is used. When checks use the word 'or', this indicates either skill/tool or ability can be used in any combination. For example, 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)**.

Combined Checks. Combined checks involve one or more creatures making two or more checks, and combining the results. For example, a Harvesting check is the combined result of a Carving check and Assessment check (see Chapter 4). A roll of 20 on the d20 is never an automatic success on checks for Tracking, Harvesting, and Crafting.

Optional Rules. Some people like crunchy rulesets, while others like them streamlined. Optional rules like volatile components add risk to your game by allowing a dragon's breath sac to explode during harvesting. Others, like harvesting supplies, suit survival-type games where players must watch their encumbrance and content with limited supplies.By introducing or removing the optional rulesets, you remain in control of how your game flows.

QR Codes. Everything we made didn't fit into this book, and we haven't quite perfected our casting of magic mouth to the point where music can play directly from the page. Accordingly, this book has links to files hosted on the Loot Tavern website. You gain access by scanning the QR codes (or clicking on them if this is a PDF), or by entering the shortened URLs into your browser.

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 players enjoy 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. To be used with the random encounters in the Tracking chapter.

Hunt Summary

Hunt	Level			Complexity	Average Duration	Hunt Target	Suggested Biome(s)
	Low	Mid	High				
Polyhedrooze	1st	6th	11th	3	10 hours	Biomantic Polyhedrooze	Jungle
Shining Shrine	2nd	7th	12th	1	5 hours	Suneater Owlbear	Forest
Dread and Breakfast	3rd	8th	13th	1	6 hours	Tavern Mimic	Forest
Reign of Iron	3rd	9th	16th	2	7 hours	Magnetite Dragon	Mountain
The Veiled Lady	4th	10th	15th	2	11 hours	Fungal Heart	The Low / Urban
Shadow of the Broodmother	5th	11th	17th	3	8 hours	Aboleth Broodmother	Swamp
Dream Weaver	5th	12th	19th	2	8 hours	Dreamholder	Any (Dreamscape)
A Tale of Two Tails	6th	13th	18th	2	6 hours	Pygmy Rakshasa	Desert
Mecha Koboldzilla	7th	15th	20th	2	9 hours	Koboldzilla	Hill
Tarchaeology	9th	14th	20th	1	7 hours	Tar-rasque	Grassland

LOOT TAVERN
CHAPTER 2
CHARMING FOLK
AND WHERE TO
MEET THEM

The Loot Tavern

> Welcome to Lut's Tavern!
>
> We've got monster carvin', item craftin', familiar findin', and drink drinkin'. And, of course, for the more daring adventurers, a horde of monsters in need of slayin'! Fancy yourself a hunter? Ready to do the research, find the clues, and prepare for battle against fearsome foes? No? Well, have a firewhiskey and then let me ask you again...
>
> — Heliana, Director of the Monster Hunting Guild

The Loot Tavern: a bastion of tax-free alcohol, a hub for monster hunters, and the venue of the annual danceathon extraordinaire. This section details the lore, characters, and services offered by the Loot Tavern, an inn perched on an island that drifts through the Astral Plane. This chapter details how this adventuring hub can be used to offer the amenities required by the new harvesting, crafting, and cooking rules presented in this book, as well as a neat way of stitching together all the hunts. The chapter concludes with new rules for drunkenness.

No Fixed Address

Drifting through the myriad nebulous bodies of the Astral Plane, the Loot Tavern is a sanctuary for adventurers, astral-farers, and vagabonds alike. Its exact origins are unknown, but when Lutecia saw the listing in The Cosmic Times, she persuaded her adventuring pals, Humperdink, L'Arsène, and Heliana to invest in the venture. Atop the magically-warded rock a grandiose, multi-tiered tavern was constructed. With spaces for each of the friends' endeavours, the edifice also contains a transient number of guest rooms that appear, clean and furnished, as and when needed.

Arriving. Getting to the Loot Tavern can be achieved from any plane of existence with only two requirements. The first is a tavern; the second, an indigo-hued beverage known as port ale. A creature that steps through the door of a tavern within **1 minute** of imbibing the beverage is transported to the exterior of the Loot Tavern. How the port ale ends up in the players' hands is up to the GM: perhaps Heliana hears of the adventurers and sends them a bottle. Maybe a black market dealer sells it to the party as a 'quick getaway' potion. Or maybe the party finds a recipe detailing how to craft it!

Tavern Tales

On one of their adventuring forays, L'Arsène and Heliana found themselves trapped in The Low. In a desperate attempt to escape, the pair created a makeshift pub: Rock Bottoms Up. Brewing a noxious and not-particularly pleasant beverage from local mushrooms, the pair waited until a group of passing deep gnomes stopped for a lunchtime whistle-wetter. As soon as money changed hands, Heliana and L'Arsène dashed out of the bone-and-canvas tent, downed their port ale, and stepped back through— to the safety of the Astral Plane. Rumours still abound of a group of deep gnomes seeking compensation for food poisoning at the hands of an unscrupulous orc and a scruffy racoon.

Leaving. One does not simply walk through the garden portal to leave the tavern, not if you want to end up somewhere specific. The tavern's portal is a permanent teleportation spell, with a twist. In order to end up in a specific location, one must first imbibe a specific combination of drinks known as a teleportation flight. This is one of the tavern's unique selling points that contributes to its continued commercial success. A creature that walks through the portal without having consumed a beverage since it last finished a long rest is teleported to a random location on a random plane.

For example, drinking a cosmopolitan, a muskroe mule, and a piney colada, a combination that represents urban, arctic, and forest biomes, respectively, directs the portal to teleport a creature to a city in the tundra. See the services offered at Lut's bar on page 17 for more info.

Opposite: Jesse Jackdaw Burns

The Tavern's Tenants

Although many faces frequent the tavern, there are some characters that are almost guaranteed to be present. Its four proprietors, Heliana, Humperdink, L'Arsène, and Lutecia; the bouncer, Granny Weathertax; Heliana's faithful scribe, Peeper; the tavern's cat, Feviline; the resident bard, Cacophonics; and the oft-teased adventuring group, the Fearsome Five (a.k.a. Fearful Five). This section looks at those characters, providing tips on roleplaying the characters in the form of behavioural traits, motives, values, secrets, and stories linking the various tenants. The NPC summary blocks throughout this chapter summarise this information, providing a quick-reference resource.

Heliana

Heliana is a hard-headed LN half-orc hunter in her late thirties. She rises early in the morning for callisthenics workouts, often running around the tavern with great, thumping footsteps, much to Humperdink and Lutecia's chagrin. She has an extraordinary metabolism, which is responsible for her chiselled physique and propensity to become hangry. Luckily, both Peeper, and Heliana's partner, a female golynn named Amber, have a steady supply of monster jerky to deal with this. For the purposes of combat, she is a barbarian, with a few levels in tamer.

Motives & Values. After one-too-many close calls, Heliana has learnt to always be prepared, and now values knowledge as much as brute force. She can often be heard saying "Know thy enemy!" to adventurers that take one of her monster hunting

Joris Sanchez

contracts. For her, a monster hunt can only be successful if she knows enough about her quarry to prepare the relevant magical meals, learn the monster's weaknesses, and equip herself with efficacious spells. Beyond all else, Heliana fears bureaucracy; paperwork, taxes, and contracts are eternal sources of terror.

Secret. Instead of releasing her old companions into the wild, Heliana has an extra-dimensional room in the tavern, accessed via a secret door. She can't and won't let them go, despite Amber's chastising looks.

Interpersonal Relations. Here are some tidbits of information you can use to flesh out Heliana's relationship with the other tenants:

- **Granny Weathertax** is revered as a beacon of honour and a masterful sensei of hand-to-hand fighting by Heliana.
- **Humperdink** is Heliana's enabler when it comes to her familiar addiction.
- **L'Arsène** and Heliana have been in many close encounters. She always seems to lose to him at cards.
- **Lutecia** is the best mixologist she knows, and they're currently 42-42 on drinking contests.
- **Peeper** deals with all Heliana's paperwork, and she relies on them far more than she admits.

Tavern Tales: Heliana Meets L'Arsène

On a dark desert highway, where cool winds carry the scent of pungent halfleaf, an edifice of bone and stone hangs with grisly-faced, orange lanterns. This hotel, the Hallow's Inn, bears a dark secret: once you enter the inn, you can't leave except for one day a year, the year of its anniversary: Hallow's Eve.

However, the inn also holds innumerable treasures, the flotsam of travellers that found themself stuck in this undead-infested lodge. For this reason, Hallow's Eve attracts all manner of adventurers keen to get their hands on this treasure and escape the hotel's clutches before the curse prevents them from leaving. A dungeon delver that does not manage to escape becomes a prisoner of the inn and must survive its hallways that crawl with the unliving for an entire year.

It was here, on Hallow's Eve, that Heliana first met L'Arsène, who had become trapped in the inn's larder (and decided to take a well-earned nap). Showing his ingenuity, L'Arsène crafted Heliana an armoured ballgown, whose pleats rattled with scythes of sharpened steel. With devastating pirouettes, Heliana cut her way through hordes of zombies, L'Arsène trotting along in her bloody wake. And thus, when brains met brawn, a lasting friendship was born!

Humperdink

Vivacious and charming, Humperdink is a NG dhampir (offspring of a vampire and human) in his early thirties. A snappy dresser, Hump adorns his lanky frame with dark purples and maroons to compliment his pale complexion and shock of red hair. For the purposes of combat, he has levels in warlock and fighter, with a dip into wizard for basic spells like *shield*. Humperdink ascribes to a polyamorous lifestyle, finding attraction in anyone who shares his lust for life. He is also a member of the Order of the Pink Ribbon, a collection of lycanthropes, vampires, and other flesh-eaters who have sworn off eating humanoid or humanoid-derived products.

Motives & Values. Humperdink balks at the thought of eating humanoid blood and fears succumbing to his vampiric desires. Lately, he has pursued research into the school of biomancy in the hopes of creating a serum that can Totally Replace Unseemly Blood, or Tru-Blood, as a nutritious foodstuff for vampires. He admires people with extravagant fashion senses and a flair for the dramatic; his alter ego, HumperDinker, hosts the tavern's weekly burlesque performance.

Secret. Humperdink's mother, Marguerite, is queen of Überfarbe, City of Shadows, in the Schattenwald area of the Shadow Plane, and is also his warlock patron. She still sends care packages containing 'taster phials' of exotic humanoid blood, which Humperdink stores in the hopes he can one day make recompense to its donors.

Interpersonal Relations. Here are some ideas with which you can develop Humperdink's relationship with the other tenants:

- **Granny Weathertax**'s matriarchal presence reminds Humperdink of his mother and is a crippling source of fear about which he regularly discusses in therapy.
- **Heliana** is fun after a few drinks when she loosens up and begins singing rude battle hymns.
- **L'Arsène** definitely cheats at cards; there's no way he's that lucky. Humperdink has plans for a revenge prank involving using clones of L'Arsène to make embarrassing admissions like "Branton Quark is a better inventor than me".
- **Lutecia** is a hoot; she's an amazing performer and Humperdink is keen to get her in his burlesque show.
- **Peeper** is one of the first familiars Humperdink crafted, though he worries if he over-emphasised the anxiety genes.

Tavern Tales: Humperdink the Second

In a trick gone too far, L'Arsène created a *bag of devouring* that looked just like Humperdink's backpack. It wasn't until Humperdink failed to turn up to that week's burlesque performance that L'Arsène realised his prank had probably succeeded too well. In classic L'Arsène fashion, the rakin fashioned a clockwork automaton with which to replace Humperdink. Luckily, Humperdink's mother keeps a spare clone of him on hand, and, four months later, an irascible Humperdink stumbled back into the Loot Tavern. Impressed with how handsome L'Arsène had made the automaton, Humperdink forgave the artificer and now keeps the construct in his laboratory as a sounding board.

L'Arsène

L'Arsène Upin is a mischievous and cunning CN rakin whose artifice is widely coveted. He and his partner, Harried Houdinky, are infamous thieves, having stolen the priceless ruby, the Red Rakshasa, in a daring heist years ago. They now have bounties on their heads in almost every city of the Material Plane. However, since Bubba Fitt the bounty hunter was found as a pile of dust inside his *armour of invulnerability*, no bounty hunter has been foolish enough to pursue the pair in the Loot Tavern itself. The pair are both easily distractable, love puns, and adore practical jokes. For the purposes of combat, treat L'Arsène as having levels in a class involved in artifice or invention, and Houdinky as an **assassin**.

Motives & Values. L'Arsène admires two things: daring, terrible puns and adventurers that bring him rare monster parts he can use to craft novel magic items. He doesn't mind the bounty hunters—they make good guinea pigs for his new inventions—but he fears being audited by tax officials and always makes sure his affairs are in order.

Secret. Due to his notoriety, L'Arsène couldn't have attracted investors for his line of arcanomechanical devices. Instead, he set up a pseudonym: Anton Spark, whose inventions have become hot commodities on the Material Plane.

Interpersonal Relations. The following opinions can help add depth to L'Arsène's interpersonal relationships:

- **Granny Weathertax** shouldn't be messed with—she has eyes in the back of her head!
- **Heliana** is a quality adventuring companion: she's very brave and is also wide enough to provide a protective barrier behind which L'Arsène can artifice new contraptions.
- **Humperdink** is hilarious to prank. One time, he enchanted Hump's blood sausage with the reduce effect of the *enlarge/reduce* spell, which took effect while Humperdink was on the toilet, causing him to fall into the toilet bowl. Despite rarely being well received, L'Arsène seldom reels regret, though he admits the *bag of devouring* prank might have been a step too far.
- **Lutecia** mixes a good cocktail and plays a mean game of cards. It takes all his skill at cheating to beat her.
- **Peeper** is fun to ride around on.

Tavern Tales: Weathertax's Counter

In what would have been a classic jape, L'Arsène glamoured a *rug of smothering* to appear like Humperdink's sustainably-sourced dalmatian-trimmed purple velvet *cape of the mountebank*. Using his *omni-directional quadnoculars*, L'Arsène waited until Granny Weathertax's back was turned before making the change. The next morning, much to L'Arsène's befuddlement, Humperdink returned from his morning walk entirely unscathed. Upon returning to his caravan, L'Arsène was attacked by his doormat. The conclusion? Granny Weathertax has eyes in the back of her head and a strong sense of justice.

Lutecia

Charismatic doesn't do this NG dark elf justice. In the worst situation, usually brought about by her avaricious desire for shinies and knowledge, Lut is always wont to crack a jape. For her, being the proprietor of a tavern is ideal; the constant flow of people and information staves off the melancholy that can quickly assail her if she spends too long alone. She has a quick wit, a cool head, and can put an overly-belligerent patron back in their place with her sass and sarcasm. For the purposes of combat, treat Lutecia as having levels in warlock and bard. Her bardic instrument is the cocktails she creates (you can reskin the bardic College of Cuisine to be a College of Mixology with the same effects).

Motives & Values. Lut values people willing to share stories of their adventures; there is a strong correlation between the generosity of her drink servings and how interesting she finds a story. She also has a special place for the silent types that end bar fights *without* destroying any furniture. She fears being in isolation; she grew up in a great library with only a few archivists and a thousand books as company. Now, she values making her own adventures with her closest companions.

Secret. Before leaving the library many years ago, Lutecia stole a relic and hid it in her *bag of holding*. Unfortunately, she has forgotten what the relic was and, per the bag's magic, has no way to retrieve it!*

*This is an open-ended plot hook for a GM to develop

Opposite: Luciano Javier Carreira

Interpersonal Relations. You can use the following information to develop the interpersonal relations in the tavern:

- **Granny Weathertax** is invaluable. With a glance, she and Lutecia can communicate everything that needs to be said.
- **Heliana** has innumerable tales which can keep Lutecia entranced for hours.
- **Humperdink** is a fun dandy. The nights they've giggled and journeyed together on Weathertax's psychedelic mushrooms are some of Lut's most treasured memories.
- **L'Arsène** took some getting used to, but seeing him around Harried Houdinky helped her see the soft raccoon beneath the trixy rakin.
- **Peeper** asked to look at the books once, to which Lutecia begrudgingly agreed. Now Lut couldn't live without them. They're the most helpful of all her friends and Lut won't hear a bad word against them!

Tavern Tales: Drinking Contest

After the last call, Heliana and Lutecia had the drinking contest to end all drinking contests. No holds were barred: magic, potions, even blessings from gods were allowed. In a confusing turn of events—no-one can remember exactly what happened—Granny Weathertax ended up the winner and has remained the uncontested Astral Drinking Champion ever since.

Peeper

An unknottable bundle of anxiety, Peeper is a non-binary LG aberration, a floating eye monster, and one of Humperdink's first familiars. With an eye for detail and an eagerness to please, Peeper has elected to take on all the bureaucracy and bookkeeping of the tavern, much to everyone's relief. Peeper cares for their friends to a profound degree and would be devastated if any of them should express disappointment at their actions.

Luciano Javier Carreira

Motives & Values. Peeper takes pride in the ordinary: running the tavern at a stable profit and ensuring enough profit is set aside to provide generous retirement funds to each of the tenants. Of course, they don't let the tenants know they have retirement funds, that would be far too risky. Peeper's biggest fear is Heliana ever getting anywhere near the accounts: last time she tried her hand at bookkeeping, she used a squid as a makeshift quill. There was ink everywhere.

Secret. Peeper is actually a voracious painter in their spare time. They have portraits of each creature that has entered the tavern stashed under the floorboards of their library. Their five eyes give them a unique advantage with perspective, and their work is pretty darn good!

Interpersonal Relations. You can use the following information to develop the interpersonal relations in the tavern:

- **Granny Weathertax** is really in charge, in Peeper's opinion. They report any hint of wrongdoing to her.
- **Heliana** is the bestest, strongest, fastest, and smartest, even if she sucks at sums, and needs Peeper and Amber to look after her blood sugar.
- **Humperdink** is probably some sort of god, Peeper has decided. He can make more Peepers, and his paperwork is a scribbled mess. Gods probably have messy paperwork, Peeper thinks.
- **L'Arsène** is quite annoying and always tries to jump on Peeper's back. On the flip side, his accounts are the best of the lot!
- **Lutecia** let Peeper look at the books and for that Peeper is eternally grateful. She's also so good at talking to people; Peeper could never do that...

Tavern Tales: Shadow Editor

While Heliana slept, Peeper would sift through the latest pages of her book, editing, proofing, and re-writing them. Heliana was always very impressed with herself when she reviewed her work each morning, and Peeper didn't have the heart to say otherwise!

Weathertax

Stoic, taciturn, and with an air of wisdom, few words ever pass Granny Weathertax's lips. Indeed, they are often preoccupied with moving the pungent smoke from her long, ebony pipe to her lungs. Physically, Weathertax is a strong, LG human female, with levels in monk for the purposes of combat. When dealing with bar fights, she moves with a drunken sway that keeps her just out of the reach of brawlers' blows. No-one knows when Weathertax turned up or where she came from; as far as anyone can remember, she's always been around. Out of a sense of propriety, the four proprietors decided to add Weathertax to the payroll; having her be part of the team seemed like a wise move—she is often the deciding factor in how many tables get broken during a bar fight.

Granny Weathertax

Ognjen Sporin

The book? Ahh yeah, total breeze to write. No delays. Everything was on time. It only took four hundred and twenty owlbear quills, a vat of aboleth milk, a few tarrasque teeth, and a lake of Peeper's tears. Oh, and teamwork.

— Heliana, Author

Cacophonics

Sometimes-member of the Fearsome Five, the immodest Cacophonics (LG male human **maestro***) has recently found employ as resident gleeman of the Loot Tavern. With an unending litany of adventures and fantastical tales, the tavern is a veritable feast of inspiration for the ballads and sagas he pens. He takes liberal poetic licence with the information he receives, aiming to write the most exciting song, if not necessarily the most accurate one! After a group of adventurers return from a hunt, Cacophonics is often the first to approach them, drinks in one hand, quill in the other, and prying questions on his lips.

Fearsome Five

The Fearsome Five is the butt of most of the jokes in the Loot Tavern. With a well-deserved reputation for fleeing from deadly monster hunts, the group have earned themselves the nickname 'The Fearful Five', much to their chagrin. They have four permanent members; the bard, Cacophonics, has decided to go solo but returns to the group when he seeks new stories.

Ser Lonsalittle. This prideful LG male gnome **knight** is wont to get up on his high horse if his bravery is ever in question. Literally. He rides a pegasus into combat and uses it to raise his stature during arguments.

Garr Oate. Mistrustful and shifty-eyed, this N female halfling **spy** is not above picking the pocket of a drunken patron. Granny Weathertax has learnt to keep a close eye on her and often picks Garr Oate's pocket in return, putting the halfling's purse back on the stupefied drinker as a form of vigilante justice.

Fumblemore. At over 7 feet tall, this hulking goliath is a most atypical wizard. With cripplingly low Dexterity, the party has resorted to glueing this NG **mage's** spellcasting focus into his hand to get any use out of him. He is a sweet bean and cares deeply for his pet blinkhound, Courage.

Aunty Kris. Lilac-skinned and long-toothed, this cheerful and cheeky CN tiefling **cult fanatic** was saved by the Fearsome Four (as they were previously known) when they caused a prison break to mask their escape from the Nine Hells. Like many clerics who enter the tavern, she rarely has any healing spells prepared.

*See page 592, Appendix C

Ognjen Sporin

Rooms & Services

Vaguely waved off by L'Arsène as something to do with the "Uncertainty Principle of Quantum Arcanodynamics", the Loot Tavern is never quite the same from one day to another. Though no-one sees it change, there is always enough space for whatever is about to happen. Whether it be Heliana's latest delivery of Gargantuan tarrasque bones, a dancefloor for the danceathon, or more rooms for guests, the Tavern provides. Though Humperdink did look into the phenomenon once, he quickly learnt to avoid asking those sorts of questions when his laboratory became a utility closet filled with garlic. The following rooms are keyed to the map on page 18.

Accommodation. Rooms of all descriptions, from squalid closets under the stairs for 1 sp day to aristocratic suites cost 10 gp per diem.

1 - Lut's Bar

Lutecia's bar is the beating heart of the tavern. A circular structure that rises from the bar floor to the tavern's lofted ceiling, its shelves are stacked with a plethora of liquors, wines, and otherworldly beverages that induce a myriad of mind-altering states. When not staffed by Lutecia herself, L'Arsène's simple arcanomechanical constructs can be found pouring ale, chastising the overly-drunk, and shooing away the tavern's cat.

Lut offers almost every known beverage, aperitif, and cocktail among the planes. One of the most important services Lutecia offers is a 'teleportation flight' to direct the tavern's portal to send the patron to the desired location. Correctly designing and mixing this flight of beverages is an art. The wrong mix or, worse yet, the wrong beverage, can result in a patron being teleported thousands of miles from their intended location. If a creature comes to her with an untried recipe, she's more than happy to let the messenger be a guinea pig for the concoction on the house. It's important to know where each cocktail directs the tavern's portal to teleport a creature!

Services: Teleportation Flight. For **5 gp**, Lutecia will craft a flight of beverages for one creature. If a creature travels through the tavern's portal before it next finishes a long rest, it will be teleported to a destination dictated by the arrangement of beverages. Lutecia is a skilled mixologist; when you roll on the teleportation spell's d100 table, use the 'Very Familiar' row when determining mishaps.

The following table lists the cocktails and the biomes or planes to which the portal teleports a creature. Each cocktail contains 2 alcohol units, which relate to the new drunkenness rules on page 21.

Lutecia's Cocktails

Drink	Location Type	Location
Muskroe mule	Biomes	Arctic
Hex on the beach		Coast
Tokilla sunrise		Desert
Piney colada		Forest
Plainkiller		Grassland
Hilltini		Hill
Mountini		Mountain
Voodoodka		Swamp
Mould Fashioned		The Low
Dark 'n' salty		Underwater
Cosmopolitan		Urban
Hard spirits	Inner Planes	Ethereal Plane
Bloody faery		Fey Lands
Black mountini		Shadow Plane
Djinn and tonic		Plane of Air
Targarita		Plane of Earth
Firewhiskey		Plane of Fire
No island iced tea		Plane of Water
Cosmicpolitan	Outer Planes	Astral Plane
Sex on the lich		Negative Planes
Angel's Delight		Positive Planes

2 - Heliana's Cave

Adorned with plush rugs, elaborately-filigreed shisha pipes, and an astonishing assortment of monster paraphernalia, Heliana's 'cave' is far from the basic, uncivilised affair its name would suggest. Hundreds of identical copies of her new book, *Heliana's Guide to Monster Hunting*, line shelves high up the wall. During the day, she can be found teaching the fundamentals of monster harvesting to new adventurers and providing her services as a harvester for preserved corpses.

3
4
5
1
2
Loot Tavern

Services: Component Trader. Heliana has many monster components available and is always looking to buy others. Her inventory can be decided randomly; when a creature requests to buy or sell a component, roll a d20. On a result of 1-10, she has **1d4** of the component for sale but won't buy any. On a result of 11-20, she has none of that component and will buy up to **1d4** of that component. Her inventory resets periodically (GM's discretion).

Services: Cooking. For ten times the APL in gold pieces, Heliana will spend an hour whipping up a meal using the player's magical components. She has proficiency in cook's utensils, a proficiency bonus of **+4**, and a Constitution modifier of **+5**.

Services: Harvesting. If a corpse is brought to Heliana while still preserved by magic like the *preserve* spell (see page 509), she can assist in harvesting it, charging ten times the APL in gold pieces. Heliana has a proficiency bonus of **+4**, a Dexterity of **+4**, an Intelligence of **+2**, proficiency in the Medicine, Nature, and Survival skills, and the Expert Harvester and Reapmaster feats (see page 221).

Services: Heliana's Guide to Monster Hunting. For the discounted price of 150gp (or 3100gp for the deluxe edition), a creature can buy a copy of this tome. This magic item (see page 493) details the harvestable parts of different creature types and the respective component DC. In terms of meta gameplay, owning a copy of this book can grant your players knowledge of component DCs to allow them to be better informed when creating a Harvest list (see page 87).

3 - Humperdink's Laboratory

A chaotically organised room, Humperdink's laboratory never has less than half a dozen experiments being simultaneously conducted. Iridescent organs and biostatically preserved creatures line shelves, floating in glowing, colourful liquids. Desks are covered in papers with a mix of arcane runes, scribbled notes, and the mustard stains of hastily eaten blood-sausage sandwiches. Novel biomantic constructs like Poggle, Humperdink's homunculus helper, or Feviline, the tavern's cat, explore the dangerous lands under his desk and high up on the shelves.

Service: Spell Scrolls. Humperdink sells *spell scrolls*. He also carries a variety of *scrolls* from other schools of magic. To determine his inventory, whenever a creature asks if a *scroll* is available, roll a **d10**. Humperdink has a number of that *spell scroll* available for purchase equal to the result of the roll minus the level of the spell. Being a student of the school of biomancy, he always has at least one of each biomancy spell in his inventory available for purchase.

Number of scrolls available* = d10 - level of spell scroll

*Minimum of 1, if biomancy spell.

If the result is 0 or lower, he doesn't have the *scroll*, and will gladly buy up to **1d4** of them it for one-half of its sale value. This inventory changes periodically (GM's discretion). The price of *spell scrolls* is as follows:

Spell Scroll Level	Rarity	Value
0 (cantrip)	Common	10 gp
1	Common	60 gp
2	Uncommon	150 gp
3	Uncommon	300 gp
4	Rare	600 gp
5	Rare	1200 gp
6	Very rare	3100 gp
7	Very rare	6200 gp
8	Very rare	9300 gp
9	Legendary	19500 gp

Service: Familiar Crafting. For a number of gold pieces equal to twenty times the player character's level, Humperdink can combine the component of any of the specified creatures (see Chapter 7) with the blood of the player character to whom the creature will be bonded. After 24 hours, the familiar is birthed and the bonded player character can choose this familiar instead of one of the normal options when they cast the *find familiar* spell. A bonded player with levels in the tamer class (see page 194) can tame these familiars for use as companions with special statistics.

Opposite: Diogo Assunçao

4 - L'Arsène's Caravan

In extravagant, scarlet calligraphy, the word 'SIDRAT' is painted on the front of a brightly covered caravan, positioned in the middle of a small side room. It appears someone was overconfident with the 'S' and the following letters are progressively more scrunched together. Looking inside the caravan can be a vertigo-inducing experience; it is far bigger on the inside with exotic tools lining every wall above arcanomechanical gadgets that whir, rattle, and occasionally explode. The caravan's owner, infamous gadgeteer L'Arsène Upin, can often be found tinkering with a malfunctioning device or preparing designs for new items based on the properties of rare monster components.

Service: Craftsperson. L'Arsène is a deft and experienced master craftsperson. He is proficient with all tools as well as the Arcana, Investigation, and Religion skills. He has a **+3** proficiency bonus, a Strength modifier of **+1**, a Dexterity modifier of **+4**, and an Intelligence modifier of **+5**; uses Intelligence as his spellcasting modifier; and has the Expert Forger and Forgemaster feats (see page 220). See Time & Money (page 120) for costs.

Service: Magic Item Vendor. L'Arsène has an inventory of magic items available for players to buy and is always happy to buy magic items from the players for 50% of their value. The exact composition of these items is entirely up to the GM's discretion. Due to the number of adventurers that pass through the Tavern, this inventory regularly changes.

5 - Peeper's Library

Peeper likes books, keeping things orderly, and being an orange ball of helpfulness. In short, they're the ultimate librarian. Peeper's library is a repository of all the books and tomes on monster hunting that Heliana has acquired (if not read) over the years.

Service: Research. For no charge, a creature can spend **8 hours** working with Peeper to find information on the target of a hunt. At the end of this period, the creature can make a **DC 16 Intelligence (Investigation)** check to see what they discover. On a success, the creature receives the information for one of the clues for the coming hunt (GM's choice). A result of **26** or higher reveals two of these clues, instead. A failed check indicates that the library has no relevant information on this subject that the party can discern.

Drinking & Drunkenness

Drinking is a balancing act: too much and you become inebriated; just enough and you become a master at billiards, charming as a devil, and capable of surmounting any obstacle. Legend says the Pale Aleomancers, led by famous brewer Jan Smyth, titrated themselves to reach the perfect level of drunkenness. In the short time thereafter, conflicts between long-warring nations were resolved, a universal healthcare system was established delivering free care at the point of need, and the eternal question of why the gobboc crossed the road was answered. To celebrate their achievement, they finished their pint. In the slightly-more-inebriated aftermath, all their hard work was undone and the world descended into chaos once more. Since then, Aleomancers the world over have kept their titrating techniques a closely guarded secret.

Condition: Drunk. Between long rests, a creature can drink a number of units of alcohol equal to their Constitution modifier without any effect. For each unit of alcohol the creature drinks beyond this, the creature must make a **Constitution saving throw** where the DC equals 10 plus the number of units of alcohol the creature has consumed since it last finished a long rest.

Drinking Constitution saving throw DC = 10 + number of units of alcohol consumed since last long rest.

On a failed saving throw, a creature gains one level of drunkenness. Drunkenness is measured in six levels. If an already drunk creature suffers another effect that causes drunkenness, its current level of drunkenness increases by the number of units of alcohol the creature consumed to trigger the saving throw. A creature's drunkenness level is reduced by 1 for each **2 hours** since it last drank. Furthermore, finishing a long rest reduces a creature's drunkenness level to 0.

A creature suffers the effect of its current level of drunkenness as well as all lower levels. For example, a creature suffering level 3 drunkenness has **disadvantage** on Dexterity, Charisma, and Wisdom checks and saving throws.

Drunkenness & Effects

Level	Effect
1	The creature has **advantage** on **Charisma** checks.
2	The creature has **disadvantage** on **Dexterity** checks and **saving throws**.
3	The creature loses the effects of level 1 drunkenness, and has **disadvantage** on **Charisma** and **Wisdom** checks and **saving throws**.
4	The creature's speed is halved.
5	The creature is **poisoned** and retains no memory of events that occur between this point and when they are no longer drunk.
6	The creature falls **unconscious** for **1d4 + 8** hours. When it wakes, it is no longer drunk, but does not gain the benefits of a long rest, and gains 1 level of **exhaustion**.

Optional Rule: Hangover. When a creature loses at least 1 level of drunkenness as a result of finishing a long rest, the creature must make a **Constitution saving throw** at the end of the long rest. The DC for this saving throw equals four times the drunkenness level before they started the long rest. A creature that fails this saving throw has a hangover and is **poisoned** for a number of hours equal to the difference between the result of their saving throw and the DC.

Jesse Jackdaw Burns; Opposite: Luciano Javier Carreira

TRACKING
CHAPTER 3
CURIOUS CREATURES AND HOW TO CATCH THEM

Tracking

Before you can slay a monster, you've got to find it! Even if a party knows its quarry's exact location, getting there can have its own trials and tribulations. The following rules can represent a multitude of travel-related obstacles, from a party's attempt to follow a creature's tracks, to their mission to find a hidden tomb, or simply the inherent danger of traversing hostile terrain.

One-shots. If you're running the hunts in this book as a one-shot, 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.

Layman's Guide to Tracking

Here's how tracking works. Firstly, you (the GM) decide the minimum number of Tracking checks a party must make, and how many of them must be successful in order to find their quarry. More equals harder. Next, your players tell you how they want to go about tracking. You work with them to decide on the most appropriate ability and skill to use for the check. Finally, you choose a DC based on how likely their suggestion is to succeed.

On a failed check, the party has a hostile encounter. On a successful one, they have a narrative encounter, or no encounter at all (GM's choice). You can use the random encounter tables (starting on page 27) to help randomly select the encounters. When the characters have made both the requisite number of checks and successes, they reach their destination.

Note: the number of checks and the number of successes are two different parameters, both of which must be met to reach the destination. If the party keeps failing their checks, they may make far more Tracking checks than the minimum number.

Mechanics

This section outlines how you, as the GM, can modify parameters to set the difficulty of the tracking experience, and how the players decide which checks they will make. These 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'.

Setting Tracking Checks

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.

Determining Checks and Successes

You can determine how many Tracking checks a journey requires in the following way.

Step 1: Areas. Separate the journey into related areas. For example, if your party must cross grasslands to reach a swamp and then search that swamp for a monster, you can make grasslands one area, and the swamp another.

Step 2: Encounter Chance. Determine how likely encounters are to occur in each area. Encounters include both interesting environmental features and the presence of friendly or unfriendly creatures. Assign a number of Tracking checks

Opposite: Jesse Jackdaw Burns

to each area (minimum 1), with 1 representing a very low chance of an encounter and 5 extremely frequent encounters.

Step 3: Successes. Assign a number of Tracking successes (minimum 0) required to reach the next destination. A destination can be anything: the next area (for example, the swamp beyond the grassland), a city, or a monster's lair. A large, obvious target, like a swamp, might require 0 successes, while a well-hidden location can require up to 3. You can use the table below to help determine an appropriate number of checks.

Suggested Number of Tracking Successes

Destination	Number of Successes
Obvious (e.g., huge waterfall)	0
Natural (e.g., wolf den)	1
Obscured (e.g., dragon's lair)	2
Protected (e.g., illusionist's tower)	3

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!

GM Tip: Encounter Density

If a Tracking check takes less than 8 hours, it is possible that the party can have more than one hostile encounter between long rests. As the hostile encounters are balanced to be very deadly, you should consider running them one or more levels lower than your average party level (APL).

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. Each biome contains a narrative encounter table; roll a d8 and consult the relevant table for a plug and play idea!

On a failure, the party has a hostile encounter. Each biome has a hostile encounter table; roll a **d4**, add the party's 'tier' to the result, and consult the table to see who or what the party encounters!

APL	Party's Tier
1–4	1
5–10	2
11–16	3
17–20	4

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

Optional Rule: Critical Failure. It's possible for trackers to be given a false scent by a particularly devious enemy, or simply to royally mess up. In these cases, the tracking experience gets more difficult. A natural 1 on the d20, or missing the Tracking check DC by 10 or more, is a critical failure. Critically failing a Tracking check increases both the minimum number of checks and successes required to reach the destination by one.

Optional Rule: Critical Success. Sometimes, an especially observant or lucky tracker might find a clue allowing the party to find a lair more quickly. Surpassing the DC by 10 or more is a critical success and can count as two successes, while surpassing it by 20 or more counts as three successes. Perhaps your tracker, who, with the help of expertise and *guidance*, gets a 35 on their **DC 15 Wisdom (Perception)** check, finds the imprint of a dropped stone tablet in the mud that details the exact way to disable the necromancer's illusory protection, which counts as two additional successes.

Example DCs

This lis, which isn't exhaustive, acts as guidance for deciding a Tracking check's DC, with suggested abilities and skills to match. The DCs are balanced for mid-level characters; feel free to modify them as you see fit. For example, you might increase the DCs by 2 for characters of 12th level or higher, or decrease them by 2 for characters of 4th level or lower. In general, the more likely a character's attempt is to succeed and the easier the circumstances affecting that check, the lower the DC.

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

- Pursuing the footprints of a giant across mud — **Wisdom (Survival)**.
- Following a literal trail of breadcrumbs — **Wisdom (Perception)**.
- 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)**.
- Estimating the likely location of a creature based on its nature — **Intelligence** (**Arcana**, **Nature**, or **Religion**, depending on the creature's type).
- Speaking with local animals to gain information — **Wisdom (Animal Handling)** and the *speak with animals* spell.

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.

- Following a wolf's trail across bare rock or after a snowstorm — **Wisdom (Survival)**.
- Mimicking a creature's call to provoke a response from it — **Charisma (Performance)**.
- Climbing a tree to look for clues in the distance — **Dexterity** or **Wisdom (Acrobatics** or **Perception)**.
- Pushing oneself to explore a vast area in a short time — **Constitution (Athletics)**.

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.

- Following a flying creature's trail based on finding its kills and scat — **Wisdom (Survival)**.
- Making a canoe to more quickly navigate a water body — **Dexterity (woodcarver's tools)**.
- Using brute force to smash through a cave wall and find a hidden tunnel — **Strength (Athletics)**.
- Consulting the stars to discern clues — **Wisdom** or **Intelligence (Religion)**.

Optional Rule: Varied Checks. To keep things from getting stale, players can't repeat the same Tracking check ability and skill/tool combination until two others have been attempted.

Variable DCs & Modifiers

The random encounter descriptions use the abbreviations **APL** (average party level), **VDC** (variable difficulty class), **Vmod** (variable modifier), and **Vdam** (variable damage). Using these variable statistics allows the same encounter to be challenging for every party by scaling the difficulty of certain interactions with APL. In some cases, modifiers may be placed on these variable statistics, like "the player character takes cold damage equal to twice the **Vdam**" or "the creature has a **Dexterity (Stealth)** modifier of **Vmod+5**". For a party of 3rd level, this latter example would yield a total modifier of **+9**.

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**)

Example

Below is an example of how Tracking checks might play out.

The GM decides that the party must cross a grassland to find a swamp, and then search the swamp for the broodmother's lair. They decide to split the tracking into two areas: grassland and swamp. The grassland is void of life and the swamp is an obvious target, so it requires one Tracking check and zero successes, taking five days to complete. The swamp is hard to traverse and full of life, although many of the swamp's denizens are walking mindlessly to the broodmother's lair. They decide two Tracking checks and one success are required, with each check taking 8 hours.

GM: So, how will you find the aboleth's lair?

Mizzard: I use my knowledge of swamp creatures to assess where a huge creature might reside.

GM: Okay — that sounds like you should make an Intelligence (Nature) check [notes DC of 11].

Mizzard: ...two plus four... six.

[GM notes one check, one failure, and rolls a d4 to determine the hostile encounter]

GM: As you search the waterways, eliminating many possibilities, you hear a rustling [rolls creature's Dexterity (Stealth) check, which beats both player characters' passive Perception scores], but it's too late. Roll initiative. You're surprised!

[Cue Hostile Encounter]

Gurf: Okay my turn! I chop the bushes to see more and move quicker.

Mizzard: Don't be silly - that won't work!

Gurf: Hold my ale.

GM: Give me a Strength (Athletics) check [notes DC of 21].

Gurf: Fifteen plus eight... that's... a lot.

[GM notes two checks, one failure, one success, and rolls a d8 to determine the narrative encounter]

GM: Clearing away the underbrush, you stumble across a hidden trail leading deeper into the swamp. Desperately trying to pull itself from a pit of quicksand is the bearded madman from the river bank you spotted two days ago. What do you do?

[Cue Narrative Encounter]

Random Encounters

The remainder of this chapter presents eight narrative encounters and seven hostile encounters for each of the following eleven biomes: arctic, coast, desert, forest, grassland, hill, jungle, mountain, swamp, The Low, and urban. The biomes are presented in alphabetical order, and the encounters in numerical order.

Single-Biome Campaigns. If you have a campaign focussed on a single biome, consider replacing used encounters by reskinning those with the same encounter number from other biomes. For example, if your party has faced the arctic biome's hostile encounter #4 - Aberrant Outpost, you could replace it with hostile encounter #4 - Tumultuous Turbulence from the grassland biome. You could even choose to change the additional necrotic damage some of the creatures in the grassland encounter deal to cold damage to better fit the arctic setting.

Mixed Biomes. A tundra is a cold plain, a taiga is a subarctic forest, and alpine regions can have steep forested slopes. Feel free to mix the encounters from biomes that fit your narrative; the tundra could draw from arctic and grassland encounters, the taiga from arctic and forest, and the alpine region could draw from forest and mountain.

Composition. The majority of creatures mentioned in the encounters can be found in the SRD, the standard, 5th-edition rules. Those creatures that are new to this book are indicated in text or underneath each composition table. Sometimes, an encounter calls for a monster that doesn't have statistics. In this case, the composition paragraph indicates an existing creature whose statistics you can modify. These creatures are indicated by a superscript 'σ' (ᵟ) after their name.

For example, the stone gnolls in hostile encounter #3 - Stone Gnoll Killers of the grassland biome use the **gnoll** statistics, but change the AC, damage resistances, and, as a result, the creature's CR.

Fleeing. Monsters don't always fight to the death. Unless otherwise stated, creatures in a hostile encounter flee when the odds shift against them. This is typically if more than half of their number are killed, or, if there are few combatants, if they're reduced to one-third of their hit points or fewer. Fleeing is always at the GM's discretion!

Combat Difficulty

Each hostile encounter is designed to be a challenge for a party of four adventurers at the specified level. If a party could have more than one hostile encounter between rests, or has fewer than four party members, consider running the encounters one level lower. Alternatively, if the party has more than four party members, you can consider running the encounter one level higher.

Daily XP Budget. As parties get more powerful, the daily adventuring budget system tends to fall apart; parties can handle a lot more than they're given credit for. For this reason, the hostile encounters at the higher tiers of play use XP budgets far beyond what is considered 'deadly':

- ***Levels 1-4.*** The encounters are between 'hard' and 'deadly'.
- ***Levels 5-10.*** The encounters are all 'deadly'.
- ***Levels 11-16.*** The encounters use around 1.5 times the 'deadly' adjusted XP budget.
- ***Levels 17-20.*** The encounters use around 2 times the 'deadly' adjusted XP budget.

More Encounters

Additional narrative and hostile encounters (two of each encounter type for each biome) are available in PDF format. When you've used an encounter, you can replace it with one of these.

Get the PDF by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Encounters

Recurring Encounters

This section summarises the recurring themes and characters found among several encounters.

Gaia's Teeth

Years ago, in a bid to boost trade and make travel between the various kingdoms, city states, and other demesnes safer, an apolitical organisation of rangers and beastmasters was formed under the banner of 'Gaia's Hearth'. Their remit was to protect travellers, hunt monsters, and maintain the lodgings that provided much-needed shelter in the depths of the wildlands. For a brief period, a golden age of flowing information and bountiful wealth bloomed. Before long, however, nefarious elements rose to the highest echelons of the organisation and subverted its once-noble goals.

Gaia's Hearth had tamed the monsters. Gaia's Hearth had mapped the terrain. Gaia's Hearth had the ability to turn a bodyguarding job into a full-blown protection racket. For years thereafter, the re-named 'Gaia's Teeth' plagued the wildlands, fragmenting the once-thriving and interconnected communities into mistrusting and fortified towns.

As is often the case when individuals vie for power, Gaia's Teeth devolved into bandit gangs run by brutish and cunning warchiefs. Pockets of these morally-defunct outcasts can still be found roaming the wilds, flying their banner of a world with teeth, and pillaging the innocent and defenceless. It is rare that such warchiefs ever aid one another or leave their preferred habitats.

The Fathomless

In sunken caves and briny depths, followers of the Fathomless drink salt water and plot to bring about the drowning of the world. Lured by the prospect of great power, the cult's followers perform rituals beseeching the Great Deep One for power and attempting to create portals to the endless oceans of the Plane of Water.

Mutation. Those that receive the Great Deep One's blessing have their physiology altered; gills, webbed digits, and fish-like skin are often associated with the cult's leadership. In fact, those that naturally have such morphological features are regarded as the 'Deep One's Chosen' and tend to progress through the hierarchy more quickly. Followers of the cult have taken to altering their appearance through the magic of biomancy in order to gain more piscine appearances and raise their station in preparation for The Great Flood.

The Lost Sphinx

Sunny is a genderfluid, CN **androsphinx** who uses any pronouns, often to the confusion of those that try to describe them. Magical experiments in his lair have untethered him from the normal flow of time and space. Accordingly, she always acts like she's met the party before; from their point of view, they have! Sunny longs to find a way back to her lair and, when she meets other creatures, always asks two questions: "Where am I?" and "When am I?".

Riddles. Almost any answer to these two questions are accepted. For example, "Autumn", "High noon", and "Three days before my birthday" are all correct answers for "When am I?". "Where am I?" could be answered by "To my left", "The northern hemisphere", or "In my personal space". As is their riddling habit, Sunny always asks a third, more complex riddle. If all three questions can be answered correctly within **2d6** minutes (after which Sunny disappears), he rewards the party with a small gift.

Quest Solution. To become tethered to the normal dimensions, Sunny needs an object from their lair. The lair could be a destination for a quest, or you can replace any of the narrative encounters with the following encounter:

> ***Abandoned Sphinx Lair.*** The party finds an abandoned, partially submerged alabaster building. Exploring the dusty interior reveals a structure somewhere between a temple and a laboratory, the walls covered in depictions of lion-bodied, human-headed creatures. With a successful **VDC Intelligence (Investigation)** check, the party can find a *scroll of slow*, an obsidian sphinx statue, and the ingredients necessary to brew a *potion of speed*.
>
> This is the lair of Sunny, the lost sphinx who's come unstuck in time. Having found it, the party can now give him detailed directions back to it, should they ever meet him again in the future. If they provide Sunny with an object taken from the lair, she'll be able to get back and fix herself. After returning to their lair, Sunny rewards the party with a *scroll of time stop*.

Arctic

Cold. Whether it's craggy glaciers or taiga forests, arctic regions are unforgiving, inhospitable, and, most of all, cold. Creatures without appropriate clothing could easily succumb to cold from hypothermia, or be blinded by the snow's albedo.

Narrative Arctic Encounters

d8	Encounter
1	Absolute Zero
2	Blizzard
3	Perfect Reflection
4	Curious Igloo
5	Frigid Waterfall of Meditation
6	Lost Sphinx: Arctic
7	Elk Spirit's Blessing
8	Hunter's Hearth

1 - Absolute Zero

The temperature suddenly plummets, until breathing feels like inhaling icey, frozen shards. Each creature that doesn't find shelter within one round gains one level of **exhaustion** and must make a **VDC Constitution saving throw**. On a failed save, a creature is afflicted with the *curse of ice*. A **cursed** creature turns blue, its speed is halved, and it feels increasingly cold to the touch. If the curse isn't broken within **24 hours**, the creature turns into an ice sculpture and is **petrified**. The curse can be removed by the *remove curse* spell, or suppressed by warming up the creature. For example, granting it **resistance** or **immunity** to cold damage suppresses the curse for the duration of the resistance/immunity, dealing fire damage to it suppresses the curse for a number of minutes equal to ten times the fire damage taken, and moving it to more temperate climes suppresses the curse indefinitely.

2 - Blizzard

The wind howls, flurries of snow build into thick drifts, and walking becomes increasingly difficult. During the **1d6 + 1** hours for which the blizzard lasts, Tracking checks are made with **disadvantage**. At the end of each hour a creature spends without proper precautions (shelter and either a fire, heavier-than-usual winter gear, or magical protection from cold), the creature must succeed on a **VDC Constitution saving throw** or gain one level of **exhaustion**.

Mohammed "Aggi" Bellafquih

3 - Perfect Reflection

The party comes across a frozen pond, the ice atop it so smooth as to portray a perfect reflection. Closer inspection reveals that the reflections of the party members are... odd. The reflections move out of sync with the party, carry no items, and wear only basic clothing. The reflections attempt to communicate with them; they can't speak, but gesture and beckon, as if asking to be given something.

The reflections are a form of extra-dimensional storage. A character can give their reflection one object that is no larger than a **5-foot cube**, which is stored in this extra-dimensional space. No other creature can access an object stored this way, and the character is able to retrieve the stored object from any mirror large enough to hold it. New objects can't be stored through regular mirrors: only through the pond.

4 - Curious Igloo

The party finds a **6-foot-tall**, **15-foot-diameter** hemispherical igloo, with an unlocked, heavy door. The cosy interior is richly furnished with beds and warm furs. Creatures with a **passive Insight** score of **12** or higher detect an odd tension. A successful **VDC Intelligence (Investigation)** check reveals a hidden cellar, which contains an empty pile of clothes and the diary of the igloo's owner. The diary details a slow descent into paranoia and fear of the outside world, until the writer's pen strokes deteriorate to faint scribbles before ending entirely.

A creature that takes a short rest inside the igloo gains the maximum number of hit points for each Hit Die it spends to regain hit points at the end of the rest, and a creature that takes a long rest inside of the igloo regains all its Hit Dice, instead of half. When a creature finishes a rest in the igloo, it must succeed on a **VDC Wisdom saving throw** or be **frightened** of everything outside the igloo for as many hours as the creature spent resting.

5 - Frigid Waterfall of Meditation

In a hillier part of the tundra, the party comes across a rushing waterfall that pours into an icy lake. A shirtless silver dragonborn (LN male **monk**) sits cross-legged on a large flat stone beneath the cascade. This is Sterly, a meditative and faintly condescending hermit. He explains that meditating under the waterfall can help one attain focus and spiritual enlightenment... if they can stand the cold.

A creature that tries to meditate under the waterfall for at least **1 minute** takes **1d6** cold damage and must make a **VDC Constitution saving throw**. On a success, the creature gains temporary enlightenment, gaining **advantage** on all **Intelligence**, **Wisdom**, and **Charisma saving throws** until they finish a short or long rest. This meditation can be attempted multiple times, repeating the damage and save for each attempt.

6 - Lost Sphinx: Arctic

Sunny, the time-travelling sphinx (see Recurring Encounters, page 28), appears before the party, muttering about how she should've taken a left turn at the North Pole. His third riddle is:

> "What comprises a bank that has no use for money?"

Answer. Snow. If the party answers all three riddles correctly, Sunny rewards them with a pot containing *oil of slipperiness*.

7 - Elk Spirit's Blessing

Footsteps that are somehow both very heavy and strangely faint herald the approach of the Elk Spirit (**giant elk**), patron of travellers (as identified with a successful **DC 13 Intelligence (Religion)** check). Nearly 30 feet tall and semi-translucent, pricks of light in the Elk's eyes and along its back and horns make the ethereal beast look like a constellation come alive. It looks down at the party impassively, waiting.

A single party member can beseech the spirit to bless the group by making a **VDC** ability check. The check's ability and skill depends on how the party member describes its actions and is up to the GM's discretion; **Animal Handling**, **Persuasion**, or **Religion** could be appropriate. On a failure, the Elk Spirit leaves to the Ethereal Plane. On a success, the spirit deems them worthy, and grants each member of the party a blessing: their speed increases by **10 feet**, they ignore the effects of nonmagical difficult terrain, and they gain **advantage** on their next Tracking check. This blessing lasts for **24 hours**.

8 - Hunter's Hearth

Finch (CN nonbinary human **ranger**), a grizzled and paranoid hunter, is cooking a large flank of caribou over a roaring bonfire. They cautiously offer the party a seat by the fire and a share of their food—though they would prefer if the group left their weapons at least a few yards away. If the party

is polite and nice, Finch eventually opens up, telling stories about some of their best hunts, and even offers to sell preserved monster components to the party. At the end of the meal, Finch offers advice on whatever the party is tracking, granting **advantage** on the next Tracking check the party makes.

If attacked or threatened, Finch gives up their wares as a bribe before fleeing, knowing they're outnumbered. However, they will flee to their hunting lodge and eventually come back with numerous vengeful allies.

Hostile Arctic Encounters

d4 + Tier	Encounter
2	Frostnip
3	Wight-Out Conditions
4	Aberrant Outpost
5	Unending Nightmare
6	Unseelie Ritual
7	Court of the Long Night
8	The Scalding Fissure

2 - Frostnip

Frostnip (CE male dwarf **cult fanatic**) is a cackling, clean-shaven dwarf dancing around a pale blue fire. As the party passes, he demands a tribute be made to his fire. He insists that anything that can be used to get warm (winter clothes, lanterns, oil) must be sacrificed in the fire to appease his gods of ice.

Consequences. If the party makes a sufficient sacrifice, Frostnip thanks them graciously and lets them move on. A 'sufficient' sacrifice is up to the GM's discretion. Ideally it should leave at least one party member in danger of being adversely affected by the elements. If the sacrifice is sufficient, Frostnip joins the party for a short time as a loyal (if dangerous) ally. If the sacrifice is insufficient, Frostnip becomes enraged at this blasphemy and attacks the party, his allies appearing from out of nearby snowdrifts. In the 1st and 2nd level encounters, Frostnip has the *false life* spell prepared instead of *inflict wounds*, and casts the spell before combat begins. He flees when reduced to one-quarter of his hit points or fewer, leaving any allies to cover his escape.

APL	Composition
1st	1 cult fanatic[σ]
2nd	1 cult fanatic[σ], 1 ice mephit
3rd	1 cult fanatic, 1 saber-toothed tiger
4th	1 cult fanatic, 1 ice mephit, 1 saber-toothed tiger

3 - Wight-Out Conditions

Snow begins to fall— slowly at first and then building until it's hard to see more than a few feet. Amidst the howling wind comes the clomp of trudging, hobnailed boots: undead soldiers marching out of the snowstorm. The party has encountered the Frozen Regiment, an army that froze to death in a blizzard the night before a battle. Now, they carry that storm with them as they wander the wastes, eternally searching for the fight they didn't live to see. They fight without any sense of self-preservation.

The Storm. The falling snow makes it difficult to see, limiting vision to **10 feet**, and heavily obscuring anything beyond.

Consequences. The Regiment is massive, dispersed across a wide area, and not very observant. Once the party defeats the immediate threat, they can simply stay still and quiet for an **hour** until the rest of the army passes. If they take any other actions, the party can be noticed by a group of undead (GM's discretion). This group has a composition equal to one APL lower than the party's APL.

APL	Composition
1st	2 skeletons, 2 zombies
2nd	3 skeletons, 2 warhorse skeletons
3rd	1 specter, 6 zombies
4th	4 skeletons, 1 wight
5th	2 warhorse skeletons, 2 wights, 4 zombies
6th	2 specters, 4 wights
7th	6 wights
8th	4 skeletons, 6 wights
9th	3 specters, 6 wights
10th	8 wights

4 - Aberrant Outpost

A team of elven biomancers once set up a research station atop a windswept glacier, following rumours of ancient aberrations buried under the ice. In their long winters of study, though, the subjects

of their research awakened. Now all that remains are bodies, notes, and a *magic mouth* distress alarm, endlessly calling for help. That, and the monsters that feast on the source of food the distress alarm has brought! Non-ooze creatures flee when reduced to one-third of their hit points; ooze creatures fight to the death.

Treasure. Some of the storage lockers contain body parts harvested from aberrations—old, but properly preserved. Bringing the biomancers' research notes back to the elven kingdom could yield a reward in gold pieces equal to 200 times the APL.

Composition. Reskin all non-aberration and non-ooze creatures as fleshy, mutated abominations of vaguely humanoid form. They are aberrations instead of their usual creature type.

APL	Composition
1st	3 gray oozes$^{\sigma}$
2nd	1 doppelganger$^{\sigma}$
3rd	1 gibbering mouther, 2 gray oozes$^{\sigma}$
4th	1 doppelganger$^{\sigma}$, 2 gray oozes$^{\sigma}$
5th	2 doppelgangers$^{\sigma}$, 2 gibbering mouthers
6th	2 chuuls, 2 mimics$^{\sigma}$
7th	2 chuuls, 1 flesh golem$^{\sigma}$
8th	4 mimics$^{\sigma}$, 2 otyughs
9th	3 doppelgangers$^{\sigma}$, 2 werebears$^{\sigma}$
10th	3 chuuls, 2 flesh golems$^{\sigma}$
11th	2 cloakers, 2 otyughs
12th	2 decahedroozes*$^{\sigma}$, 2 flesh golems$^{\sigma}$
13th	2 cloakers, 2 doppelgangers$^{\sigma}$, 2 werebears$^{\sigma}$
14th	2 chuuls, 2 dodecahedroozes*$^{\sigma}$
15th	3 cloakers, 2 decahedroozes*$^{\sigma}$
16th	3 otyughs, 2 dodecahedroozes*$^{\sigma}$

*See Appendix C

5 - Unending Nightmare

Pacifica (CE female silver dragonborn, statblock varies) is a deranged and erratic researcher whose entire research team wasted away when a dormant dreamholder (see pages 530 - 534) parasitised their minds. Though she managed to escape, Pacifica was driven mad by the experience and sees the party as another illusory manifestation of the dreamholder. Accompanied by her retinue of elementals, she reacts aggressively to the perceived threat and fights to the death.

Non-combat Alternative. Casting the *greater restoration* spell on Pacifica can restore her mind and turn her to the party's side. The elementals remain aggressive. To cast a touch spell against an unwilling target, you can have the caster make a **Dexterity (Sleight of Hand)** check contested by the target's **Dexterity (Acrobatics)**. On a success, the touch spell is cast successfully. On a failure, the spell is not cast and the spell slot is wasted. If the APL is 8th level or lower, *greater restoration* can be replaced by *lesser restoration*.

Composition. Except for Pacifica, all the creatures have the elemental type. In the 1st and 2nd level encounters, the cult fanatic has the *false life* spell prepared instead of *inflict wounds*, and casts the spell before combat begins. Ice elementals use the **earth elemental** statistics but replace vulnerability to thunder damage with fire damage and have 'Ice Glide' instead of Earth Glide; the elemental can burrow through nonmagical, unworked snow and ice. Arachnicraks are spider-like humanoids that use the **ice devil** statistics.

APL	Composition
1st	1 cult fanatic*$^{\sigma}$
2nd	1 cult fanatic*$^{\sigma}$, 1 ice mephit
3rd	1 cult fanatic*, 2 ice mephits
4th	1 cult fanatic*, 4 ice mephits
5th	1 cult fanatic*, 1 ice elemental$^{\sigma}$, 3 ice mephits
6th	1 ice elemental$^{\sigma}$, 1 mage*
7th	1 ice elemental$^{\sigma}$, 2 ice mephits, 1 mage*
8th	1 ice elemental$^{\sigma}$, 2 ice mephits, 1 mage*, 1 winter wolf$^{\sigma}$
9th	2 ice elementals$^{\sigma}$, 1 mage*
10th	2 ice elementals$^{\sigma}$, 1 mage*, 2 winter wolves$^{\sigma}$
11th	1 archmage*, 2 ice elementals$^{\sigma}$
12th	1 archmage*, 3 ice elementals$^{\sigma}$
13th	1 archmage*, 4 ice elementals$^{\sigma}$
14th	1 archmage*, 5 ice elementals$^{\sigma}$
15th	1 arachnicrak$^{\sigma}$, 1 archmage*, 1 ice elemental$^{\sigma}$
16th	1 arachnicrak$^{\sigma}$, 1 archmage*, 2 ice elementals$^{\sigma}$
17th	2 arachnicraks$^{\sigma}$, 1 archmage*, 1 ice elemental$^{\sigma}$
18th	2 arachnicraks$^{\sigma}$, 1 archmage*, 3 ice elementals$^{\sigma}$
19th	3 arachnicraks$^{\sigma}$, 1 archmage*
20th	4 arachnicraks$^{\sigma}$, 1 archmage*

*Indicates Pacifica

6 - Unseelie Ritual

In the heart of a boreal grove, sinister fey enact a strange ritual. Members of the Winter Court, they are attempting to create a trapped portal. The unfinished portal is intended to connect to a locked stone room in an Unseelie dungeon in the Plane of Fey. Near the ritual site, four dwarf **maestros** (see page 592) are locked in a large cage without their instruments. The lock can be picked with a successful **VDC Dexterity (thieves' tools)** check, and has an AC of 18, 7 hit points, and immunity to poison and psychic damage. The hags flee when reduced to one-third of their hit points or fewer; their minions stay to cover their retreat.

Consequences. If the fey creatures are not killed within **1 minute**, the fey and their captives disappear through the portal, and each creature within **100 feet** of the portal must succeed on a **VDC Charisma saving throw** or be sucked through after them. If the captives are freed, they help in the fight, and reward the party with one *potion of cold resistance*, as well as promises to sing songs of the party's heroism wherever they go.

APL	Composition
5th	2 trolls
6th	3 sea hags
7th	3 sea hags, 1 wereboar
8th	3 sea hags, 1 troll
9th	3 green hags
10th	3 green hags, 1 wereboar
11th	3 night hags, 1 troll
12th	3 night hags, 2 trolls
13th	3 night hags, 3 trolls
14th	3 night hags, 2 treants
15th	1 ice devil, 3 night hags
16th	3 night hags, 3 treants
17th	3 night hags, 3 treants, 3 trolls
18th	2 ice devils, 3 night hags, 1 treant
19th	3 ice devils, 3 night hags
20th	3 ice devils, 3 night hags, 3 trolls

7 - Court of the Long Night

A vampire sect known as The Court of the Long Night abides in a frigid castle of ice, built in the shadows of mountains. Occasionally, the thralls that wait on them perish and the court sends hunting parties into the wastes to gather fresh meat. The vampire in charge of the hunting party intends to kill creatures it can't charm and command those it can into travelling to its home to become thralls.

Consequences. If the hunting party charms one or more of the party, they command those party members to travel to their castle, a 4-hour march away. If the party volunteers one Small or larger humanoid, the vampires accept this tribute and allow the rest of the party to leave. If all vampires are killed, their allies (including their spawn) flee.

APL	Composition
11th	3 berserkers, 1 vampire
12th	5 berserkers, 1 vampire
13th	1 vampire, 3 vampire spawn
14th	1 vampire, 4 vampire spawn
15th	2 frost giants, 1 vampire
16th	3 frost giants, 1 vampire
17th	3 frost giants, 2 vampires
18th	4 frost giants, 2 vampires
19th	3 frost giants, 3 vampires
20th	3 frost giants, 3 vampires, 3 vampire spawn

8 - The Scalding Fissure

Plumes of steam burst from a **50-foot-wide, 300-foot-long fissure**, meltwater pouring from its surface. Vicious roars echo from below, and peering over the side reveals the glow of lava at the fissure's bottom. Going around will take days. Going across will catch the attention of the dragon roaring down below... assuming it hasn't noticed the party already. The ruler of the fissure is an **adult red dragon** named Birrezarn, and he has bullied several local creatures into assisting him in expanding the crevasse.

Treasure. The dragon's lair can be looted, though finding it requires thorough exploration of the canyon floor. The lair contains 10d10 x 500 gp worth of treasure, and **1d4 + 2** *red corundum elemental gems*.

APL	Composition
17th	1 adult red dragon, 4 salamanders, 2 young white dragons
18th	1 adult red dragon, 1 remorhaz, 4 young white dragons
19th	1 adult red dragon, 3 remorhazes
20th	1 adult red dragon, 4 remorhazes, 2 young white dragons

Coast

The mood of the sea is worn on its sleeves. The joy of a pastel sunset viewed from a soft, sand beach is as entrancing as the fury of crashing waves crumbling an aeons-old cliff into its churning green depths.

Narrative Coast Encounters

d8	Encounter
1	Thief in a Bottle
2	Abyssal Relic
3	Witch of Brine
4	Lost Sphinx: Coast
5	Test Subjects Wanted!
6	Cnidaran Priestess
7	Treasure Map
8	Temple of the Undying Crustacean

1 - Thief in a Bottle

Walking along the shore, the party finds a small glass bottle washed up in the sand, a rolled up parchment inside. Upon removing and unrolling the scroll, the ink on it begins to shift before the party can read it, coalescing into a shadowy **imp** that immediately turns invisible.

The imp stalks the party for a time, attempting to invisibly rob them. It has a **Vmod** bonus to its **Dexterity (Sleight of Hand)** checks. Once the imp has stolen valuables with a value in gold pieces equal to 50 times the APL, or one uncommon or rarer magic item, it becomes visible, blows a raspberry, and teleports back to the master that summoned it, Fumblemore the wizard.

Quest Hook. You can have the imp drop a handkerchief monogrammed with Fumblemore's name as a clue directing the party to the thieving wizard.

2 - Abyssal Relic

The party finds a small effigy of strange black stone floating in the surf. In spite of its buoyancy, it feels incredibly heavy when handled and is unpleasantly cold to the touch. It depicts an otherworldly, tentacled creature with too many eyes, its chest split open to reveal carved stone organs.

This *abyssal relic* is a magic item—a creature with this item in its possession feels a wave of anatomic knowledge at the periphery of its brain when it next sees the harvestable corpse of an aberration or monstrosity. This burgeoning knowledge remains until the creature no longer has possession of the item. If the creature accepts the knowledge, it becomes **cursed** and the relic crumbles to dust and

Sam Jumisko

is destroyed. While cursed in this way, the creature has **advantage** on Harvest checks to harvest aberrations and monstrosities, and suffers one of the effects of the *bestow curse* spell (GM's choice).

3 - Witch of Brine

The party comes across a strange, hunched figure dripping with seawater and draped in seaweed. The elderly lotol woman introduces herself as Axel, and offers her services as a Brine Witch. In truth, this is Auntie Lamprey (NE female **sea hag**), a spiteful and greedy trickster. The deal she offers is dangerously double-edged. For a fee of gold pieces equal to 100 times the APL, she offers to forge a duplicate of one party member from sea foam and kelp. This duplicate functions as if by the *simulacrum* spell, helps the party fight, and obeys their orders. However, each day at dawn, it has a 50% chance to turn evil and attempt to kill the party, starting with the creature on whom it was based.

4 - Lost Sphinx: Coast

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), rides into the adventurer's path atop the crest of a foaming wave. Her third riddle is:

> "You can nurse us, but only by holding us against someone else. You can carry us, but not with your arms. What are we?"

Answer. Grudges. If the party answers all three riddles correctly, Sunny rewards them with a *bottle of everfog* (as an *eversmoking bottle*, but thick fog instead of smoke).

5 - Test Subjects Wanted!

Cosmere (CG nonbinary tiefling **mage**) is looking for people to help them test their newest invention, a bathonaut: a mechanical vessel that can travel underwater! Cosmere wants to take it for an hour-long test drive and needs a crew who will help keep the ship running, steer it, and give feedback on the general enjoyment and comfort, while Cosmere takes notes on the mechanical performance. Cosmere offers 50 gold pieces per person for the assistance.

The bathonaut requires a successful **VDC Intelligence (Sleight of Hand)** check to master the controls, a successful **VDC Constitution (Athletics)** check to keep shovelling fuel, and a successful **VDC Wisdom (Survival)** check to navigate. A different character must perform each check; if any one check is failed, the ship malfunctions and begins sinking. The ship can be restarted by expending spell slots with a combined level equal to twice the APL into its core.

Consequences. If the party must make an emergency evacuation, each creature must succeed on a **VDC Constitution saving throw** or get the bends. While a creature has the bends, it's **poisoned**, has **disadvantage** on **Dexterity** checks and **saving throws**, and takes **1d6** necrotic damage each time it finishes a long rest. The bends can be removed with the *lesser restoration* spell or similar magic. Regardless of the end result, Cosmere is delighted, declaring the test a rousing success.

6 - Cnidaran Priestess

The party meets Dori (LN female cnidaran **priest**) wandering the coastal bluffs. A kind and generous priestess of a storm god, she is on a diplomatic mission to seek aid for her reef which is under siege by sahuagin. She offers to give the party the storm god's blessing, conferring **advantage** on their next Tracking check.

Quest Hook. If the party enquire about the conflict with the sahuagin, refer to hostile encounter #6 - Reef Rescue.

7 - Treasure Map

In a small cave accessible only at low tide, the party finds an old skeleton in tattered fineries, with a scroll of parchment in its hand: an ancient treasure map! The map is hard to follow; it's written in Thieves' Cant, and the parchment has decayed enough that even someone who can read it must succeed on a **VDC Intelligence (Survival)** check over the course of **8 hours** to navigate with it. On a successful check the party arrives at a tide pool that is blood red in colour; the map indicates the treasure is at the bottom of this pool. On a failure, roll on the hostile encounters table.

Environmental Hazard. A creature that walks within **30 feet** of the blood-red pool for at least **1 minute** must succeed on a **VDC Constitution saving throw** or become **paralysed** for **24 hours** by the aerosolised neurotoxins. A creature that touches the water makes this saving throw with **disadvantage**.

Treasure. The treasure hoard to which the map leads contains coins and gems with a value in gold pieces equal to 250 times the APL.

8 - Temple of the Undying Crustacean

The party finds a barnacle-encrusted stone temple on a cliff-side outcropping. The exterior facade is adorned with white marble statues of crabs, shrimp, and crayfish. A successful **DC 19 Intelligence (Religion)** check reveals that this is a temple to the Fathomless, a cult bent on drowning the world.

Puzzle. In the main hall of the temple are six giant, stone lobster statues arranged in a circle. Each one is a different size, and each has a wide stone plinth in front of it. A plaque at the room's centre reads, in Abyssal, Celestial, Infernal, and Primordial:

> "Temple of the Undying Crustacean. Feed them fairly and receive their blessing."

If the adventurers spend **10 minutes** searching through the temple, they find six different obsidian fish sculptures, each with a different weight. By placing the lightest fish on the plinth before the smallest lobster, the next heaviest to the next largest, etc., the party receives a blessing, though they don't know its exact nature. This blessing of the Great Deep One grants the effect of the *death ward* spell, which lasts until it takes effect or is dispelled.

Consequences. If the party desecrates the temple or takes any of the statues or sculptures, they draw the wrath of Bu'iga, the kraken, at some point in the future (see hostile encounter #8 - The Kraken's Storm).

Hostile Coast Encounters

d4 + Tier	Encounter
2	Starving Gulls
3	Siren's Song
4	Flying Fish!
5	The Möttled Crüe
6	Reef Rescue
7	The Collectors
8	The Kraken's Storm

2 - Starving Gulls

The screeching of seabirds gets louder as a harmless flock of squabbling seagulls swoops overhead. Over the course of several minutes, the flock grows in size, attracting some unnaturally large specimens. They grow progressively more aggressive, swooping, cawing, and looking for food, before losing their restraint and attacking!

The gulls are hungry. They'll eat the party's bodies if need be, but can also be distracted with at least 15 days' worth of rations.

Composition. All the monsters are seagulls of varying sizes.

APL	Composition
1st	1 giant eagle$^{\sigma}$, 1 swarm of ravens$^{\sigma}$
2nd	3 blood hawks$^{\sigma}$, 1 giant eagle$^{\sigma}$, 2 swarms of ravens$^{\sigma}$
3rd	2 blood hawks$^{\sigma}$, 3 giant eagles$^{\sigma}$, 1 swarm of ravens$^{\sigma}$
4th	2 blood hawks$^{\sigma}$, 3 giant eagles$^{\sigma}$, 3 swarms of ravens$^{\sigma}$

3 - Siren's Song

A strange and hauntingly beautiful melody winds its way up from a small cove. Upon inspecting the bay, the party observes fishlike humanoids floating in the water, surrounded by shimmering lights. They beckon the party closer, inviting them to join.

This is a group of sirens and capricious sea-dwellers that delight in drowning land-folk. A creature can make a **DC 10 Intelligence (Nature) check,** revealing that these look like merfolk on a success. On a result of **VDC** or higher, the creature recalls that sirens, creatures that drown and eat landlubbers, also look like merfolk. If the party enters the water, the sirens and their allies attack as soon as the party's guard is down. If the party doesn't approach, the sirens use their Luring Song to force them to enter the water.

Treasure. The bones of previous victims litter the ocean floor, and some still have valuables caught on them: necklaces and finery with a value in gold pieces equal to 20 times the APL.

Composition. Sirens use the **harpy** statistics, but can breathe both air and water, and replace their flying speed with an equal swimming speed.

APL	Composition
1st	1 merfolk, 1 siren$^{\sigma}$
2nd	1 merfolk, 2 sirens$^{\sigma}$
3rd	2 merfolk, 3 sirens$^{\sigma}$
4th	2 sirens$^{\sigma}$, 1 will-o'-wisp
5th	4 sirens$^{\sigma}$, 3 will-o'-wisps
6th	2 sea hags, 3 sirens$^{\sigma}$, 1 water elemental
7th	3 sirens$^{\sigma}$, 2 water elementals
8th	2 sea hags, 2 sirens$^{\sigma}$, 2 water elementals
9th	2 sea hags, 3 sirens$^{\sigma}$, 2 water elementals
10th	3 sirens$^{\sigma}$, 2 water elementals, 3 will-o'-wisps

4 - Flying Fish!

Shouts can be heard from a nearby pier that juts out into the sea. Hordes of aggressive sea creatures, each adorned with spectral wings, have taken to the skies and are attacking the fishers.

Consequences. The fisherfolk are grateful for any help, and provide what rewards they can if the party defeats the attackers: rations of dried fish that can feed each player character for a week and magically preserved edible monstrosity components: meat, fat, and an eye.

Composition. All sea creatures in the encounter can breathe both air and water, and have a flying speed of **60 feet**. The *dispel magic* spell removes this effect from one creature, returning it to the sea. A carcharodon uses the statistics for a **tyrannosaurus rex**, but has a walking speed of **5 feet**, a swimming speed of **50 feet**, and can breathe only water.

APL	Composition
1st	1 giant seahorse$^{\sigma}$, 1 swarm of quippers$^{\sigma}$
2nd	1 killer whale$^{\sigma}$
3rd	1 hunter shark$^{\sigma}$, 1 reef shark$^{\sigma}$, 1 swarm of quippers$^{\sigma}$
4th	3 giant octopi$^{\sigma}$, 3 giant seahorses$^{\sigma}$
5th	3 killer whales$^{\sigma}$, 2 reef sharks$^{\sigma}$
6th	3 hunter sharks$^{\sigma}$, 3 killer whales$^{\sigma}$
7th	3 giant octopodes$^{\sigma}$, 2 hunter sharks$^{\sigma}$, 2 killer whales$^{\sigma}$
8th	2 giant sharks$^{\sigma}$, 2 killer whales$^{\sigma}$
9th	3 giant sharks$^{\sigma}$, 2 reef sharks$^{\sigma}$
10th	3 giant sharks$^{\sigma}$, 2 hunter sharks$^{\sigma}$
11th	6 giant sharks$^{\sigma}$
12th	2 giant octopuses$^{\sigma}$, 6 giant sharks$^{\sigma}$
13th	6 giant sharks$^{\sigma}$, 3 hunter sharks$^{\sigma}$
14th	1 carcharodon$^{\sigma}$, 4 giant sharks$^{\sigma}$, 3 killer whales$^{\sigma}$
15th	1 carcharodon$^{\sigma}$, 6 giant sharks$^{\sigma}$
16th	2 carcharodon$^{\sigma}$, 5 giant sharks$^{\sigma}$

5 - The Möttled Crüe

A pounding rhythm and raucous shouts echo from a suspicious fog bank. Within lies the Möttled Crüe, a band of musicians and undead pirates that have joined forces to plunder travellers and traders on land and sea. Their flying spectral ship stops **20 feet** above the party and drops ropes down which the pirates, several of whom sport devilish-looking instruments, slide.

Ghost Ship. The ship has AC 15 and hit points equal to 25 times the APL. Reducing the ship to 0 hit points causes it to fade, taking its crew with it.

Treasure. If the pirates are defeated normally, they leave behind loot with a value in gold pieces equal to 30 times the APL. Once the party plunders the loot or leaves the area, the ship fades away. However, if the pirates are defeated by destroying the ship, they leave no loot behind.

Composition. Fathomcallers use the **warlock adept** statistics (see page 593), but can breathe air and water, have a swim speed equal to their walking speed, and prepare the *tentacle lash** spell instead of *bone cage** and *circle of death,* and add *lungburst** to the Mystic Arcanum feature (*see Appendix B). Pirates, seadogs, and pirate captains use the **bandit**, **thug**, and **bandit captain** statistics, respectively, but have swimming speeds of **20 feet**.

APL	Composition
1st	4 pirates$^{\sigma}$, 2 skeletons
2nd	2 pirates$^{\sigma}$, 2 seadogs$^{\sigma}$, 2 skeletons
3rd	4 seadogs$^{\sigma}$, 1 specter
4th	1 pirate captain$^{\sigma}$, 3 seadogs$^{\sigma}$, 1 specter
5th	4 pirate captains$^{\sigma}$, 1 wight
6th	1 ghost, 4 pirate captains$^{\sigma}$, 1 specter
7th	1 ghost, 4 pirate captains$^{\sigma}$, 1 wight
8th	1 ghost, 4 pirate captains$^{\sigma}$, 2 wights
9th	2 ghosts, 1 maestro*, 3 pirate captains$^{\sigma}$
10th	1 ghost, 2 maestros*, 2 pirate captains$^{\sigma}$, 1 specter
11th	1 ghost, 4 maestros*, 1 vampire spawn
12th	1 fathomcaller$^{\sigma}$, 1 ghost, 4 maestros*
13th	1 fathomcaller$^{\sigma}$, 4 maestros*, 1 vampire spawn
14th	4 maestros*, 1 vampire
15th	4 maestros*, 1 vampire, 1 vampire spawn
16th	1 fathomcaller$^{\sigma}$, 4 maestros*, 1 vampire
17th	1 fathomcaller$^{\sigma}$, 4 maestros*, 1 vampire, 2 vampire spawn
18th	1 fathomcaller$^{\sigma}$, 4 maestros*, 1 vampire, 3 vampire spawn
19th	2 fathomcallers$^{\sigma}$, 4 maestros*, 1 vampire, 3 vampire spawn
20th	1 fathomcaller$^{\sigma}$, 4 maestros*, 2 vampires, 3 vampire spawn

*See page 592

6 - Reef Rescue

A small enclave of cnidarans has fled their reef into a cliff-side cave system after being attacked by sahuagin. A contingent of sahuagin is attempting to flank the cnidarans' position and attack from

the cliff top, arriving in the area just as the party is passing. The sahuagin believe the party are allies of the cnidarans and attack on sight.

Tactics. The priests cast *bless* on the highest CR creatures on the first round of combat. The zealous spellcasters (archmages, mages, and priests) tactically keep their distance using ranged spells, and fight to the death. The other combatants fight to the death so long as the spellcasters are alive; if all the spellcasters are killed, the sahuagin flee when reduced to half of their hit points, or fewer.

Composition. All the creatures in this encounter, except for the sea spiders, are sahuagin and have the Blood Frenzy, Limited Amphibiousness, and Shark Telepathy traits. Megalodon sahuagin use the **frost giant** stat block. Sea spiders use the **giant wolf spider** stat block (with Limited Amphibiousness). The priest has *bless* prepared instead of *sanctuary*. The mage or archmage has the following spell changes: *water whip** instead of *fire bolt*, *depth charge** instead of *lightning bolt* or *fireball*, and *lungburst** instead of *globe of invulnerability* (*see Appendix B).

APL	Composition
5th	1 gladiator$^{\sigma}$, 1 priest$^{\sigma}$, 2 sahuagin, 2 sea spiders$^{\sigma}$
6th	1 mage$^{\sigma}$, 2 sahuagin, 2 sea spiders$^{\sigma}$, 1 veteran$^{\sigma}$
7th	1 gladiator$^{\sigma}$, 1 mage$^{\sigma}$, 2 sahuagin, 2 sea spiders$^{\sigma}$
8th	1 gladiator$^{\sigma}$, 1 mage$^{\sigma}$, 2 priests$^{\sigma}$, 2 sahuagin
9th	1 mage$^{\sigma}$, 1 megalodon sahuagin$^{\sigma}$, 2 sahuagin
10th	1 mage$^{\sigma}$, 1 megalodon sahuagin$^{\sigma}$, 2 sahuagin, 2 priests$^{\sigma}$
11th	2 gladiators$^{\sigma}$, 1 mage$^{\sigma}$, 1 megalodon sahuagin$^{\sigma}$, 2 priests$^{\sigma}$
12th	1 mage$^{\sigma}$, 3 megalodon sahuagin$^{\sigma}$, 2 priests$^{\sigma}$
13th	1 archmage$^{\sigma}$, 2 megalodon sahuagin, 1 priest$^{\sigma}$
14th	1 archmage$^{\sigma}$, 1 gladiator$^{\sigma}$, 2 megalodon sahuagin$^{\sigma}$, 1 priest$^{\sigma}$
15th	1 archmage$^{\sigma}$, 2 gladiators$^{\sigma}$, 2 megalodon sahuagin$^{\sigma}$, 1 priest$^{\sigma}$
16th	1 archmage$^{\sigma}$, 1 gladiator$^{\sigma}$, 3 megalodon sahuagin$^{\sigma}$, 1 priest$^{\sigma}$
17th	1 archmage$^{\sigma}$, 2 gladiators$^{\sigma}$, 4 megalodon sahuagin$^{\sigma}$, 1 priest$^{\sigma}$
18th	1 archmage$^{\sigma}$, 4 gladiators$^{\sigma}$, 4 megalodon sahuagin$^{\sigma}$, 1 priest$^{\sigma}$
19th	1 archmage$^{\sigma}$, 2 gladiators$^{\sigma}$, 6 megalodon sahuagin$^{\sigma}$, 1 priest$^{\sigma}$
20th	1 archmage$^{\sigma}$, 8 megalodon sahuagin$^{\sigma}$, 2 priests$^{\sigma}$

7 - The Collectors

The party hears panicked, bestial screaming that shifts into a call for help in broken Common. A group of humanoids dressed in blue, led by a blue dragon, are dragging a chained **bronze dragon wyrmling**, Bolithor, from his cave. These strangers are the Collectors—a sect headed by the blue dragon, Arlagarax, who aim to gather a menagerie of all the planes' creatures.

If Arlagarax is reduced to one-third of his hit points, he commands the group's mage/archmage to cast *teleport* (using a *spell scroll* for the mages). If the mage/archmage is already dead, Arlagarax tries to fly away instead, at which point his minions flee. Arlagarax's minions fight to the death so long as the dragon fights. If he is slain, they flee.

Consequences. The party can find a drawing of a teleportation circle in the robes of the mage/archmage, which leads to the zoo where the Collectors keep their creatures (a potential quest hook). Bolithor invites the party to wait until his parents return home from hunting, at which point they will reward the party from their horde: ceremonial relics and antiques worth 500 times the APL in gold pieces.

Composition. The humanoids are all half-blue dragons; they have **resistance** to lightning damage, blindsight to **10 feet**, darkvision to **60 feet**, and the Lightning Breath action option of a **blue dragon wyrmling**. They also can speak Draconic.

APL	Composition
11th	1 mage$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 young blue dragon
12th	1 assassin$^{\sigma}$, 1 mage$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 young blue dragon
13th	2 assassins$^{\sigma}$, 1 mage$^{\sigma}$, 1 veteran*$^{\sigma}$, 1 young blue dragon
14th	1 mage$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 adult blue dragon
15th	1 assassin$^{\sigma}$, 1 mage$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 adult blue dragon
16th	2 assassins$^{\sigma}$, 1 mage$^{\sigma}$, 1 veteran*$^{\sigma}$, 1 adult blue dragon
17th	1 archmage$^{\sigma}$, 1 assassin$^{\sigma}$, 3 veterans*$^{\sigma}$, 1 adult blue dragon
18th	1 archmage$^{\sigma}$, 2 assassins$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 adult blue dragon
19th	1 archmage$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 ancient blue dragon
20th	1 archmage$^{\sigma}$, 2 assassins$^{\sigma}$, 2 veterans*$^{\sigma}$, 1 ancient blue dragon

*Recalculated as CR 5.

8 - The Kraken's Storm

A hurricane of ferocious winds and scouring hail prevents passage in all directions but further into the storm's eye. Bu'iga Ba'aloo, an egotistical **kraken**, has conjured this hurricane, trapping the inhabitants of Toluka, a small coastal village, in its centre, and making travel to and from the area

Opposite: Mohammed "Aggi" Bellafquih

impossible. The villagers speak of great, suckered tentacles plucking folk from the streets. Only those who dress in the raiments of the Fathomless, a cult dedicated to flooding the world, go untouched. The storm won't move until all the non-cult member villagers are eaten, or Bu'iga is defeated.

It is possible to draw Bu'iga to the surface and launch a surprise attack by dressing as cultists of the Fathomless and succeeding on a **VDC Intelligence (Religion)** check. This check is made with **advantage** if the party interrogates one of the cult members to learn their practices. Visible weapons engender the kraken's suspicion, imposing **disadvantage** on the check. On a success, Bu'iga is surprised. In its hubris, Bu'iga fights to the death.

Combat Effect: The Storm. The battlefield is under the effects of the *storm of vengeance* spell (**save DC** equals **VDC**). It takes effect on initiative count 20 of each round, beginning when combat starts.

APL	Composition
17th	1 air elemental, 1 kraken, 2 water elementals
18th	2 air elementals, 1 kraken, 2 water elementals
19th	3 air elementals, 1 kraken, 2 water elementals
20th	3 air elementals, 1 kraken, 3 water elementals

Desert

From shifting sand dunes to scorching salt flats, and canyons of red rock to idyllic oases, deserts are home to extremes of both temperatures, and a distinct lack of rain.

Narrative Desert Encounters

d8	Encounter
1	Cactus Juice
2	Immolation Gate
3	Deal with the Dust Devil
4	The Spirit Market
5	Lost Sphinx: Desert
6	Fried Gobboc
7	Fireside Tales
8	Gentle Oasis

1 - Cactus Juice

Nettle (CN female **dryad**) is a passive-aggressive desert fey who has taken to messing with travellers under the guise of helping them. She's selling *cactus juice*: a potion she promises will cure heat exhaustion and heal injuries, stating "*it's an essential for desert survival*". The price for such a luxury is understandably high—150 gp for a single dose.

A creature that drinks *cactus juice* becomes **charmed** by the potion for **1 hour**. While charmed in this way, a creature believes it has had all of its hit points restored and no longer has any levels of exhaustion. This fervent belief causes the creature to rationalise any illogical outcomes or incongruous occurrences.

2 - Immolation Gate

A massive swathe of desert sand has fused into black glass. The heat is intense; bursts of fire fall from the sky and flaming tornadoes scour the horizon. This is the Immolation Gate: a scorched landscape populated by animated flames, centred on a portal to the Plane of Fire.

Skirting the edge of the Gate is time consuming; it increases the minimum number of Tracking checks required to reach the destination by 1. Attempting to cross the area (or to use the portal at its heart) is dangerous. Each member of the party must make three sequential **VDC Constitution saving throws**. On a failure, a creature gains one level of **exhaustion** and takes **Vdam** fire damage. Creatures with **resistance** or **immunity** to fire damage don't gain exhaustion as a result of failing this saving throw.

3 - Deal with the Dust Devil

A howling, hundred-foot-high cyclone of whirling sand embossed with a contoured face streaks across the desert towards the party. This environmental phenomenon is sentient, speaks Common, and is well meaning, if not very skilled. It desires to help people cross the desert in the only way it knows how: by throwing them.

A creature that accepts the Dust Devil's offer is sucked up by it and flung across the desert. Roll **1d4** once for all the creatures that accept the offer. If the result is odd, the creatures are flung in the wrong direction; add the result to the minimum number of Tracking checks required to reach the destination. If the result is even, subtract the result from the minimum number of Tracking checks required. Thanks to the Dust Devil's magic, creatures don't take falling damage when flung in this way.

4 - The Spirit Market

A dusty, seemingly abandoned outpost of moth-eaten tents and grimy storefronts greets the party in a wide, shallow ravine. When the sun sets, this Spirit Market awakens; dozens of ghosts appear, bringing with them an assortment of very real merchandise with which to stock their shops. A few living shoppers arrive, already aware of the market's existence and keen to partake of its cheap prices: all items purchased at the Spirit Market cost half their usual price.

The market sells all sorts of useful and unusual magic items. However, there's a catch—their magical properties don't function in sunlight (GM's discretion whether this is divulged). Some ghosts are also willing to accept favours in lieu of payment—a shrewd adventurer can get a free item by helping a spectral shopkeep with some unfinished business.

5 - Lost Sphinx: Desert

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), is sleeping along the party's route, appearing like a large, partially submerged sandstone sculpture. As the party nears, he wakes, stretching and yawning. Their third riddle is:

"Which witch is tastiest?"

Answer. Sand (a sandwich). If the party answers all three riddles correctly, Sunny will reward them with a *scroll of sleet storm*.

6 - Fried Gobboc

Colleen Flambé (NG female gobboc **noble**) is a cheerful, eccentric chef who isn't enjoying the hot desert sun. She ventured to this dry landscape to experiment with fresh desert ingredients—creating scorpion tail kabobs and oasis shrub salad—but she's a city girl at heart. She's having a hard time acclimating. In spite of that, she has a station equipped to make mundane and magical meals. She's happy to sell edible monster components to the party at inflated prices, and can offer her cooking services for 25 gp using any ingredients adventurers provide. She knows all recipes of expert or lower level and has a +7 modifier to **Constitution (cook's utensils)** checks.

7 - Fireside Tales

The party encounters a large merchant caravan, which has set up camp by the side of the road. The enigmatic Ryana Vadoma (CG female half-elf **spy**), leader of the caravan, invites the party to join them for a meal around their campfire, the only condition being that they have to engage in the revelry that follows. After plentiful food and drink, the caravaneers gather to sing, dance, and swap stories, and the party is expected to actively participate.

To tell the tale of one of their adventures, one party member acts as narrator, while the others as actors. Between them, the characters must make six **VDC** checks. The narrator makes a **VDC Charisma (Performance)** check and one of the other party members can attempt a **VDC** check to act out or illustrate what's being told. For example, a **Dexterity (Acrobatics)** check to perform a daring manoeuvre, or a **Strength (Athletics)** check to lift a great weight.

If the party succeeds on at least three of the six checks, the story is a roaring success, and Ryana gives the party a *potion of heroism*.

8 - Gentle Oasis

A natural spring has created a verdant oasis in the heart of the desert, where travellers can gather and safely rest. A remarkable menagerie of predators and prey—lions, gazelles, hyenas, and buffalo—exist side-by-side, unbothered by each other's presence and making no attempt to eat one another. The oasis benefits from a supernatural property: all creatures within **100 feet** of it have the benefits of the *sanctuary* spell (**save DC 19**), making combat difficult.

There are other travellers resting here when the party arrives who may be able to provide rumours or useful directions. Taking a long rest at the oasis also removes any levels of exhaustion that were caused by natural exposure to the desert climate.

Hostile Desert Encounters

d4 + Tier	Encounter
2	The Scuttling Sands
3	Lycanthrope's Den
4	Fool's Watering Hole
5	Flash Flood
6	Dread Wraps
7	The Salt Dragon
8	Solar Flare

2 - The Scuttling Sands

Traversing through the desert, a line of dunes seems to shift of their own accord, moving without any influence of the wind. The dunes are, in fact, a horde of sand mites: miniscule bugs that scavenge the detritus left by the larger insectoid predators with whom they have a symbiotic relationship. They've picked up the adventurers' scent and intend on making them their meal.

Environment. The sand mites help the predators, causing the area to be difficult terrain for the party only. In addition, anything more than **10 feet** away is heavily obscured for the party.

APL	Composition
1st	1 giant centipede, 1 giant spider
2nd	1 ankheg, 1 giant centipede
3rd	1 ankheg, 1 giant centipede, 1 giant spider
4th	1 giant centipede, 1 giant scorpion, 1 giant spider

3 - Lycanthrope's Den

A group of lycanthropes has overcome the mental effects of their curse and banded together to remove their affliction. They've turned to banditry to pay a wise woman (actually a **night hag**—Crackling Edith Sandslinger) to remove their curse. The lycanthropes, who've prepared an ambush, aim to rob the party, killing only if necessary.

Consequences. If a lycanthrope is captured, they plead for help, claiming they are trying to remove the curse that has been plaguing their family for generations. A **DC 14 Intelligence (Arcana)** check reveals that only a *wish* spell can remove lycanthropy from a naturally-born lycanthrope, and that the wise woman's offer is likely a lie. A **DC 17 Intelligence (History)** check reveals that the name Crackling Edith Sandslinger belongs to a hag who revels in causing suffering.

APL	Composition
1st	1 wererat
2nd	1 werewolf
3rd	2 wererats
4th	1 wererat, 1 werewolf
5th	1 wereboar, 3 wererats
6th	1 weretiger, 3 werewolves
7th	1 werebear, 2 wereboars

8th	1 werebear, 3 wererats, 2 weretigers
9th	2 werebears, 2 weretigers, 1 werewolf
10th	2 werebears, 2 wereboars, 2 werewolves

4 - Fool's Watering Hole

The party comes across a beautiful, enticing oasis centred around a vividly blue watering hole. The restful shade under the towering acacia trees appears largely unoccupied, with only a few placid animals lapping at the water's edge.

The oasis is, in fact, possessed by the elements, which invigorate the plants and beasts that visit it, but come alive with a furious rage if humanoids linger too long. The elementals are slow to react—it's possible to safely visit the oasis for a brief time. However, staying longer than 10 minutes, attempting to rest there, or disturbing the water causes the elementals to manifest and attack. Some of the flora and fauna are also possessed by this fury, attacking alongside the elementals without any sense of self-preservation.

APL	Composition
1st	1 dust mephit, 2 giant frogs
2nd	3 dust mephits, 1 giant frog
3rd	4 dust mephits, 1 giant toad
4th	2 giant toads, 1 mini tar elemental*
5th	2 giant toads, 1 tar elemental*
6th	2 giant frogs, 1 tar elemental*, 1 water elemental
7th	1 azer, 1 earth elemental, 1 tar elemental*
8th	1 giant crocodile, 1 tar elemental*, 1 water elemental
9th	3 dust mephits, 1 earth elemental, 2 tar elementals*
10th	3 azers, 2 tar elementals*, 1 water elemental
11th	3 earth elementals, 2 tar elementals*
12th	4 shambling mounds, 1 treant
13th	3 giant crocodiles, 2 treants
14th	2 earth elementals, 2 shambling mounds, 2 treants
15th	3 treants, 2 tar elementals*
16th	2 giant toads, 2 tar elementals*, 3 treants

*See Appendix C

5 - Flash Flood

Figures in the centre of an unfeatured, expansive salt flat sway rhythmically as dark clouds amass overhead. The figures are members of the Fathomless, a cult dedicated to flooding the world according to their briney overlord's will. The cultists are half a mile away (a little over 4 minutes at 60 feet per round) and will complete their ritual in 10 minutes. A creature that moves quickly towards the cultists (i.e., uses the Dash action at least half the distance to the cultists) must succeed on a **DC 15 Constitution (Athletics)** check or suffer **disadvantage** on all ability checks for the next **10 minutes**.

Consequences. If all the humanoids in the cultists' group are killed before they complete the ritual, the clouds dissipate and the flood is abated. If the cultists finish their ritual (such as if the party ignores the cultists), a torrential downpour floods the entire salt flat, washing the party off course and adding 1 to the number of checks and successes needed to reach their destination.

APL	Composition
1st	3 cultists, 2 steam mephits
2nd	4 cultists, 4 steam mephits
3rd	1 cult fanatic, 3 cultists, 2 steam mephits
4th	3 cultists, 1 mummy, 2 steam mephits
5th	3 cult fanatics, 2 mummies
6th	3 cult fanatics, 1 water elemental
7th	3 cult fanatics, 1 mummy, 1 water elemental
8th	3 cult fanatics, 2 mummies, 1 water elemental
9th	3 cult fanatics, 1 mummy, 2 water elementals
10th	3 cult fanatics, 3 water elementals
11th	2 mages, 3 water elementals
12th	2 mages, 2 mummies, 3 water elementals
13th	3 mages, 4 water elementals
14th	3 mages, 3 mummies, 4 water elementals
15th	4 mages, 4 water elementals
16th	1 archmage, 6 water elementals
17th	2 archmages, 2 mages, 5 water elementals
18th	2 archmages, 3 mages, 5 water elementals
19th	2 archmages, 3 mages, 6 water elementals
20th	2 archmages, 4 mages, 6 water elementals

6 - Dread Wraps

The sound of rhythmic drums and low, moaning chants rings out across the desert flats. The source is a warband of **mummies**, animated and controlled by Xylus Tinn (CE male dragonborn **maestro***), a show-boating and dramatic musician. He controls his minions with the elaborate beat of his war drums, drawing inspiration for his new songs from the suffering he causes.

Dread Shield. Spectral wrappings tether Xylus to his minions. Whenever Xylus would take damage, he can choose to have one allied undead creature within **30 feet** of him take that damage instead.

Silence. If Xylus' undead minions can't hear his drums, they take only the Dodge action.

APL	Composition
5th	1 maestro*, 1 mummy, 4 zombies
6th	1 maestro*, 2 mummies, 3 zombies
7th	1 maestro*, 3 mummies, 2 zombies
8th	1 maestro*, 5 mummies
9th	1 maestro*, 1 mummified immortal*, 4 zombies
10th	1 maestro*, 2 mummies, 1 mummified immortal*, 2 zombies
11th	1 maestro*, 3 mummies, 2 mummified immortals*
12th	1 maestro*, 4 mummies, 2 mummified immortals*
13th	1 maestro*, 5 mummies, 2 mummified immortals*
14th	1 maestro*, 6 mummies, 2 mummified immortals*
15th	1 maestro*, 4 mummies, 3 mummified immortals*
16th	1 maestro*, 3 mummies, 4 mummified immortals*
17th	1 maestro*, 2 mummified immortals*, 2 mummy lords
18th	1 maestro*, 3 mummified immortals*, 2 mummy lords
19th	1 maestro*, 4 mummified immortals*, 2 mummy lords
20th	1 maestro*, 5 mummified immortals*, 2 mummy lords

*See Appendix C

7 - The Salt Dragon

Crossing a wide, crystalline salt plane, the party observes the corpses of increasingly large creatures entirely encased in salt. This area is inhabited by the Salt Dragon, a **blue dragon** that encases its victims in salt, preserving them as part of its hoard. It has a tunnel network below the salt flat patrolled by its crystalline minions, and it has already noticed the new arrivals.

Creatures that the dragon reduces to 0 hit points are encased in salt until freed and suffer the effects of the **petrified** condition. A creature within 5 feet of another creature petrified in this way can use an action to break the salt, releasing the encased creature.

Consequences. The dragon's tunnels are full of living, salt-encased victims that can be rescued. Such individuals might offer rewards to the party (GM's discretion).

Composition. The earth elementals are composed of white, crystalline salt.

APL	Composition
11th	3 earth elementals$^{\sigma}$, 1 young blue dragon
12th	4 earth elementals$^{\sigma}$, 1 young blue dragon
13th	5 earth elementals$^{\sigma}$, 1 young blue dragon
14th	1 adult blue dragon, 2 earth elementals$^{\sigma}$
15th	1 adult blue dragon, 3 earth elementals$^{\sigma}$
16th	1 adult blue dragon, 4 earth elementals$^{\sigma}$
17th	1 ancient blue dragon, 2 earth elementals$^{\sigma}$
18th	1 ancient blue dragon, 3 earth elementals$^{\sigma}$
19th	1 ancient blue dragon, 4 earth elementals$^{\sigma}$
20th	1 ancient blue dragon, 5 earth elementals$^{\sigma}$

8 - Solar Flare

Ignacia (LE female **efreeti**) lay trapped inside a magic lamp for millennia, sequestered in the celestial treasury of the Seraph Knights. When a tricksy thief, Ladaddin, released her, she willfully misinterpreted his wish to be as beautiful as an angel by placing his mind inside the body of a **solar**, and binding the celestial to her control. Now, after arriving on the Material Plane, she seeks revenge on those that trapped her in the lamp: humanoids. On initiative count 20 of the first round, the fire elementals in the composition appear in unoccupied spaces around the party.

APL	Composition
17th	1 efreeti, 1 solar
18th	1 efreeti, 1 fire elemental, 1 solar
19th	1 efreeti, 3 fire elementals, 1 solar
20th	1 efreeti, 5 fire elementals, 1 solar

Forest

Whether it be the muted, mossy undergrowth of mist-laden pines, a chittering diorama of new spring life, or the calm breeze of a sun-dappled clearing, forests can hide all manner of surprises.

Narrative Forest Encounters

d8	Encounter
1	Faerie Fraud
2	First Day on the Job
3	The White Stag
4	Trapped Dragon
5	Lost Sphinx: Forest
6	Opposite Day
7	Big Shot
8	Toil and Trouble

1 - Faerie Fraud

The party is approached by a merry group of **sprites**, who invite them to play a game of high stakes hide and seek. To participate, the party is expected to put an amount of gold pieces up to 100 times the APL into a chest provided by the fey. In return, the fey will put up five times that amount of their own gold. The game is a best out of three, with the seekers having **10 minutes** to find the hiders and the first team to seek determined by a coin flip.

Have the party make **Wisdom (Perception)** checks while seeking and **Dexterity (Stealth)** checks while hiding. The result of these checks doesn't matter, as the sprites are only pretending to play, and let the party win every time. When it's their turn to seek, however, the sprites quickly replace all the gold in the chest with an equal amount of faerie gold, which vanishes **2 hours** after the game concludes.

The party can notice the foul play with a successful **VDC Wisdom (Insight** or **Perception)** check of the sprites or an **Intelligence (Arcana)** check of the gold. If they confront the sprites about the trickery, the tricksters are bound by fey law to return their gold, and the party gains one magical *fey twig*, which the sprites say can be used to ask for a single favour. Breaking the twig allows the breaker to contact the sprites, as per the *sending* spell. If the sprites believe they won't be in great danger, they will heed the call and teleport to the user's location.

Sam Jumisko

2 - First Day on the Job

The timid Lyle Tealeaf (CG male halfling **commoner**) jumps from the foliage into the path of the party, shakily brandishing a knife at them. He informs them that they're surrounded by his fellow highwaymen and demands all their coin. A successful **DC 13 Wisdom (Insight)** check reveals that he's lying and there's no one else hiding in the bushes.

Lyle needs gold to care for his ailing mother and has fallen in with a bad crowd. He doesn't really want to be robbing people, but feels he has no choice. The party can convince him of the error of his ways with two successful **VDC** checks of their choice. A **Charisma (Intimidation)** check might scare him into submission, for example, while a **Charisma (Persuasion)** check can appeal to his good nature. Once a skill or tool proficiency is used to make a check, it can't be used again. Only one successful check is needed if the party gives him at least 50 gp. If the party fails two checks, Lyle staunchly refuses to let them go.

If the party manages to convince him to give up on crime, he is incredibly thankful and points them to the location of one of his gang's caches (see hostile encounter #5 - Gaia's Teeth: Forest for the enemy composition), where two *potions of healing* and gold pieces equal to 50 times the APL can be found.

3 - The White Stag

A majestic white stag—an aspect of the deity of the hunt—observes the party from amongst the trees. It wordlessly and telepathically challenges the party to pursue it, then vanishes, leaving behind a set of tracks.

To hunt down the stag, the party must succeed, in this order, on a **VDC Wisdom (Survival)** check to track it down, a **VDC Dexterity (Athletics)** check to catch up to it once found, and a ranged weapon attack roll against an **AC** of **20**. Melee and spell attacks automatically miss the stag. If an ability check is failed, it can be attempted again, but if the party accumulates four failures, they lose the stag in the forest.

Once shot, the stag disappears and is replaced by a sumptuous feast, as per the *heroes' feast* spell.

4 - Trapped Dragon

Caught in a trap of enchanted steel that pierces his wings and legs is the paranoid Sibillus (LE male **young green dragon**). He is **restrained**; he can't escape on his own, and will cautiously ask for help. The trap requires three successful **VDC** checks to disable, using any combination of **Intelligence** or **Dexterity**, and **Sleight of Hand**, **thieves' tools**, or **tinker's tools**. The trap is magical; it can't be destroyed by force, and it travels with Sibillus if he is teleported. The magic also inflicts a painful electric shock to him each time an ability check to disable the trap fails. After **three failed checks**, Sibillus assumes the party is hurting him deliberately and turns hostile.

If freed, Sibillus will give the party detailed directions to their destination, reducing the minimum number of Tracking checks needed by 1. He also promises a favour from his mother, Verdanya, an **ancient green dragon**, whom he knows won't follow through.

5 - Lost Sphinx: Forest

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), burrows up from the grassy soil in a plume of dirt. Their third riddle is:

> "I have a tongue, but never talk. I have no legs, but sometimes walk. I have a sole, but never live. I'm a good companion to travel with. What am I?"

Answer. Boots (or shoes/footwear). If the party answers all three riddles correctly, Sunny rewards them with a *potion of animal friendship*.

6 - Opposite Day

The party is approached by the mischievous Auntie Flora (CE **green hag**), the middle Greenwart sister, who has a puzzle. She hands one of the party members a magical candle, which they can choose to either light or not light, before returning it to her. If they make the correct decision, a great boon shall be imparted upon them, but a woeful curse awaits them if they're wrong.

If they accept the candle, she explains that they must simply do the opposite of what she says: "By no means must you not avoid not making the candle unlit." Allow the players to parse through the maze of quadruple negatives if they wish. Otherwise, a successful **VDC Intelligence (Investigation)** check correctly deciphers the clues, or a successful **VDC Wisdom (Insight)** check allows them to read the hag's face for clues. The correct decision is to light the candle.

Randomly determine an ability. If the party doesn't light the candle, each of them is **cursed** and has **disadvantage** on ability checks and saving throws using that ability until the curse is removed. If they light the candle, they gain **advantage** on ability checks and saving throws using that ability for **24 hours**.

7 - Big Shot

The party comes across the famous Robyn the Fox (CG female half-elf **ranger**, see page 592) and her merry band of outlaws with hearts of gold. Robyn challenges the newcomers to a contest of marksmanship, proposing a stake of 10 times the APL against their stake of a number of *+1 arrows* or *+1 bolts* equal to the APL.

The contest consists of five rounds. Targets are placed at each of the following ranges: 10 feet, 30 feet, 60 feet, 150 feet, and 350 feet. Each round Robyn and a party member use a ranged weapon of their choice (Robyn uses a longbow) to make one attack against a target, with the highest roll hitting closest to the bullseye and winning the round. Twice during the contest, Robyn can take aim to give herself **advantage** on her next attack roll. The party members not competing can at any point distract her with a successful **VDC Charisma (Performance)** check, giving her **disadvantage** on her next attack roll. Once this succeeds twice, she stops paying attention. At the end, the side with the most wins is the ultimate victor.

8 - Toil and Trouble

The party encounters the stubborn Comely Carmilla (NE **green hag**), the youngest of the Greenwart sisters. She is standing by a bubbling cauldron and a table with samples of four plants—belladonna, blood lily, buckthorn, and wisteria—and is expecting visitors. She insistently suggests that the party helps her finish brewing her potion, promising three doses of whatever they produce. In order to correctly brew the potion, they need only follow her instructions in order, but each one requires a successful **VDC** ability check to decipher. The instructions, solutions, and respective checks are:

- "Add the most toxic of the plants to the cauldron," belladonna, **Intelligence (Nature)**
- "Add the plant that grew on the bodies of the fallen after the last great battle in the realm," blood lily, **Intelligence (History)**
- "Stir a number of times equal to the number of gods in the local pantheon," GM's discretion, **Intelligence (Religion)**

Success or failure, Carmilla offers them three bottles of the product nonetheless. If made correctly, the potion is a *potion of poison resistance*. If made incorrectly, it is a *potion of poison*.

Hostile Forest Encounters

d4 + Tier	Encounter
2	Goblinoid Patrol
3	Earth Attacks!
4	Itsy Bitsy Spiders
5	Gaia's Teeth: Forest
6	The Cinder Lords
7	Beware the Behirs
8	Highway Robbery

2 - Goblinoid Patrol

An army of goblinoids, led by a bloodthirsty **hobgoblin**, has made camp somewhere in the woods, preparing an assault on nearby settlements. The party runs into a patrol of soldiers tasked with securing the area around their base of operations. They have been given strict orders and are unwilling to parley or surrender, attacking intruders on sight, but don't fight to kill. Any **goblins** flee once the **bugbears** and **hobgoblins** have been defeated.

Consequences. The goblinoid war machine is always in need of capable slaves to fuel its ambitions. If the party falls in combat, they are captured, stripped of belongings, and brought back to the goblinoids' camp. There, they are chained up and given hard labour on a daily basis. The guards have grown lazy and complacent, however, making escaping an easy task.

APL	Composition
1st	2 goblins, 1 hobgoblin
2nd	1 bugbear, 1 goblin, 1 hobgoblin
3rd	2 bugbears, 2 hobgoblins
4th	3 bugbears, 3 hobgoblins

3 - Earth Attacks!

As the party navigates their way through a particularly overgrown section of the forest, suddenly the plants and ground around them start to move. The voracious plants, elementals, and/or other creatures attack, and any character with a **passive Perception** score lower than the **VDC** is **surprised**.

Treasure. If the party defeats the hostile creatures, the skirmish reveals a malachite necklace worth 10 times the APL in gold pieces partially buried in the dirt.

APL	Composition
1st	5 awakened shrubs, 1 swarm of beetles
2nd	2 awakened shrubs, 3 swarms of beetles
3rd	1 awakened shrub, 1 awakened tree, 1 dryad
4th	2 ankhegs, 1 swarm of beetles
5th	1 ankheg, 1 bulette, 1 swarm of beetles
6th	2 shambling mounds
7th	1 awakened tree, 1 treant
8th	1 awakened tree, 1 dryad, 2 earth elementals
9th	3 ankhegs, 2 bulettes
10th	3 dryads, 1 treant

4 - Itsy Bitsy Spiders

The party inadvertently stumbles into a region of the forest controlled by a clan of **ettercaps**, who use the area to herd and care for spiders of all kinds. A few outcast **driders** have found a home here as well, far from the judgmental eyes of their former kin. To all these creatures, intruders are nothing but food, and the party is promptly attacked by ravenous arachnids looking to expand their larder.

Environment. Webs all over the ground and trees create difficult terrain in the area.

Consequences. The spiders prefer to eat their meals alive, and luckily for the party, they aren't feeling too hungry at the moment. If the party falls in combat, they wake up **1d4 hours** later, wrapped in webbing and strung from tree branches. A creature can escape from the webs with a successful **VDC Strength** check.

APL	Composition
1st	2 swarms of spiders
2nd	1 giant, 2 swarms of spiders
3rd	1 ettercap, 2 swarms of spiders
4th	1 ettercap, 2 giant spiders
5th	2 ettercaps, 2 phase spiders
6th	1 drider, 2 giant spiders
7th	1 drider, 2 ettercaps, 1 giant spider
8th	1 drider, 1 ettercap, 2 phase spiders
9th	2 driders, 1 giant spider
10th	2 driders, 2 phase spiders
11th	4 driders, 2 phase spiders
12th	5 driders, 1 phase spider
13th	4 driders, 2 ettercaps, 2 phase spiders
14th	5 driders, 2 phase spiders
15th	5 driders, 4 phase spiders
16th	6 driders, 4 phase spiders

5 - Gaia's Teeth: Forest

The bandit group Gaia's Teeth (see Recurring Encounters, page 28) make use of advanced arboreal techniques and camouflage to execute skilled ambushes from the boughs of high trees. They will gladly take a gold tithe, a minimum of 20 times the APL.

Forest Camouflage. The attackers are adapted to the terrain; each creature can take the Hide action as a bonus action on its turn.

APL	Composition
1st	3 bandits$^{\sigma}$, 2 pseudodragons$^{\sigma}$
2nd	3 flying snakes$^{\sigma}$, 3 scouts$^{\sigma}$
3rd	2 flying snakes$^{\sigma}$, 2 spies, 2 thugs$^{\sigma}$
4th	2 bandits$^{\sigma}$, 2 brown bears$^{\sigma}$, 1 druid$^{\sigma}$
5th	3 druids$^{\sigma}$, 2 owlbears$^{\sigma}$
6th	2 bandit captains$^{\sigma}$, 2 wereboars$^{\sigma}$
7th	2 bandit captains$^{\sigma}$, 2 owlbears$^{\sigma}$, 1 shambling mound$^{\sigma}$
8th	1 shambling mound$^{\sigma}$, 3 spies, 2 wereboars$^{\sigma}$
9th	2 druids$^{\sigma}$, 1 giant ape$^{\sigma}$, 2 owlbears$^{\sigma}$
10th	1 giant ape$^{\sigma}$, 2 rangers*$^{\sigma}$
11th	1 assassin$^{\sigma}$, 2 rangers*$^{\sigma}$, 1 young green dragon$^{\sigma}$
12th	2 assassins$^{\sigma}$, 2 giant apes$^{\sigma}$
13th	2 giant apes$^{\sigma}$, 2 rangers*$^{\sigma}$, 1 treant$^{\sigma}$
14th	2 assassins$^{\sigma}$, 2 treants$^{\sigma}$
15th	2 assassins$^{\sigma}$, 3 giant apes$^{\sigma}$, 1 young green dragon$^{\sigma}$
16th	2 assassins$^{\sigma}$, 2 rangers*$^{\sigma}$, 2 treants$^{\sigma}$
17th	3 assassins$^{\sigma}$, 2 giant apes$^{\sigma}$, 2 treants$^{\sigma}$
18th	3 rangers*$^{\sigma}$, 3 treants$^{\sigma}$, 2 young green dragons$^{\sigma}$
19th	3 assassins$^{\sigma}$, 3 giant apes$^{\sigma}$, 3 treants$^{\sigma}$
20th	2 assassins$^{\sigma}$, 4 rangers*$^{\sigma}$, 3 treants$^{\sigma}$, 2 young green dragons$^{\sigma}$

*See page 592

6 - The Cinder Lords

A coalition of fiery creatures calling themselves the Cinder Lords has come together to find a new base of operations. The forest is in a spot suitable for their purposes, but must first be incinerated in order to make room for a mighty stronghold. They suffer no interlopers, and are ready for combat when the party encounters their forces.

Non-Combat Alternative. The only way to avoid combat with the Cinder Lords is to agree to aid them in their pursuits. If the party spends at least **2 hours** starting fires to clear the way for a stronghold, the Cinder Lords allow them to leave and even pay them for their troubles with a sum of gold pieces equal to 50 times the APL. Doing this, however, may incur the wrath of other denizens of the forest.

APL	Composition
5th	2 faerie-o'-fires*, 2 hell hounds
6th	2 faerie-o'-fires*, 1 fire elemental
7th	1 faerie-o'-fire*, 1 fire elemental, 2 hell hounds
8th	1 fire giant, 1 hell hound
9th	3 faerie-o'-fires*, 2 fire elementals
10th	2 fire elementals, 3 hell hounds
11th	1 faerie-o'-fire*, 2 fire giants
12th	1 fire elemental, 1 fire giant, 1 young red dragon
13th	2 fire elementals, 1 fire giant, 1 young red dragon
14th	2 fire giants, 1 young red dragon
15th	2 fire giants, 1 horned devil
16th	1 horned devil, 2 young red dragons
17th	2 fire giants, 3 horned devils
18th	3 horned devils, 2 young red dragons
19th	1 fire giant, 3 horned devils, 2 young red dragons
20th	2 fire elementals, 1 fire giant, 4 horned devils

*See page 538

7 - Beware the Behirs

Fancying themselves serpentine tyrants, a family of behirs has made a lair in the forest, and enslaved several creatures to help them amass a hoard to rival those of legendary dragons. The behirs keep their servants on a short leash, accompanying them on their forays for treasure to prevent escape. The party runs into one or more behirs alongside their slaves, who attack to rob the adventurers of their valuables. If all the behirs are defeated, the humanoids surrender immedately.

Non-Combat Alternative. The behirs' arrogance and desire to emulate dragons can be turned against them. A successful **VDC Charisma (Persuasion)** check convinces the behirs to let the party go if they can outsmart the would-be-draconic creatures. The behirs agree to a game of riddles, consisting of best-of-three contested **Intelligence** checks, or, at the GM's discretion, a sudden-death format battle of wits between the GM and players in which the two sides take it in turns to posit riddles. If one of the behirs' slaves stands a better chance than them, they are forced to play on the behirs' behalf. If the party succeeds, they can leave freely. If not, combat ensues.

Consequences. If the party is defeated, the behirs appropriate all of their treasure and enslave them. An opportunity for escape might present itself when they're sent on an expedition in the company of one of the serpentine monsters.

APL	Composition
11th	1 behir, 2 gladiators
12th	1 behir, 3 gladiators
13th	1 behir, 3 mages
14th	1 behir, 1 hydra, 2 mages
15th	1 behir, 2 hydras, 1 mage
16th	2 behirs, 1 hydra, 1 mage
17th	3 behirs, 2 hydras, 1 mage
18th	2 behirs, 3 gladiators, 3 mages
19th	3 behirs, 3 gladiators, 2 mages
20th	3 behirs, 2 gladiators, 2 hydras, 2 mages

8 - Highway Robbery

A group of veteran adventurers, disillusioned with their lives and achievements, have turned to banditry for quick coin to fund their vices. The former adventurers resort to ambush tactics, and creatures with a **passive Perception** score lower than the **VDC** are **surprised**. They fight to the death, and don't pull any punches; if their foes are slain during the fight, then they never deserved to live in the first place.

Non-Combat Alternative. Despite their ruthlessness, these former adventurers are also practical and would rather not break a sweat if they don't have to. They will gladly let the party go if their demands for loot are met. They will take a tithe in gold pieces equal to 200 times the APL, or a number of uncommon or rarer magic items equal to the party's average proficiency bonus.

APL	Composition
17th	2 archmages, 4 assassins
18th	3 archmages, 2 assassins
19th	1 archmage, 6 assassins
20th	2 archmages, 5 assassins

Grassland

Wide open fields, the endless sky, open savannah plains, and more. Sprawling grasslands can feel flat and endless... but that doesn't mean they're unoccupied.

Narrative Grassland Encounters

d8	Encounter
1	Circle of Life
2	Catch 'Em All
3	The Last Straw Man
4	Flood and Bloom
5	Lost Sphinx: Grassland
6	They Might Be Giants
7	Horsing Around
8	Flower Power

1 - Circle of Life

As the party treks through the grasslands, a nature deity sends them a signal in the form of an orb of light that beckons them to follow. The orb leads them to a large rock formation jutting out of the ground, around which a few animals are gathered. On the rock, a lioness is giving birth, watched over by a male **lion** and a **baboon**, and seems to be in need of assistance.

In order to help, the party must succeed on three **VDC** checks, in this order: a **Wisdom (Animal Handling)** check to safely approach the animals, a **Wisdom (Medicine)** check to help deliver the cub, and finally, a **Charisma (Performance)** check to present it to the other gathered animals. The party can repeat a failed check, but after failing a total of three checks, the lioness refuses any further help with a threatening growl.

If the party succeeds on all three checks, they are blessed by the nature deity, which casts the *enhance ability* spell on each member. Each party member can choose which effect they gain from the spell, which lasts **24 hours**.

2 - Catch 'Em All

The party finds the absent-minded Professor Aspen (CG male human **mage**) standing by a patch of particularly tall grass, looking distraught. Upon seeing adventurers, he explains that he was conducting magical experiments upon some local animals, but

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they escaped into the tall grass and he has so far failed to recover them. He asks the party to assist him in capturing his runaway experiments. There are three runaway animals total, each of which requires a successful **saving throw** to bypass its defences, followed by a contested **Dexterity** check to catch it. They are as follows:

- A large green caterpillar. A creature must succeed on a **VDC Dexterity saving throw** or become **restrained** until the end of its next turn. (**Vmod -3** Dexterity modifier)
- A purple rat. A creature must make **VDC Constitution saving throw** to endure its gnawing bite, releasing the rat and taking **Vdam** piercing damage on a failure, or keeping hold of the rat and taking half as much damage on a success. (**Vmod** Dexterity modifier)
- A seemingly mundane sparrow. A creature must succeed on a **VDC Strength saving throw** or be knocked backwards 15 feet and fall **prone** by the gust of wind it produces. (**Vmod +3** Dexterity modifier)

The party can attempt to catch an animal multiple times, but after failing the third Dexterity check to catch it, that animal escapes for good. If they manage to catch at least two of the three animals, Professor Aspen rewards them with a strange stone disc that acts as a *spell scroll*. The party can choose between *burning hands*, *create or destroy water*, or *entangle*.

3 - The Last Straw Man

While passing a decrepit farm, the party hears a multitude of tiny pleas. As it turns out, these are coming from the vegetables planted in the farm, which have all been awakened, as per the *awaken* spell. The vegetables wish nothing but to live in peace, but they are constantly tormented by a flock of crows that sees them as an easy meal. They beg the party to help by building the greatest scarecrow ever to spook the birds away.

In order to make the scarecrow, the party must make three **VDC** ability checks. They can choose what the checks are, as long as they make sense for the task. For example, a successful **Strength (carpenter's tools)** check might allow a party member to build a massive wooden frame, or a successful **Charisma (disguise kit)** check can produce a truly intimidating visage for the scarecrow. If at least two of these checks are successful, the scarecrow is deemed effective by the awakened vegetables, which reward the party with a blessing of abundance that lasts **10 days**. One party member of the party's choice gains the ability to cast the *create food and water* spell without expending a spell slot. Wisdom is the spellcasting ability, and after casting the spell in this way, the creature can't do so again until they finish a long rest.

4 - Flood and Bloom

Distant rains have flooded the plains for miles around, prompting the eclosion of the rare and dormant *Aquavitrum voltaire*, the aquaglass butterfly. The swarm of palm-sized translucent insects turns the sky into a crystalline explosion of shimmering rainbows, granting each adventurer **inspiration**.

Environmental Hazard. The waters are deep enough to slow progress, but not to be a danger to life. Finding a way to quickly navigate the water, such as by boat or the *water walking* spell is enough to avoid any ill consequences of the inundation. Walking through the water imposes **disadvantage** on the next Tracking check. Circumventing the flood adds 1 to the minimum number of Tracking checks required to reach the destination.

5 - Lost Sphinx: Grassland

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), burrows up from the grassy soil in a plume of dirt. Her third riddle is:

> "I never was, but always will be. I've never been seen, but all know I exist. Everybody can reach me, but when they do, I'm no more. What am I?"

Answer. The future (or tomorrow). If the party answers all three riddles correctly, Sunny rewards the party with a *potion of speed*.

6 - They Might Be Giants

A wandering group of peaceful and well-spoken LG **hill giants** approaches the party and beseeches them for aid. They explain that an elderly, long-retired adventurer, Konan, (N male human **berserker**) refuses to believe they are intelligent and peaceful, unlike their most aggressive kin, and is hunting them with the aim of exterminating the "giant scourge". He is hot on their trail, no more than **8 hours** behind. They don't want to hurt the man so they plan on taking advantage of his poor eyesight and disguising themselves as windmills.

In order to help, the party can make a series of **VDC** checks using whichever abilities and tool or skill proficiencies that might be relevant. For example, a successful **Dexterity (weaver's tools)** check

could craft sails that can be strapped to the giants' arms, and a successful **Intelligence (painter's supplies)** check might allow the giants to be painted with a stone texture. A suitable *illusion* spell (GM's discretion) could count as a successful check, but this can be done only once.

After the giants are disguised, the party must make a successful **DC 25 Charisma (Deception)** check to convince the old adventurer of the lie. The DC for this check is reduced by **5** for each successful check made to disguise the giants (to a minimum of **10**). If the adventurer is fooled, the giants give the party a *potion of hill giant strength* as thanks. On a failure, the berserker attacks the giants, and is promptly squished.

7 - Horsing Around

The party is met by a clan of **centaurs** and horse riders that freely roam the grasslands, constantly competing in frenzied races. Unable to pass up on the opportunity to challenge strangers, the leader of the clan, the fierce Khan Drago (CN male tiefling **berserker**) suggests a best-of-three race, putting up a prize: a *scroll of longstrider,* and requesting something of equal value (180 gp) as the party's wager. For each race, one party member must make a contested ability check against their opponent. The races and their respective checks are as follows:

- A long sprint, on foot, which requires a **Strength (Athletics)** check contested by Gula'an, a tribesman (**Vmod -3** modifier).
- A horse race, which requires a **Wisdom (Animal Handling)** check contested by the **Strength (Athletics)** of Hol, a centaur (**Vmod** modifier).
- A chariot race, which requires a **Dexterity (land vehicles)** check contested by Khan Drago himself (**Vmod +3** modifier).

8 - Flower Power

The party finds a vast meadow of many kinds of flowers, and in the middle of it, a very befuddled looking woman. She's the romantic Rosie Berrybush (CG female gnome **acolyte**), and she's seeking some assistance. She explains that she's fallen in love with a nearby opteran, and had the idea to put together a beautiful bouquet to give to her, but wants to convey some specific concepts and has no clue how. The three meanings Rosie wants to convey with her bouquet are undying love, elegance, and devotion. Discerning the meaning of a flower requires a **DC 13 Intelligence (History** or **Nature)** check. Some flowers require additional checks to acquire. The flowers in the meadow are:

- White daisies (innocence).
- Yellow roses (friendship).
- Red tulips (undying love).
- Pink dahlias (elegance) and black dahlias (betrayal). Both require a successful **VDC Wisdom (Perception)** check to find.
- White edelweiss (devotion) up on a rocky outcropping that requires a successful **VDC Strength (Athletics)** check to climb.

If the bouquet includes at least two of the desired flowers and doesn't include black dahlias, the gift is well received (despite being *cut* flowers). The opteran herself tracks down the party the next day to give them **1d4** *feather tokens (tree)*.

Hostile Grassland Encounters

d4 + Tier	Encounter
2	Axe Runners
3	Stone Gnoll Killers
4	Tumultuous Tumulus
5	Gaia's Teeth: Grasslands
6	Landsharknado
7	Time Crimes
8	Pyromaniac's Prairie Fire

2 - Axe Runners

The party is accosted by a local group of **bandits** with a very particular theme: they all wield axes and ride on **axe beaks**, fanatically convinced of the axe's superiority above all other weapons. In an attempt to prove this belief, they rob and beat passersby with no remorse. They demand a tribute of 100 times the APL in gold pieces, and promise swift violence if their demands aren't met. However, their bravado is easily broken. If at least half of their numbers fall in combat, the rest flee.

Consequences. The Axe Runners aren't interested in senseless murder. They fight to incapacitate rather than kill, and if the party loses, they're simply robbed of all their valuables— including good quality armour and clothes—and left on the side of the road, waking up **1d4 hours** later. In addition, the bandits may leave mocking, often misspelt messages carved on the surrounding trees or painted on the

party members, such as "*Teh Axe Runers wer heer.*"

APL	Composition
1st	2 axe beaks, 3 bandits
2nd	1 axe beak, 1 bandit captain
3rd	3 axe beaks, 1 bandit captain, 2 bandits
4th	3 axe beaks, 1 bandit captain, 4 bandits

3 - Stone Gnoll Killers

As the party nears a dried-out riverbed, the scent of rotting meat pervades the air. Rounding a bend reveals the apparent source: a once-active band of gnolls and hyenas. Now, however, all of them look to have been turned to pale grey stone. Another sound, that of shuffling steps is all the warning the party gets before they are attacked!

Composition. Stone gnolls are petrified **gnolls** animated by magic. They have a CR of 2, an AC of 20, and **resistance** to nonmagical bludgeoning, piercing, and slashing damage.

APL	Composition
1st	2 cockatrices
2nd	1 basilisk
3rd	6 cockatrices
4th	1 basilisk, 1 stone gnoll$^{\sigma}$
5th	1 gorgon, 2 stone gnolls$^{\sigma}$
6th	2 basilisks, 4 stone gnolls$^{\sigma}$
7th	1 medusa, 4 stone gnolls$^{\sigma}$
8th	2 gorgons, 2 stone gnolls$^{\sigma}$
9th	2 gorgons, 1 medusa
10th	1 medusa, 6 stone gnolls$^{\sigma}$

4 - Tumultuous Tumulus

The party encounters a series of small hills dotted around a specific region of the grasslands. Some of these are decorated with interesting stone formations and all seem to have an entrance at the base. These are burial mounds, or tumuli, containing the bodies of warriors who fell during a great war many years ago. Their restless spirits don't take kindly to the living intruding upon their place of eternal slumber and rise up from the barrows to attack.

Non-Combat Alternatives: The spirits can be placated before the situation devolves into combat by a solemn show of respect in accordance with their traditions. A successful **VDC Intelligence (History)** check is necessary to recall the proper rituals, and a **VDC Wisdom (Religion)** check to perform them. If this is done, the spirits return to their tombs and let the party pass.

Composition. Spectral assassins (CR 9) use the **assassin** stat block, but have a ghost's undead type, Incorporeal Movement trait, and damage resistances and immunities.

APL	Composition
1st	2 shadows
2nd	2 specters
3rd	2 shadows, 1 will-o'-wisp
4th	2 specters, 1 will-o'-wisp
5th	2 ghosts, 1 shadow
6th	2 ghosts, 1 specter, 1 will-o'-wisp
7th	1 ghost, 1 will-o'-wisp, 1 wraith
8th	2 ghosts, 1 specter, 1 wraith
9th	1 ghost, 2 wraiths
10th	2 ghosts, 2 wraiths
11th	1 ghost, 1 spectral assassin$^{\sigma}$, 3 wraiths
12th	1 ghost, 2 spectral assassins$^{\sigma}$, 2 wraiths
13th	1 ghost, 2 spectral assassins$^{\sigma}$, 3 wraiths
14th	3 spectral assassins$^{\sigma}$, 2 wraiths
15th	3 spectral assassins$^{\sigma}$, 3 wraiths
16th	3 spectral assassins$^{\sigma}$, 2 will-o'-wisps, 2 wraiths

5 - Gaia's Teeth: Grassland

There aren't many places to hide in the wide open plains. The members of Gaia's Teeth (see Recurring Encounters, page 28) that make this terrain their hunting ground can't rely on stealth, and instead favour overwhelming force and lightning quick raids. They move fast, and prefer to use their tamed creatures as mounts to get in and out quickly, outpacing any pursuers. Acquiring new mounts is of great interest to them, sometimes more so than gold. They gladly let the party pass if offered a gold tithe equal to 20 times the APL in gold pieces, and flee if half their number are killed.

APL	Composition
1st	3 bandits, 2 panthers
2nd	1 bandit, 1 lion, 1 panther, 1 scout
3rd	1 bandit captain, 3 panthers

4th	1 giant boar, 1 lion, 2 scouts
5th	2 giant boars, 2 knights
6th	3 druids, 3 phase spiders
7th	1 elephant, 1 gladiator, 1 weretiger
8th	2 gladiators, 2 phase spiders
9th	2 gladiators, 1 triceratops
10th	2 chimeras, 2 weretigers
11th	2 tyrannosaurus rex, 2 weretigers
12th	3 knights, 3 tyrannosaurus rex
13th	3 rangers*, 2 triceratops, 1 tyrannosaurus rex
14th	2 chimeras, 2 rangers*, 2 tyrannosaurus rex
15th	3 rangers*, 2 tyrannosaurus rex, 1 young red dragon
16th	3 chimeras, 3 rangers*, 1 young red dragon
17th	4 gladiators, 4 tyrannosaurus rex, 1 young red dragon
18th	4 rangers*, 4 tyrannosaurus rex, 1 young red dragon
19th	4 rangers*, 4 tyrannosaurus rex, 2 young red dragon
20th	4 rangers*, 4 tyrannosaurus rex, 3 young red dragons

*See page 592

6 - Landsharknado

Known in the grasslands as 'landsharks', **bulettes** are usually rare and their attacks devastating. A group of mischievous and chaotic air elementals has increased the danger posed by the landsharks by creating thunderous percussion that attracts the monstrosities. The elementals revel in causing chaos and unleashing the bulettes on unsuspecting travellers. The bulettes are quite happy to follow the elementals, which have repeatedly led them to fresh meat.

Environmental Hazard. Powerful gusts make the battlefield chaotic and unpredictable. At the start of each creature's turn, that creature must make a **VDC Strength saving throw**. On a failure, the creature is pushed **20 feet** in a direction of the elementals' choice. Elementals automatically succeed on the saving throw.

APL	Composition
5th	1 bulette, 4 dust mephits
6th	1 air elemental, 1 bulette
7th	1 air elemental, 1 bulette, 1 dust mephit
8th	1 bulette, 1 dust mephit, 1 invisible stalker
9th	1 bulette, 4 dust mephits, 1 invisible stalker
10th	1 air elemental, 2 bulettes
11th	2 bulettes, 1 djinni
12th	1 air elemental, 2 bulettes, 1 djinni
13th	1 air elemental, 3 bulettes, 1 djinni
14th	2 bulettes, 1 djinni, 2 invisible stalkers
15th	2 bulettes, 2 djinn
16th	2 bulettes, 2 djinn, 1 invisible stalker
17th	6 bulettes, 2 djinn
18th	7 bulettes, 2 djinn
19th	5 bulettes, 3 djinn
20th	4 bulettes, 4 djinn

7 - Time Crimes

A mysterious sphinx appears before the party, accompanied by its guards. The sphinx informs them that it is from the future, here to detain them for crimes they have yet to commit, and offers them a chance to surrender peacefully. No explanations are requested or accepted. Since the party has no knowledge of their future transgressions, the sphinx deems any excuses utterly irrelevant. If they refuse to surrender, the sphinx and its companions attack, and fight to incapacitate rather than kill.

Non-Combat Alternative. Though it's impossible to justify an event they have no knowledge of, the party might stand a chance to reason with the sphinx by appealing to its rigid, bureaucratic nature. A successful **VDC Intelligence (Persuasion)** check requesting to file a formal complaint or speak with the sphinx's superior manages to give it pause. Disgruntled, it allows the adventurers to do so, but they must spend the rest of the day signing the proper paperwork. The complaint reveals the whole affair to be a clerical mistake, and they aren't bothered again afterwards.

Consequences. If the party is defeated in combat, they are taken away by the sphinx to be tried for their crimes. They are deposited in a demiplane and over the course of months, regularly transferred between extraplanar jails, offices, and courthouses in a seemingly never ending process. The only way out of this temporal bureaucracy is to mount an escape.

APL	Composition
11th	1 gynosphinx, 1 stone golem
12th	1 gynosphinx, 5 lamias
13th	1 clay golem, 1 gynosphinx, 2 lamias
14th	1 gynosphinx, 3 lamias, 1 stone golem

15th	1 clay golem, 1 gynosphinx, 1 stone golem
16th	1 gynosphinx, 1 lamia, 2 stone golems
17th	1 androsphinx, 1 archmage, 1 stone golem
18th	1 androsphinx, 2 archmages
19th	1 androsphinx, 1 iron golem, 1 stone golem
20th	1 androsphinx, 2 iron golems

8 - Pyromaniac's Prairie Fire

Panicked **gobbocs** run screaming from billowing plumes of smoke. Their village is under attack, and the fire consuming it threatens to spread across the whole plain. The assailants are a pyromancer, Em Brighthook (CE female elf **archmage**), and Scorvarach (CE male **adult red dragon**). Both are egotistical and gleefully enjoy the destruction they wreak. They work as a team and have several monsters under their control.

The Inferno. The grasslands are dry, and the attack has ignited the area into a raging wildfire, centred on the village and spreading 10 feet on initiative count 20 of each round. A creature that starts 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. Unless the party finds a way to put out the fire, it spreads quickly, consuming the entire area within 5 miles of the village and leaving the gobbocs without homes.

Treasure. Em's spellbook, which is **immune** to fire damage, can be found if she is defeated.

Composition. Em the pyromancer is an archmage with **immunity** to fire damage and has the spells *burning hands*, *scorching ray*, *fireball*, *wall of fire*, and *fire storm* prepared instead of *identify*, *detect thoughts*, *lightning bolt*, *banishment*, and *teleport*, respectively.

APL	Composition
17th	1 adult red dragon, 3 fire elementals, 1 pyromancer$^{\sigma}$
18th	1 adult red dragon, 4 fire elementals, 1 pyromancer$^{\sigma}$
19th	1 adult red dragon, 5 fire elementals, 1 pyromancer$^{\sigma}$
20th	1 adult red dragon, 3 fire elementals, 1 pit fiend, 1 pyromancer$^{\sigma}$

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Hill

With vistas on top and water below, the peaks and troughs of a hilly landscape can range from verdant carpets of rolling green to craggy canyons of crumbling granite.

Narrative Hill Encounters

d8	Encounter
1	Underdark Sinkhole
2	Strange Egg
3	Blasted Crater
4	Lost Sphinx: Hills
5	Abandoned Cave
6	Golynn Trader
7	The Fast and The Fury of The Small
8	Statue Circle

1 - Underdark Sinkhole

The ground begins to shift and crumble under the party's feet. Loose earth starts to slip away, as a hill in front of them inverts and collapses into a cavern below. Each character in the front rank of the marching order must succeed on a **VDC Dexterity saving throw** or fall **100 feet** into the newly opened chasm. Strands of fungal hyphae and strange, shimmering webs slow the fall, halving any falling damage they take. The bottom of the chasm opens into a network of tunnels leading into The Low, as well as a small patch of three *Noradreno mucorales* mushrooms (see page 333).

2 - Strange Egg

A shattered cart littered with arrows and smeared with dried blood sits by the side of the road. Searching the remains reveals a chitinous, cerulean egg. It weighs 10 pounds, is the size of a watermelon, and sits in a nest of dark, loamy soil. If kept warm and surrounded by earth, dirt, or sand for 7 days, the egg hatches into an infant **phase spider** (use the **giant wolf spider** stat block with the phase spider's Ethereal Jaunt trait). The spider has a voracious appetite, requiring two days' rations per day, and grows to full size in 30 days. It regards any adventurer who feeds it regularly over this time as friendly and, if the adventurer is a tamer, the spider chooses to fail its **Charisma saving throw** and become the tamer's companion (though the tamer's ability to tame the creature is still restricted by the size and CR requirements).

3 - Blasted Crater

The earth is scorched and melted into stone slag around a wide crater. At its centre, some 20 feet below the crusty surface, sits a large chunk of iridescent metal: *irradiated meteoric iron*. In its raw, unconverted form, the meteor is enervating; a creature that spends **1 hour** within **30 feet** of the metal must succeed on a **DC 15 Constitution saving throw** or gain one level of **exhaustion**. One inch of lead is enough to shield a creature from this enervating effect.

A skilled blacksmith can convert *irradiated meteoric iron* into a non-enervating alloy. A mundane item crafted with this metal becomes a common magical item; it resists all normal forms of degradation (e.g, acid and rust) and, if it is a weapon, its attacks and damage are magical. Enchanting checks (see Chapter 5) made for an item crafted of this metal have a **+5 bonus**.

4 - Lost Sphinx: Hill

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), sits, stock-still, on a large rock around a sharp bend in the adventurers' path. His next riddle is:

> "I always fall but never break. I'm often gone when men awake. What am I?"

Answer. Night. If the party answers all three riddles correctly, Sunny rewards them with a *potion of hill giant strength*.

5 - Abandoned Cave

The party stumbles across a small, dry cave, tucked away in a narrow path between low cliffs. Everything in the cave is covered in a thin layer of dust, and the ceiling is covered in soot. There's some crude wooden furniture, and a pile of furs in one corner. A successful **DC 14 Intelligence (Investigation)** check reveals a leather sack in a hidden alcove. It contains gold and gems worth 70 times the APL in gold pieces, and several pamphlets extolling the virtues of the many-headed dragon queen. It's free for the taking, as the cave is clearly long abandoned—though it's possible the original owners may come looking for it some day.

6 - Golynn Trader

The party comes across Adelaide (NG female golynn **noble**) riding on the back of a muscular, tame brown bear. She is a talkative, elderly trader and she carries an absurdly large, overstuffed pack.

Adelaide attempts to sell her wares to the party, which include explorer's packs, *potions of healing*, hand-carved wooden trinkets, and any uncommon magic items the GM sees fit to include.

Memorable. She initially sells everything at a slightly inflated price; however, if the whole party listens to her verbose, rambling stories about the adventures of her fifteen great-grandkids, she will cut them a deal and sell at normal prices. For a true test of the players' patience and memory, the GM can create a list of fifteen names, recite them all, and, if the players can remember them a couple of minutes later, have Adelaide reward them with a generous discount!

7 - The Fast and The Fury of The Small

Stationary on a wide, meandering trail through the hills are two donkey-drawn carts. The right-hand cart is occupied by a pair of playfully bickering goblins—the jovial Glambog (CG male **goblin**) and pedantic Hambog (NG male **goblin**)—while the left-hand cart is empty. Glambog silences Hambog as the party approaches and challenges the party to a race down a half-mile-long stretch of road. If the party accepts, they choose two characters to board the empty cart. To race, one rider makes a **Dexterity (land vehicles)** check to steer the cart while the other makes a **Wisdom (Perception)** check to spot obstacles. The highest result of the party's checks is contested by the highest result of the goblins' checks. The goblins have **Vmod** modifiers to these checks. Repeat this contest three times.

Consequences. If the party loses all three contests, their cart crashes and each rider takes **2d6** bludgeoning damage; in addition, the goblins demand payment of 15 gp from the party so they can repair their damaged cart. If the party loses only two contests, they lose the race—to the jeers of Glambog and Hambog—but suffer no other consequences. If the party wins at least two contests, they win the race, and the goblins offer to provide the party a home-cooked meal. If the party accepts, they eat well that day. If the party wins all three contests, the goblins offer to escort them through secret paths on the carts, reducing the minimum number of Tracking checks required to reach the destination by 1.

8 - Statue Circle

The party comes across a circle of seven 15-foot-tall stone statues of hill dwarves. Each holds both a weapon and a tool for navigation—an astrolabe, compass, map, sandglass, sextant, spyglass, and sundial. The statues are old and weathered, and look as if they've been there for a very long time. In the centre of the circle is a large marble plinth, littered with carvings of constellations, and the following message written in Dwarvish:

> "Rest, weary traveller, and let the spirits of the Great Wayfinders guide you."

If the party takes a short or long rest within the circle, the next Tracking check is made with **advantage**. If the party takes a long rest within the circle, they are visited by the avatar of the hunt during their dreams or meditations. The avatar answers one question per adventurer, and always answers truthfully, though it isn't necessarily omniscient. The avatar knows the biome and the creatures that inhabit it well.

Hostile Hill Encounters

d4 + Tier	Encounter
2	Giant Gourmand
3	The Hills are Alive...
4	Death from Above
5	Golemancer's Battlefield
6	Gaia's Teeth: Hills
7	Gaudy Horror
8	Baron Bodrum's Deadly Demolition

2 - Giant Gourmand

Rem Bighorn (CN male giant) is a snooty, recently-exiled giant. A self-proclaimed freelance food critic, his current conundrum involves something his Gramma Gorb used to say: "Littlings make the best food." But she never specified whether she meant as *chefs* or as *ingredients*. He's hoping the party can settle the issue for him.

Non-combat Alternative. Rem wants the party to make him a magical meal: *bloody gazpacho* (see page 139). He already has the recipe, ingredients, and a makeshift workstation. Party members must make a combined skill check, **Dexterity (cook's utensils)** and **Constitution (Perception)**. The **DC** for the combined check equals twice the **VDC**. However, if the result of either check is 9 or lower, the challenge is failed.

Consequences. If the challenge is failed, Rem assumes his Gramma meant "as ingredients" and tries to test out that theory on the party by trying

to eat them. If the challenge is passed, he rewards the party with perfectly preserved magical components: *beast flesh*, *aberration brain*, and *undead bone*. He can also be bargained with—if the party has a connection with a chef or restaurant that might accept him as a proper critic, he'll be overjoyed and indebted to them.

APL	Composition
1st	1 ogre
2nd	1 ogre, 1 wolf
3rd	1 ettin
4th	1 hill giant

3 - The Hills are Alive...

The sound of lutes, pipes, and beautiful singing echos through the hills, getting louder no matter which way the party turns. Inescapably reeled in, the party finds a group of fey and other creatures—centaurs, harpies, trolls, and even massive fey cobra—singing, playing music, and dancing around a large, purple bonfire. The fey invite the party to dance... but there is a sinister edge to some of their smiles that suggests they won't take no for an answer.

Consequences. If the party chooses to join in the dance or are defeated in combat, they awaken **2d6** days later in an empty field with two levels of **exhaustion**. Otherwise, defeating all the aggressive fey causes the rest to scatter, leaving nothing but soot and incense behind.

Composition. Fey cobras use the **spirit naga** statistics but have the fey type.

APL	Composition
1st	1 harpy, 1 sprite
2nd	2 satyrs, 3 sprites
3rd	2 dryads, 1 harpy, 1 sprite
4th	1 centaur, 1 green hag
5th	2 centaurs, 2 green hags, 1 harpy
6th	3 dryads, 3 satyrs, 1 troll
7th	1 centaur, 2 trolls
8th	1 fey cobra$^{\sigma}$, 2 green hags
9th	2 fey cobras$^{\sigma}$
10th	1 fey cobra$^{\sigma}$, 2 green hags, 1 troll

Mohammed "Aggi" Belfaquih

4 - Death from Above

The party's travels through the foothills lead them past Dead Goat Falls: a beautiful waterfall that flows from a mountain spring high above. Its name comes from the tendency of flying predators to attack the giant goats and other creatures drinking from the upper spring, throwing them over the edge of the 300-foot-high falls and descending to feast on the remains. One such unlucky animal (or several of them at higher levels) meets this fate as the party passes, its corpse exploding in a bloody puddle some 20 feet from where they stand. A screech from above suggests that the hunters are following their prey!

Roll initiative; the predators move into view on initiative count 0 of the first round of combat. Each creature that hasn't succeeded on a **VDC Dexterity (Stealth)** check to hide from the predators becomes the predators' new quarry. If each party member succeeds, they can avoid combat by silently waiting **1d4 hours** for the predatory birds to finish eating and move on.

APL	Composition
1st	3 blood hawks, 2 swarms of ravens
2nd	3 giant owls, 1 giant vulture
3rd	3 giant owls, 1 griffon
4th	2 blood hawks, 4 giant vultures
5th	3 griffons, 2 manticores
6th	2 griffons, 1 wyvern
7th	2 manticores, 1 wyvern
8th	2 chimeras, 2 giant vultures
9th	2 manticores, 2 wyverns
10th	3 chimeras
11th	6 giant vultures, 1 roc
12th	6 griffons, 1 roc
13th	6 manticores, 1 roc
14th	1 chimera, 2 rocs
15th	2 rocs, 2 wyverns
16th	2 chimeras, 2 rocs, 2 wyverns

5 - Golemancer's Battlefield

Strewn across cratered hills are metal limbs and humanoid silhouettes, broken and dormant constructs that once served as the foot soldiers of two powerful golemancers. A smooth, glass-like crater atop a hill marks the point where the conflict's loser met their end. The groan of metal is constant, and some of the constructs seem to shift positions when the party isn't looking.

Non-combat Alternative. The battlefield is a 300-foot-wide choke point between two ravines. Circumventing the area adds 1 to the minimum number of Tracking checks required to reach the party's destination. Crossing the battlefield without alerting the golems is tricky; each creature that attempts this must make a **VDC + 3 Dexterity (Stealth)** check. On a failure, some of the remaining the constructs come alive to continue their battle, seeing the intruders as new enemies.

Treasure. Many of the constructs have valuable platinum plating. For each minute a creature spends salvaging, they acquire scrap metal worth the APL in platinum pieces. At the start of each minute, a salvaging creature must succeed on a **VDC Dexterity (Sleight of Hand)** check or wake the dormant constructs. This DC increases by 1 for each minute that passes.

Composition. All creatures are mechanical automatons with the construct type.

APL	Composition
1st	1 animated armor, 1 flying sword
2nd	1 flying sword, 1 gargoyle$^{\sigma}$
3rd	3 flying swords, 1 gargoyle$^{\sigma}$
4th	1 flesh golem
5th	1 flesh golem, 1 flying sword, 1 gargoyle$^{\sigma}$
6th	2 animated armors, 2 gargoyles$^{\sigma}$, 1 gorgon$^{\sigma}$
7th	2 gargoyles$^{\sigma}$, 1 shield guardian
8th	1 clay golem, 1 flesh golem
9th	1 flesh golem, 2 gorgons$^{\sigma}$
10th	2 gargoyles$^{\sigma}$, 2 shield guardians
11th	2 gorgons$^{\sigma}$, 1 shield guardian, 1 stone golem
12th	1 clay golem, 2 flesh golems, 1 stone golem
13th	1 clay golem, 2 shield guardians, 1 stone golem
14th	1 clay golem, 2 gorgons$^{\sigma}$, 3 shield guardians
15th	1 flesh golem, 1 iron golem, 1 shield guardian
16th	1 clay golem, 1 iron golem, 1 shield guardian
17th	2 iron golems, 1 stone golem
18th	2 clay golems, 1 flesh golem, 1 iron golem, 2 stone golems
19th	2 iron golems, 3 stone golems
20th	4 iron golems

6 - Gaia's Teeth: Hill

In the hills, Gaia's Teeth (see Recurring Encounters, page 28) like to tame creatures that burrow or fly, so their prey has no escape. They gladly let the party pass if offered a tithe equal to 20 times the APL in gold pieces, and flee if half their number are killed.

Ambush. The bandits have arranged an ambush and readied their nets. When the ambush is sprung, each bandit uses its reaction to throw a net; party members targeted by the bandits must succeed on a **VDC Dexterity saving throw** or suffer the effects of being hit by a net.

APL	Composition
5th	3 ankhegs, 2 knights
6th	1 bulette, 1 sorcerer*, 2 thugs
7th	1 bulette, 2 druids, 2 knights
8th	2 ankhegs, 2 bulettes, 2 druids
9th	2 bulettes, 2 sorcerers*
10th	2 ankhegs, 2 knights, 1 ranger*, 1 wyvern
11th	1 bulette, 2 rangers*, 2 wyverns
12th	1 assassin, 2 rangers*, 2 wyverns
13th	1 assassin, 3 bulettes, 3 sorcerers*
14th	2 assassins, 1 bulette, 1 roc
15th	1 assassin, 1 purple worm, 2 sorcerers*
16th	4 rangers*, 4 wyverns
17th	2 assassins, 1 purple worm, 2 rangers*, 2 wyverns
18th	3 assassins, 1 purple worm, 2 rocs
19th	2 purple worms, 3 rangers*, 3 wyverns
20th	3 assassins, 2 purple worms, 2 rocs

*See Appendix C

7 - Gaudy Horror

The party hears the sound of rattling chains and clanking machinery. Peering over the crest of a hill, they see something horrifying: a procession of chained hill dwarves being ushered towards a large contraption topped with a steaming vat. Any dwarf that reaches the machine is immediately covered in a torrent of molten gold, preserved as a gleaming statue with a permanent expression of agony. Overseeing the process is Skellakrim (CE female **red dragon**), an imperious and somewhat eccentric dragon who considers herself an "*artiste*".

If any of Skellakrim's minions outlive her, they surrender and claim they were only obeying her out of fear for their own lives. The statues and vat of molten gold has a value in gold pieces equal to 1000 times the APL.

APL	Composition
11th	3 kobold mechs*, 1 young red dragon
12th	2 kobold mechs*, 2 mages, 1 young red dragon
13th	2 kobold mechs*, 3 mages, 1 young red dragon
14th	5 mages, 1 young red dragon
15th	1 adult red dragon, 3 kobold mechs*
16th	1 adult red dragon, 2 kobold mechs*, 2 mages
17th	1 adult red dragon, 3 kobold mechs*, 3 mages
18th	1 adult red dragon, 4 kobold mechs*, 4 mages
19th	1 ancient red dragon, 3 kobold mechs*
20th	1 ancient red dragon, 2 kobold mechs*, 2 mages

*See page 558

8 - Baron Bodrum's Deadly Demolition

The ground rumbles, and shouts can be heard on the wind. A crowd of cyclopian protesters has surrounded the entrance to their home— a large village of networked tunnels carved through interconnected hills. Facing them are the smug siblings Sid and Sara Silverton (LE elf **archmages**), accompanied by a small horde of mind-controlled monsters. Treat the mind control as the *dominate monster* spell with no concentration required. According to the siblings, a leyline running through this area means it's the site of Baron Bodrum's newest factory, and they'll be levelling it whether the cyclopians move or not.

Consequences. The controlled monsters panic and flee if the mind-control is broken. In the aftermath, the Bodrum legal team disavows the work of the Silvertons, saying they acted alone, and the company wouldn't have chosen that site if they knew people lived there. This is probably a lie.

APL	Composition
17th	2 archmages, 3 bulettes, 3 gorgons
18th	2 archmages, 4 bulettes, 4 gorgons
19th	2 archmages, 5 bulettes, 5 gorgons
20th	2 archmages, 6 bulettes, 6 gorgons

Jungle

Warm and humid, jungles are a menagerie of undiscovered flora and fauna, drawing researchers and adventures alike.

Narrative Jungle Encounters

d8	Encounter
1	The Jungle Nook
2	Tropical Triathlon
3	Dead Beat
4	Lost Sphinx: Jungle
5	Hanging in the Balance
6	Pit of Despair
7	Jungle Fever Dream
8	The Price of Greed

1 - The Jungle Nook

The party finds an old druidic grotto that has long been abandoned and left to ruin. It is now overgrown with thick, thorny brambles and populated by distrustful, territorial animals. Any magically-inclined character detects that the grotto's primal connection to nature persists, but that the shrine is in need of restoration.

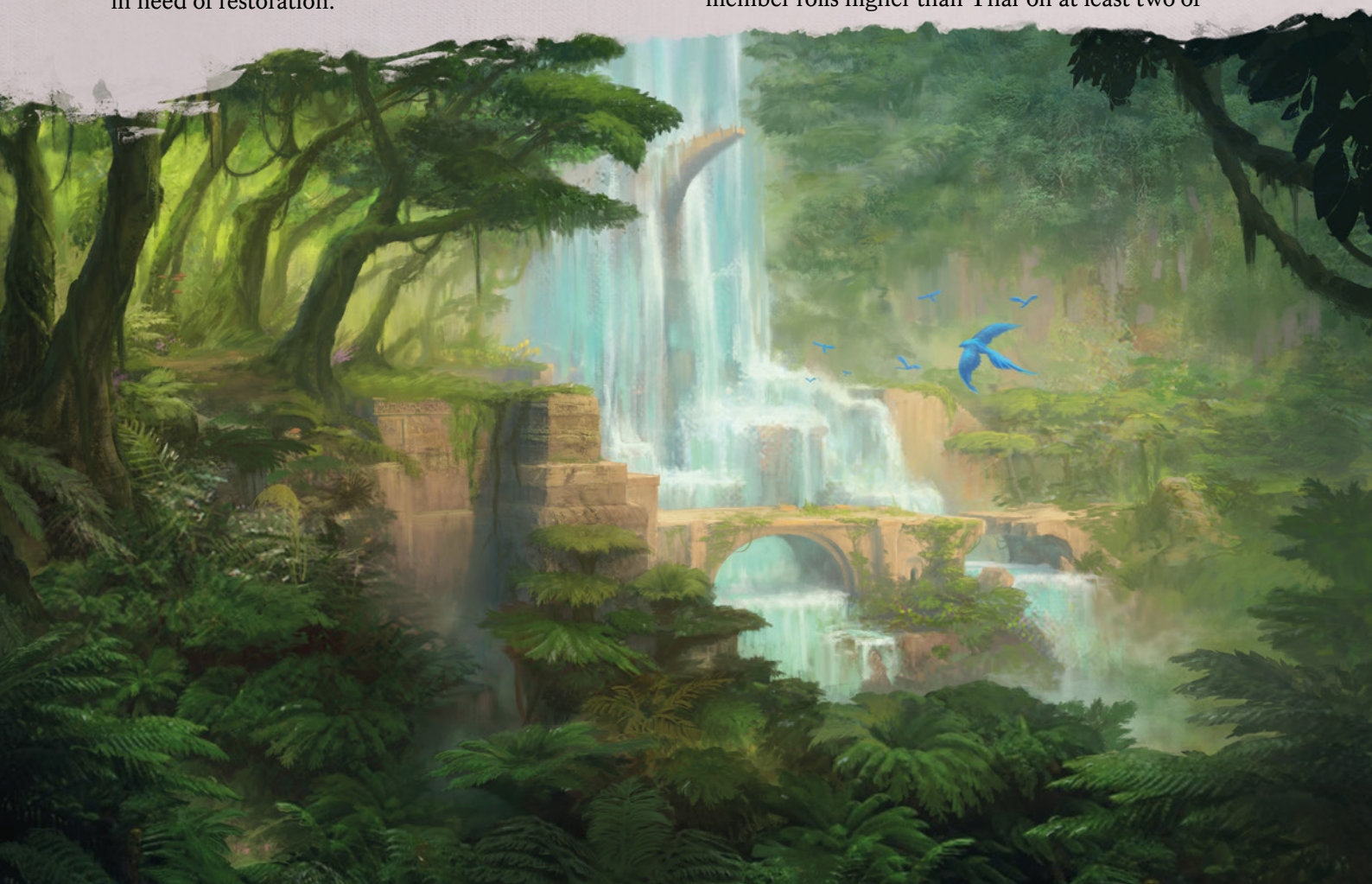
In order to restore it, the party must succeed on three **VDC ability** checks to respectfully trim the plants, pacify the animals, and beseech the forces of nature for aid. The ability and skill used for the check depends on what the player describes, but might typically be **Intelligence (Nature)**, **Wisdom (Animal Handling)**, and **Charisma (Performance** or **Religion)**. These checks can be done in any order.

Consequences. If the grotto is successfully restored, creatures are invigorated by resting there. A creature that spends a short or long rest in the grotto gains temporary hit points equal to one-half its maximum number of Hit Die (short rest) or its maximum number of Hit Die (long rest). A single failure on any check causes the primal connection to be severed for good.

2 - Tropical Triathlon

The party is challenged to a race through the jungle by the competitive Thar Zen (CG male human **monk**), a hermit who lives in the wilderness. He promises one *potion of invulnerability* as a reward if at least one of the party members wins the contest.

The race consists of three portions, each requiring each racer to make an ability check. If a party member rolls higher than Thar on at least two of



those three ability checks, they finish the race ahead of him and win the race. The portions are, in this order: a dash along the crowded jungle floor, which requires a **VDC+3 Dexterity (Athletics)** check; swinging from jungle vines and jumping from tree branch to tree branch, which requires a **VDC+3 Dexterity (Acrobatics)** check; and swimming across a river with a strong current, which requires a **VDC+3 Strength (Athletics)** check. Each portion lasts approximately **1 minute**.

In addition, a racer must succeed on a **DC 13 Constitution saving throw** at the end of each portion or suffer **disadvantage** on all ability checks for the next **10 minutes**. Thar automatically succeeds on these saving throws.

3 - Dead Beat

A path paved with stone slabs leads the party several hundred feet through the jungle to a small clearing, at the centre of which stands a raised dais supporting three large drums. A successful **DC 10 Intelligence (Nature)** or **Intelligence (Investigation)** check reveals them to have been crafted from humanoid bones and skin. A creature that succeeds on a **DC 15 Wisdom (Perception)** check spots a pattern on the stone slabs along the path, partially hidden by vegetation—a musical score.

A creature that spends **1 minute** trying to read and play the music on the drums can make a **VDC Intelligence (Performance)** check. A creature with proficiency in any musical instrument has **advantage** on this check, and if a creature has proficiency in a percussive instrument, it automatically succeeds on the check. On a success, the creature correctly plays the piece and the sombre music causes an undead creature with a CR equal to half the drummer's proficiency bonus (GM's choice) to emerge from the ground. This undead is friendly to the drummer and obeys their commands, as per the *animate dead* spell, with no time limit. On a failure, each creature within 30 feet of the drums that can hear them takes **Vdam** necrotic damage.

4 - Lost Sphinx: Jungle

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), bursts from the mouth of an enormous venus fly trap. Their next riddle is:

> "I am black of eye and bright of hair. My life-giving lord flies with sumptuous flare; so across the sky do I dutifully stare. What am I?"

Answer. A sunflower. If the party answers all three riddles correctly, Sunny rewards them with a *scroll of speak with plants*.

5 - Hanging in the Balance

The party hears a calm, polite request for assistance during their trek through the jungle. This call comes from the distinguished Professor Reginald Hinklebottom (NG male dwarf **scout**), a member of the League of Exploratory Gentlefolk who has found himself in a spot of trouble. Hinklebottom is currently **restrained** in vines, hanging some **20 feet** above a river. A successful **DC 11 Wisdom (Perception)** check allows a creature to notice that the river is swarming with dozens of **crocodiles**, while a result of **15** or higher identifies a colony of deadly fire ants climbing up the tree towards the professor.

A creature within reach of Hinklebottom can use its action to make a **VDC Strength (Athletics)** check, freeing him from the vines on a success. If the party doesn't rescue Hinklebottom from the vines within four rounds, Hinklebottom succumbs to the fire ants' deadly venom. If the party severs the vines without otherwise securing Hinklebottom, he falls into the water and is eaten by crocodiles on initiative count 0 of the following round. If the party manages to scare off the crocodiles, such as with a successful **VDC Wisdom (Animal Handling)** check, falling into the water harms only his ego.

Consequences. If saved, the grateful dwarf provides the party with gold pieces equal to 50 times the APL and shares his knowledge of the jungle, giving them **advantage** on their next Tracking check.

6 - Pit of Despair

In the depths of the wilderness, the party finds a large pit of heated, bubbling tar. Next to the pool sits a despondent Dr. June Manji (N female half-elf **noble**), a member of the League of Exploratory Gentlefolk. Dr. Manji was collecting a sample of tar when a passing animal startled her and she dropped her satchel full of priceless relics into the pool. She seeks assistance in retrieving her belongings.

The pool is **30 feet** deep and is difficult terrain due to the viscosity of the tar, which also **heavily obscures** the contents of the pool. A creature that chooses not to 'tread water' while in the tar sinks 10 feet at the end of each of its turns. Furthermore, whenever a creature enters the tar for the first time on its turn or starts its turn there, it takes **1d6** fire damage. A creature that reaches the bottom can

Opposite: Sam Jumisko

use its action to search for the satchel, attempting a **VDC Wisdom (Perception)** check. On a success, the creature recovers the relics, and if they can get them to Dr. Manji, she rewards the party with a *tinytar* (see page 490).

7 - Jungle Fever Dream

The party finds strange, colourful flowers—*Oyohuisca pyrexia*—with an intoxicatingly sweet scent. A successful **DC 13 Intelligence (Nature)** check reveals that consuming the flowers imparts a powerful hallucinatory effect, a prophetic dream-state from which an individual can emerge with new insights.

A creature that eats a flower is **poisoned** for **1 hour**. While poisoned in this way, the creature experiences vivid hallucinations featuring elements of its past: its loved ones, its enemies, and physical manifestations of its personal struggles and flaws. At the end of every **10 minutes**, the creature makes a randomly determined **VDC** ability check to overcome a hallucinatory obstacle (GM's discretion). A creature that fails 3 of these checks is no longer poisoned, and its fever dream ends inconclusively. If the poisoned condition wears off naturally (after 6 checks), the creature reaches an epiphany at the end and gains **inspiration**.

8 - The Price of Greed

The party finds the ruins of an ancient temple, overgrown with moss and jungle vines. At the centre of this structure, a shining golden idol rests atop a derelict altar. The crumbling walls around it are covered in faded pictograms. Removing the idol from its altar causes the idol to crumble to dust, cursing each creature in the temple for the next **24 hours**. While **cursed** in this way, a creature has a **-1 penalty** on all ability checks, attack rolls, and saving throws.

The pictograms on the walls can be deciphered with a successful **DC 13 Intelligence (Investigation** or **History)** check. The *comprehend languages* spell, or similar effect, reveals the meaning of the few fully intact glyphs, granting **advantage** on this check. Once translated, these pictograms reveal a brief ritualistic dance that can be performed before the idol. Each creature that performs the dance must make a **VDC Dexterity (Performance)** check. On a success, a creature becomes blessed, as per the *bless* spell, for **24 hours**. Success or failure, attempting the dance more than once within 24 hours has no effect.

Hostile Jungle Encounters

d4 + Tier	Encounter
2	No Swarm, No Foul
3	On the Prowl
4	Natural Am-Bush
5	Elemental Turm-Oil
6	Gaia's Teeth: Jungle
7	Rumble in the Jungle
8	Lich Slapped

2 - No Swarm, No Foul

The party comes across an unconventional battlefield. High in the canopy, the remains of enormous hives cling to the trees, their paper shreds littering the ground alongside the corpses of giant insects. The jungle floor is a mess of hastily excavated holes and mounds of loose earth, making the area difficult terrain. Two rival colonies of insects clashed here, and the survivors now emerge to defend their territory. They fight to the death.

Consequences. If the party is defeated, they wake up the next day, each with one level of **exhaustion**, trapped in an insects' hive. If they were defeated by **giant wasps**, they are bound by a waxy substance in a half-destroyed paper hive, dozens of feet above the ground. If they were defeated by **ankhegs**, they are trapped in an underground burrow. Whichever the case, they must escape before the insects return for their meal.

APL	Composition
1st	1 giant wasp, 1 swarm of wasps
2nd	2 giant wasps, 1 swarm of wasps
3rd	2 ankhegs
4th	2 ankhegs, 1 swarm of beetles

3 - On the Prowl

Felines in the area, such as **panthers**, **tigers**, or dire tigers (**sabre-toothed tigers**), have been venturing outside of their usual territories and acting increasingly aggressive. This is due to the influence of a group of **weretigers**, who are manipulating the beasts to relentlessly hunt in order to satiate the weretigers' voracious appetites. The party is found by one such hunting party. Each beast runs away when reduced to one-third of its hit points or fewer. If the enemy composition

includes any weretigers or fiendcats, the beasts instead fight to the death while these individuals still remain.

Consequences. If the party is defeated, they are either eaten on the spot or dragged to the lair of the felines' masters as a live meal. If they put up an impressive enough fight, the weretigers may see fit to try to curse them with weretiger lycanthropy instead.

Composition. Dire tigers use the **sabre-toothed tiger** statistics.

APL	Composition
1st	1 panther, 1 tiger
2nd	2 panthers, 1 tiger
3rd	1 dire tiger$^{\sigma}$, 3 panthers
4th	1 dire tiger$^{\sigma}$, 2 tigers
5th	2 dire tigers$^{\sigma}$, 5 tigers
6th	4 dire tigers$^{\sigma}$, 1 weretiger
7th	2 dire tigers$^{\sigma}$, 2 tigers, 2 weretigers
8th	2 dire tigers$^{\sigma}$, 3 weretigers
9th	2 dire tigers$^{\sigma}$, 1 swarm of fiendcats*, 2 weretigers
10th	2 swarms of fiendcats*, 2 weretigers

*See page 539

4 - Natural Am-Bush

A group of crazed **druids** have started creating plant monsters to combat the creep of civilization and prevent other humanoids from invading their home. This encounter begins when the party walks into one such ambush location. Each creature in the party must succeed on a **VDC Wisdom (Perception)** check or be **surprised**. When the ambush is unleashed, the jungle suddenly comes to life with angry vines, swinging branches, and the creaking of wood as trees uproot themselves from the ground and attack. All plant creatures fight to the death, while the druids flee when reduced to one-third of their hit points.

APL	Composition
1st	1 awakened shrub, 1 awakened tree
2nd	1 awakened tree, 1 dryad
3rd	3 awakened shrubs, 3 awakened trees
4th	1 awakened tree, 1 druid, 1 dryad
5th	2 dryads, 1 shambling mound
6th	2 druids, 1 shambling mound
7th	3 awakened trees, 2 druids, 1 shambling mound
8th	2 druids, 4 dryads, 1 shambling mound
9th	2 druids, 2 dryads, 2 shambling mounds
10th	2 druids, 1 treant
11th	3 druids, 2 shambling mounds, 1 treant
12th	2 druids, 1 shambling mound, 2 treants
13th	1 druid, 2 shambling mounds, 2 treants
14th	1 druid, 3 shambling mounds, 2 treants
15th	1 druid, 1 shambling mound, 3 treants
16th	3 shambling mounds, 3 treants

5 - Elemental Turm-Oil

During an attempt to extract ancient fossils from a deposit of tar, the League of Exploratory Gentlefolk inadvertently disturbed the primal elemental forces of the jungle, which did not take kindly to trespassers looking to extract the land's natural resources. The party comes across one of the League's encampments, which is being razed to the ground by vengeful **tar elementals**. These creatures attack on sight and fight to the death, too enraged to be reasoned with.

Composition. Tar oozes use the **gray ooze** statistics and have the mini tar elemental's Flammable, Oil Form, and Water Form traits (see page 584).

APL	Composition
1st	2 tar oozes$^{\sigma}$
2nd	1 tarchaeologist*
3rd	1 mini tar elemental*, 2 tar oozes$^{\sigma}$
4th	1 tarchaeologist*, 2 tar oozes$^{\sigma}$
5th	2 mini tar elementals*, 2 tarchaeologists*
6th	2 tar elementals*
7th	2 mini tar elementals*, 1 tarchaeologist*, 1 tar elemental*
8th	1 possessed mining suit*, 1 tar elemental*
9th	3 mini tar elementals*, 2 tar elementals*
10th	2 possessed mining suits*
11th	1 tarannosaurus rex*, 1 tarchaeologist*, 2 tar elementals*
12th	1 possessed mining suit*, 1 tarannosaurus rex*, 1 tarchaeologist*, 1 tar elemental*
13th	2 possessed mining suits*, 1 tarannosaurus rex*
14th	1 possessed mining suit*, 2 tarannosaurus rex*
15th	3 tarannosaurus rex*
16th	2 possessed mining suits*, 2 tarannosaurus rex*
17th	2 possessed mining suits*, 4 tarannosaurus rex*

18th	1 possessed mining suit*, 3 tarannosaurus rex*, 3 tar elementals*
19th	1 possessed mining suit*, 4 tarannosaurus rex*, 2 tar elementals*
20th	2 possessed mining suits*, 5 tarannosaurus rex*

*See Appendix C

6 - Gaia's Teeth: Jungle

Gaia's Teeth (see Recurring Encounters, page 28) make a practice of ambushing adventurers as they emerge from the treasure-laden temples of the deep jungle. One such hunting group attacks the party from hidden locations, riding on the backs of ferocious reptilian beasts (dinosaurs), **surprising** creatures with a **passive Perception** score lower than the **VDC**. If the party tries to parlay, the bandits gladly take a gold tithe, a minimum of 20 times the APL in gold pieces.

APL	Composition
5th	1 druid, 1 tiger, 1 triceratops
6th	1 druid, 4 tigers, 1 triceratops
7th	1 druid, 1 manticore, 3 tigers, 1 triceratops
8th	1 ranger*, 4 tigers, 1 triceratops
9th	2 manticores, 1 ranger*, 1 triceratops
10th	3 manticores, 1 ranger*, 1 triceratops
11th	2 rangers*, 1 triceratops, 1 tyrannosaurus rex
12th	1 giant ape, 2 rangers, 1 triceratops, 1 tyrannosaurus rex
13th	1 giant ape, 2 rangers*, 2 tyrannosaurus rex
14th	2 giant apes, 2 rangers*, 1 triceratops, 1 tyrannosaurus rex
15th	2 giant apes, 2 rangers*, 2 tyrannosaurus rex
16th	1 assassin, 2 rangers*, 3 tyrannosaurus rex
17th	1 assassin, 2 giant apes, 2 rangers*, 3 tyrannosaurus rex
18th	1 archmage, 1 assassin, 2 rangers*, 3 tyrannosaurus rex
19th	1 archmage, 3 assassins, 1 giant ape, 3 tyrannosaurus rex
20th	1 archmage, 3 assassins, 3 giant apes, 3 tyrannosaurus rex

*See page 592

7 - Rumble in the Jungle

After many months of searching, a cabal of outlaw **mages** has finally uncovered the ruins of an ancient city in the jungle, where magical constructs keep silent watch over the remnants of their long-passed civilization. Working their devious spells, these mages have awakened and seized control of those constructs, which they plan to form into an unstoppable army. The party interrupts some of the mages in the process of activating golems. Wanting no witnesses to their schemes, the mages order the golems to attack. The mages flee if they are reduced to one-third of their hit points or fewer, leaving the constructs, which never flee, to fight on.

Consequences. The mages aren't keen on keeping any survivors, and the most likely outcome is that the party is killed if they fall in combat. However, the mages may offer to let any arcane spellcasters live if they join the mages' ranks.

APL	Composition
11th	1 clay golem, 2 mages
12th	3 mages, 1 stone golem
13th	1 mage, 2 stone golems
14th	1 clay golem, 2 mages, 1 stone golem
15th	1 archmage, 2 clay golems
16th	1 archmage, 2 stone golems
17th	2 archmages, 1 iron golem
18th	2 archmages, 3 stone golems
19th	1 archmage, 2 iron golems
20th	2 archmages, 2 iron golems

8 - Lich Slapped

A newly-formed lich has chosen the dense, impenetrable jungle to begin amassing its undead army. To this end, it has been desecrating the sacred resting places of ancient warriors, raising them as servants, and using their body parts to create gruesome golems. The party comes across the lich, in the company of its playthings, waiting for the latest sarcophagus to be unearthed. The lich immediately attacks, eager to turn a handful of powerful adventurers into its undead generals.

Consequences. The lich has dealt with adventurers before. It expects no mercy and offers none in return. The only possible outcome if the party falls in battle is death, followed by resurrection as undead servants for eternity.

Composition. Death golems use the **flesh golem** statistics but have the undead type.

APL	Composition
17th	1 lich, 1 mummified immortal*
18th	1 lich, 2 mummies
19th	3 death golems$^{\sigma}$, 1 lich
20th	1 lich, 3 mummified immortals*

*See page 546

Mountain

The towering heights of the world—snowy peaks that pierce the sky, sheer cliff faces, and so, so many opportunities for fall damage.

Narrative Mountain Encounters

d8	Encounter
1	Love is in the Air
2	Relaxation Taxation
3	Sterling Conversation
4	Airship Down
5	Lost Sphinx: Mountains
6	One with the Peaks
7	Leap of Faith
8	The Good Shepherd

1 - Love is in the Air

Drawn by a mournful song that echoes through the mountains, the party finds the shy Nymia (CN female **harpy**), who tells them of her predicament. For weeks, she has been using her beautiful voice to court a local dwarf at a distance, keeping herself hidden. Recently, they have agreed to meet for the first time, but she fears that she may be too off-putting and ruin her chances.

The party can help her prepare for her date with a variety of **VDC** ability checks of their choice. For example, a **Charisma (disguise kit)** check can be made to touch up her appearance a little, and an **Intelligence (alchemist's tools** or **herbalism kit)** check allows a creature to mix some flowers into a pleasing fragrance. But beauty is not just skin deep—Nymia's confidence can be boosted with a successful **Charisma (Deception** or **Persuasion)** check, and a successful **Intelligence (History)** check can teach her of dwarven culture and etiquette. The party can attempt as many checks as they wish, as long as they make sense, but once a skill or tool proficiency has been used, it can't be used again, regardless of the result.

After all the checks are made, the harpy flies off to her date. If the party succeeded on at least three of those checks, she tracks them down the next day to thank them for making her date a success and reward them with a *scroll of seeming*, which she says she won't need after all.

Mohammed "Aggi" Bellafquih

2 - Relaxation Taxation

The splashing of water and fog of hot steam gives early indicators of an inviting hot spring. The spring possesses magical restorative powers and is watched over by a band of impish **sprites** who let others use it only if they first complete a series of nonsensical tasks for the sprites' amusement. If they want to use the spring, each party member is randomly assigned a task, which requires them to make a **VDC** ability check. The tasks and associated checks are:

- **Love Me!** A **Charisma (Performance)** check to make a convincing declaration of undying love to one of the sprites.
- **Play Time.** A **Dexterity** or **Wisdom (Animal Handling)** check to tire out the sprites' rowdy pet weasel and lull it to sleep.
- **Foot Race.** A **Dexterity (Acrobatics)** check to race a sprite around the hot spring on all fours, in the bridge position.
- **Family Tree.** An **Intelligence (History)** check to listen, remember, and recite some of the sprites' forebears.

If the party has more than four members, repeat the tasks or make up your own! If at least half the party (rounded down) succeeds on their checks, everyone is allowed to use the spring. A creature that soaks in the spring for **1 hour** gains the benefits of the *greater restoration* spell. A creature can gain this benefit no more than once every **7 days**.

Permission Denied. If the party is aggressive or tries to use the spring without permission, the sprites curse the spring and flee. The waters lose all beneficial properties, and a creature that uses them is **cursed** instead. A creature cursed in this way forgets one word (GM's choice) whenever it finishes a long rest. It forgets the word across all languages and can't relearn it until the curse is removed.

3 - Sterling Conversation

During their journey across the mountains, the party is approached by the inquisitive Pratassilivo (LG male **adult silver dragon**) who invites them to accompany him to his lair for tea. Years of solitude have left him longing for conversation.

If the party accepts, they are led to a nearby, cosy cavern, and served hot tea and buttery biscuits. Over the course of **1 hour**, Pratassilivo engages each party member on an intellectual topic with the aim of being mentally stimulated. Each party member must make an **Intelligence** check using a skill or tool of their choice. A successful **DC 15 Wisdom (Insight)** check made at any point during the interaction reveals these preferences: Prata is particularly fond of discussing the local flora and fauna and can't stand the gods; **Intelligence (Nature** or **Animal Handling)** checks are made with **advantage** and **Intelligence (Religion)** checks are made with **disadvantage**.

If at least half of the party members (rounded down) succeed on their checks, the dragon thanks them for an excellent time and awards them some special tea he brewed himself: two *potions of cold resistance*.

4 - Airship Down

The party member with the highest **passive Perception** score discovers a piece of wooden debris hidden among the rocks—part of a trail that can be easily followed to the wreck of an airship that crashed in the mountains (note: if your setting doesn't have airships, replace this with a lost caravan). The only sign of the passengers are a few gnawed corpses with nothing of use. A successful **DC 17 Wisdom (Medicine)** check reveals the corpses, and thus the wreck, to be around four weeks old.

A successful **VDC Wisdom (Perception)** check made to search the crash site allows the party to find a few things: gold pieces equal to 50 times the APL, 5 days of dried rations, and the trail of several humanoids leaving the area. If the party follows the trail, they can do so with a **VDC Wisdom (Survival)** check. On a failed check, they waste time going around in circles and add 1 to the minimum number of Tracking checks required to reach their destination. On a success, they arrive at a cavern in the mountains, where the bodies of five individuals can be found. One of them, a wizard, seems to have drained herself of magic completely in an ultimately fruitless attempt to keep the others alive. Her spellbook can be retrieved, and contains all the spells in the **mage** stat block.

5 - Lost Sphinx: Mountain

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), burrows up from the grassy soil in a plume of dirt. Her third riddle is:

> "I am often held, but rarely touched. I can be tied, but never trapped. I can be sharp, but am always soft. What am I?"

Answer. A tongue. If the party answers all three riddles correctly, Sunny rewards them with a *philter of love*.

6 - One with the Peaks

Sitting on a cold rock outside a humble cave system is the serene Vanna Nyr (N female half-elf **monk**). She is about to start a meditation session and, with a smile, invites the party to join her. She advises that the veil between planes is thinner on this mountain and, through deep meditation, it's sometimes possible to contact entities of great power and knowledge.

A successful meditation session requires a creature to sit perfectly still in concentration for **3 hours**. At the end of each hour, the creature must make one of the following **VDC** ability checks: a **Constitution** check to endure the harsh winds while staying focused; a **Wisdom** check to immerse itself in meditation; or a **Charisma** check to call out to other planes. A creature can't succeed on the same check more than once.

If a creature succeeds on at least two of the checks, then at the conclusion of the 3 hours, it can immediately ask a single question, as per the *commune* spell.

7 - Leap of Faith

The party finds a strange sight as they make their way through the mountains: a **10-foot-radius** hole in the ground next to a cowbell hung on a crude wooden sign, which reads: "*Pryze in ole, but onlee if you mayk sueet jump! Rynge bel furst.*" Peeking down the hole reveals a vertical shaft that drops for at least **60 feet**. A layer of thick mist heavily obscures anything beyond that.

The shaft is actually **100 feet** deep and ends in a deep pool of water, making the jump relatively safe. Standing in a small cavern right beside the pool are three bored **kobolds**, each one carrying a set of wooden planks with numbers crudely painted on them, which they hold above their heads to grade the performance of any jumpers. If a creature jumps in the hole, it can make a **Dexterity (Performance)** check to pull off an impressive manoeuvre, but on a result of **7** or less, it takes **2d6** bludgeoning damage from a bad landing. A creature that tries to dive head first makes this check with **advantage** and takes twice as much damage on a result of 7 or less. If the bell isn't rung before the dive, they get a score of 0.

The creature with the best performance wins the competition, and the kobolds award it with a single gold coin attached to a piece of string; a gold medal! Though unimpressive in appearance, it holds a clever enchantment: the first time the medal is put around a creature's neck, that creature can cast the *jump* spell at will. Each time the spell is cast in this manner, there's a 20% chance the enchantment malfunctions and the medal loses its magic.

8 - The Good Shepherd

On one of the many narrow paths winding up the mountains, the party meets a kindly old dwarf looking after his herd of goats. The dwarf introduces himself as Dungren, and asks the party for help in retrieving one of his goats, Sweetpea, which has wandered off. He promises what little aid he can give in return. A successful **VDC Wisdom (Insight)** check reveals there is more to this dwarf than meets the eye, and he is testing the party in some way. In truth, he is the humble Cazriel (LG male **deva**), an angel in disguise who has genuinely lost his goat, but also wants to see how far the party goes to assist a complete stranger with a mundane task.

A successful **DC 13 Wisdom (Survival)** check allows the party to find Sweetpea some distance away, halfway up a practically vertical cliffside, 60 feet above the ground. A successful **VDC Strength (Athletics)** check is necessary to climb up the incline and reach the goat. At this point, the stubborn goat can be convinced to climb down on her own with a successful **VDC Wisdom (Animal Handling)** check, or simply be carried. Another **VDC Strength (Athletics)** check is necessary to climb down safely, and is made with **disadvantage** if the creature is carrying Sweetpea.

Cazriel is immensely grateful to see Sweetpea return, and keeps true to his promise, very literally: as a reward, he casts *aid* at 4th level on each party member, the benefits of which last **7 days**.

Hostile Mountain Encounters

d4 + Tier	Encounter
2	The Birds
3	Giant Conflict: Stone Squadron
4	Giant Conflict: Fire Force
5	Draconic Perfection
6	Divine Punishment
7	Giant Conflict: Cloud Commandos
8	Giant Conflict: Storm Strike Team

2 - The Birds

The party is suddenly assaulted by a flock of assorted birds that fight to the death. A strange disease has caused these avian creatures to become irrationally aggressive and void of self-preservation instincts.

Consequences. A creature that takes damage from the birds that reduces it to below half of its hit points must succeed on a **VDC Constitution saving throw** or contract a strain of the disease. When a creature diseased in this way can see a hostile creature and attempts to take an action other than the Attack action, it must succeed on a **VDC Wisdom saving throw** or be compelled to attack the nearest target instead. A diseased creature makes a **VDC Constitution saving throw** whenever it finishes a long rest. On a success, it's cured of the disease.

APL	Composition
1st	3 blood hawks, 2 swarms of ravens
2nd	1 giant eagle, 3 swarms of ravens
3rd	1 blood hawk, 1 griffon, 3 swarms of ravens
4th	1 blood hawk, 2 giant eagles, 1 griffon

3 - Giant Conflict: Stone Squadron

A conflict rages across the mountains; several tribes of giants have taken up arms against each other in defiance of their established hierarchy. Small squadrons roam the craggy slopes, searching for enemies to confront. They assume adventuring parties are working for their adversaries and attack on sight.

Non-Combat Alternative. The giants can be convinced the party has no allegiance in the war if they communicate such in Giant, and make two successful **VDC Persuasion** checks using abilities that make sense for their tactic. If the party fails two such checks, making further checks has no effect.

APL	Composition
1st	1 ogre
2nd	1 ogre, 1 stirge
3rd	1 ettin
4th	1 ettin, 1 stirge
5th	1 ettin, 3 ogres
6th	1 ettin, 4 ogres
7th	2 ogres, 1 stone giant
8th	1 ettin, 1 ogre, 1 stone giant
9th	2 ettins, 1 ogre, 1 stone giant
10th	1 ettin, 2 stone giants

4 - Giant Conflict: Fire Force

A raiding band loyal to the fire giants finds the party and eagerly engages them in combat, seeing it as an opportunity for an easy victory. Other creatures are usually conscripted by the fire giants against their will; if no fire giants remain in the encounter, the enemies flee when half their number falls.

Non-Combat Alternative. If the players manage to summon some sort of rainstorm (for example, by using a *decanter of endless water*, the *sleet storm* spell, or the *control weather* spell), the aggressors become demoralised and disengage.

Consequences. Killing the party would be a waste of resources. Should the fire giant forces win, the party is taken into slavery at one of the giants' strongholds, where they are forced to mine ore for their forges.

APL	Composition
1st	2 magmins
2nd	3 magmins, 1 steam mephit
3rd	1 azer, 2 magmins
4th	1 azer, 1 hell hound
5th	4 magmins, 1 salamander
6th	2 azers, 1 salamander
7th	2 hell hounds, 1 magmin, 1 salamander
8th	1 hell hound, 2 salamanders
9th	1 azer, 1 hell hound, 2 salamanders
10th	2 azers, 1 fire giant
11th	2 fire giants, 1 hell hound
12th	2 fire giants, 1 hell hound, 1 salamander
13th	2 fire giants, 1 hell hound, 2 salamanders
14th	2 fire giants, 3 salamanders
15th	1 efreeti, 2 fire giants
16th	2 efreet, 1 fire giant

5 - Draconic Perfection

An insidious draconic cult performs insane experiments in its remote mountain hideout. Through biomantic magic and ritualistic practices, these

cultists seek to enhance themselves and other creatures with the power of dragons. So far, their work has yielded results in the form of **half-dragons**, **chimeras**, and mutants (see Composition, below). A **red dragon** has taken the burgeoning cult under its wing, promising power in exchange for their servitude. A group of these cultists and their creations are searching for new test subjects and attack immediately. All creatures fight to the death except for the red dragon, who is smart enough to retreat if reduced to one-third of its hit points or fewer.

Consequences. Should the party be defeated, they are dragged to the cultists' lair to be used in their experiments. If they put up an impressive fight or manage to otherwise impress the red dragon, however, they may be offered a chance to join the cult, acting as muscle to gather more subjects. On accepting the offer, each adventurer is magically branded with a mark that can't be removed by any means short of a *wish* spell. While branded in this way, it is hard for an adventurer to desert the cult; the adventurer automatically fails its saving throw against the *scrying* spell cast on them by members of the cult.

Composition. Horned mutants use the **horned devil** stat block, tailwhip mutants use the **chain devil** stat block (reflavour the chains as tails and remove the Animate Chains action), and winged mutants use the **erinyes** stat block. All three mutant creatures have the dragon creature type.

APL	Composition
1st	1 cultist, 5 kobolds
2nd	2 cultists, 8 kobolds
3rd	1 cult fanatic, 1 cultist, 4 kobolds
4th	2 cult fanatics, 1 cultist
5th	2 cult fanatics, 3 kobolds, 1 red dragon wyrmling
6th	4 cult fanatics, 1 red dragon wyrmling
7th	1 cult fanatic, 1 red dragon wyrmling, 1 half-red dragon veteran
8th	1 cult fanatic, 1 red dragon wyrmling, 2 half-red dragon veterans
9th	2 chimeras, 1 cult fanatic, 1 red dragon wyrmling
10th	1 tailwhip mutant$^{\sigma}$, 1 young red dragon
11th	3 half-red dragon veterans, 1 young red dragon
12th	3 chimeras, 1 young red dragon
13th	2 tailwhip mutants$^{\sigma}$, 1 young red dragon
14th	3 tailwhip mutants$^{\sigma}$, 1 young red dragon
15th	1 adult red dragon, 1 horned mutant$^{\sigma}$
16th	1 adult red dragon, 1 winged mutant$^{\sigma}$
17th	1 adult red dragon, 2 winged mutants$^{\sigma}$
18th	1 adult red dragon, 1 horned mutant$^{\sigma}$, 3 tailwhip mutants$^{\sigma}$
19th	1 adult red dragon, 1 horned mutant$^{\sigma}$, 2 tailwhip mutants$^{\sigma}$, 1 winged mutant$^{\sigma}$
20th	1 adult red dragon, 3 horned mutants$^{\sigma}$, 1 winged mutant$^{\sigma}$

6 - Divine Punishment

The clouds above the adventurers part and a host of celestials descend with impassioned anger. Tasked with hunting down and punishing a group of evil adventurers, these overzealous avengers have mistaken the party for their marks and attack with righteous fury, giving the party no time to explain. The celestials fight to incapacitate, not kill.

Non-Combat Alternative. A creature can use its action to behave in a non-threatening manner and ask for parlay. The creature must make a **VDC + 10 Charisma (Persuasion)** check. On a success, the celestials cease attacking and a further **VDC** ability check of the GM's choice can be made to inform the celestials of their error. If the creature fails the initial check, the celestials continue attacking, and the DC of the check is reduced by 5.

Consequences. After the fight ends, the celestials realise their mistake. If they emerge victorious, they stabilise or resurrect the party and carry them to the nearest shelter. When the party wakes, the celestials offer to fly them to their destination; the party automatically succeeds on the next Tracking check it makes.

Composition. All humanoids in this encounter have the celestial type instead; they are valiant heroes of ages past who now work the designs of their deities.

APL	Composition
5th	2 knights$^{\sigma}$, 2 pegasi
6th	3 berserkers$^{\sigma}$, 3 pegasi
7th	3 knights$^{\sigma}$, 3 pegasi
8th	2 gladiators$^{\sigma}$, 2 hippogriffs
9th	3 berserkers$^{\sigma}$, 3 couatls
10th	2 couatls, 2 gladiators$^{\sigma}$
11th	3 gladiators$^{\sigma}$, 1 young silver dragon
12th	1 couatl, 2 devas

13th	2 gladiators$^{\sigma}$, 2 young silver dragons
14th	1 deva, 2 young silver dragons
15th	3 devas
16th	3 gladiators$^{\sigma}$, 1 planetar
17th	2 devas, 1 planetar, 1 young silver dragon
18th	2 planetars, 1 young silver dragon
19th	2 planetars, 2 young silver dragons
20th	2 devas, 1 solar

7 - Giant Conflict: Cloud Commandos

To improve their chances during the Great Giant War, the local cloud giants have struck an alliance with a clan of oni. They favour trickery and guerilla tactics, striking quickly and retreating back to safety before their enemies even realise what has happened. Cautious about the presence of adventurers in contested territory, the cloud giant forces decide it's best to attack first and ask questions later.

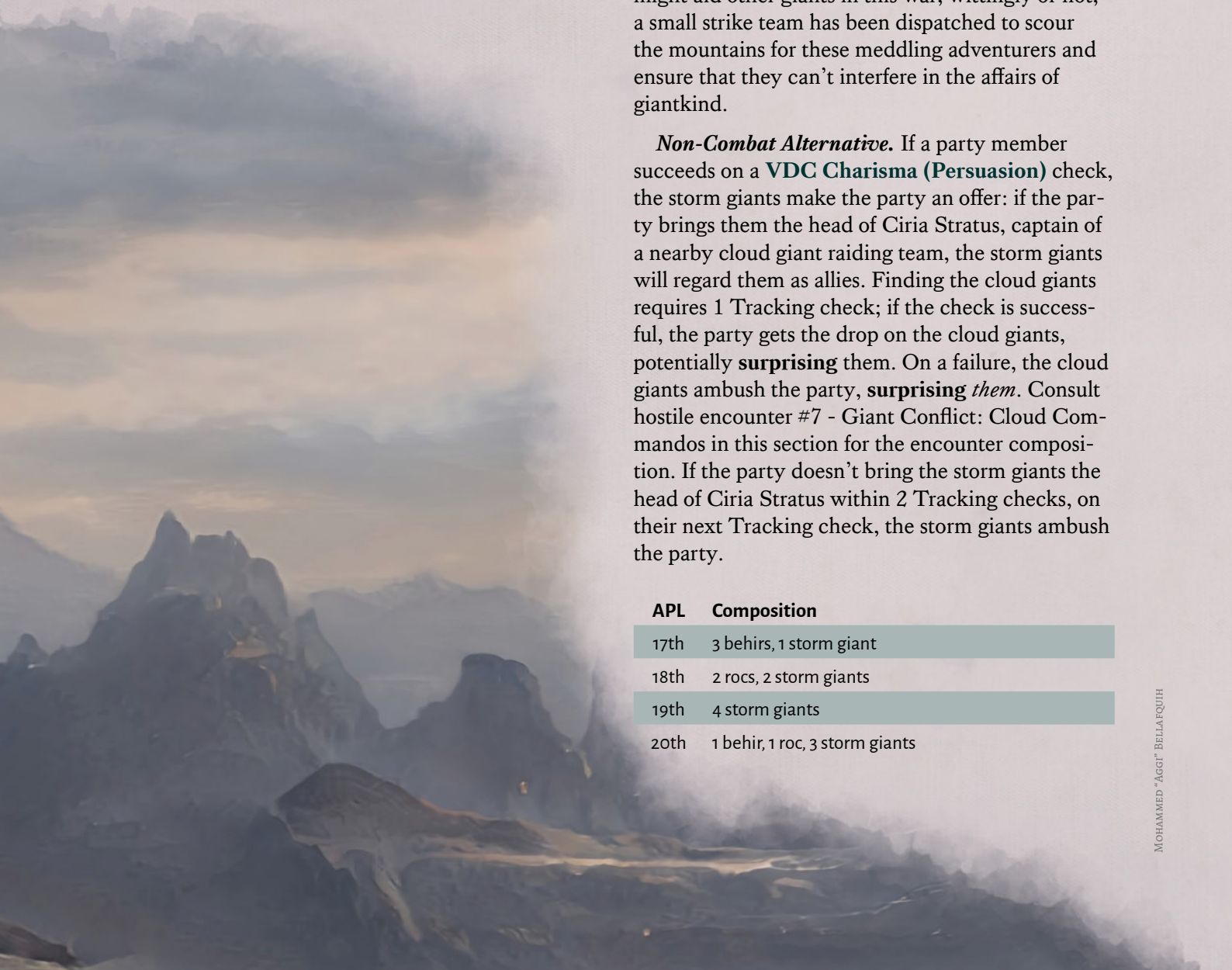
APL	Composition
11th	1 cloud giant, 1 oni, 1 wyvern
12th	2 cloud giants, 1 oni
13th	2 cloud giants, 1 troll, 1 wyvern
14th	2 cloud giants, 2 oni
15th	1 cloud giants, 1 roc
16th	3 cloud giants, 2 oni
17th	2 cloud giants, 3 rocs
18th	4 cloud giants, 2 rocs
19th	2 cloud giants, 4 rocs
20th	4 cloud giants, 1 oni, 2 rocs

8 - Giant Conflict: Storm Strike Team

Storm giants don't often congregate in large numbers or command vast armies. Rather, their sheer might allows them to fight just as effectively in small groups. Having received omens that the party might aid other giants in this war, wittingly or not, a small strike team has been dispatched to scour the mountains for these meddling adventurers and ensure that they can't interfere in the affairs of giantkind.

Non-Combat Alternative. If a party member succeeds on a **VDC Charisma (Persuasion)** check, the storm giants make the party an offer: if the party brings them the head of Ciria Stratus, captain of a nearby cloud giant raiding team, the storm giants will regard them as allies. Finding the cloud giants requires 1 Tracking check; if the check is successful, the party gets the drop on the cloud giants, potentially **surprising** them. On a failure, the cloud giants ambush the party, **surprising** *them*. Consult hostile encounter #7 - Giant Conflict: Cloud Commandos in this section for the encounter composition. If the party doesn't bring the storm giants the head of Ciria Stratus within 2 Tracking checks, on their next Tracking check, the storm giants ambush the party.

APL	Composition
17th	3 behirs, 1 storm giant
18th	2 rocs, 2 storm giants
19th	4 storm giants
20th	1 behir, 1 roc, 3 storm giants



Mohammed "Aggi" Belliafquih

Swamp

Wet, insect-infested, and treacherous, swamps are called home by both the lowly rat and the cruel black dragon.

Narrative Swamp Encounters

d8	Encounter
1	Quicksand
2	Obelisk
3	Rotting Gargantuan
4	Lost Sphinx: Swamp
5	Lone Cabin
6	Frog Rider
7	The Speaking Stumps
8	Greatberries

1 - Quicksand

A skeleton appears to be half-submerged in the ground. It is actually in a patch of quicksand that can be identified with a successful **VDC Wisdom (Survival)** check. A creature that steps on the quicksand must succeed on a **VDC Dexterity saving throw** or begin sinking. At the end of its third turn of sinking, a creature becomes fully submerged and can no longer breathe. A creature can use its action to make a **DC 15 Strength** check to pull out a creature within its reach that has fallen in. If the skeleton is pulled free of the quicksand, it has a *potion of healing* on its belt.

2 - Obelisk

An obelisk bound in black iron chains stands in an area of flat, dry ground to one side of the path; the only dry ground for miles around. A creature that touches the obelisk or spends 6 hours within 30 feet of it (such as during a long rest) is **cursed** with unrest. While cursed in this way, a creature must make a **VDC Constitution saving throw** at the end of each short or long rest. On a failure it regains only half the number of hit points, spell slots, and class features uses (e.g. Rage, Ki Points, Wild Shapes) than normal.

3 - Rotting Gargantuan

The party's path leads right through the putrefied ribcage of an enormous creature. Tucked between two ribs are the bones of a humanoid, still clad in its adventuring gear. A creature that investigates the corpse finds a golden chalice—a religious relic with a value in gold pieces equal to 50 times the APL that was stolen recently from a temple (GM's choice). Trying to sell the relic to anyone other than a fence can attract the attention of the local law enforcement. In addition, a creature that investigates the corpse must make a **VDC Constitution saving throw**. On a failure, it contracts a disease that causes it to be **poisoned** until the disease is cured.

4 - Lost Sphinx: Swamp

Sunny, the time travelling sphinx (see Recurring Encounters, page 28), emerges from a puddle of stagnant water. They hold an umbrella, which has somehow kept them entirely dry. Her third riddle is:

> "Spelled forwards, I'm something everyone does. Spelled backwards, I'm something heroes destroy. What are my letters?"

Answer. L I V E. If the party answers all three riddles correctly, Sunny rewards them with a packet containing *dust of dryness*.

5 - Lone Cabin

A lone, well-kept cabin springs from the swamp's grey-green background in a rainbow of colour. Its small garden is replete with all manner of herbs and its window boxes are a dazzling array of colourful flowers. A creature with truesight sees through this illusion to the rotting plants and decrepit building beneath the glamour. Inside is Lonely Helen Blubberwort (NE **green hag**). She will enchant a character's nonmagical weapon (turning it into a *+1 weapon*) in exchange for a lock of that creature's hair. The enchantment vanishes if the weapon is ever used to attack a hag. What happens to the hair is up the GM; here are some ideas:

- The hag makes a clone of the character, who starts getting a bad reputation as the clone undertakes nefarious activities.
- The hag uses the hair to watch over the character, looking for the ideal time to teleport in and offer her services in exchange for a more binding piece of their anatomy.
- She sells it to the campaign villain, who uses it against the player later on.

6 - Frog Rider

Sal (LG nonbinary lotol **scout**) is a nervous new recruit to the swamp rangers—a band of frog-riding peacekeepers. Unfortunately, something spooked their **giant frog** mount, which is currently hopping around the swamp at top speed, with Sal only barely clinging on. As their mount lunges past the party, Sal calls out for help. Three different, successful ability checks are required to calm the frog. Encourage your players to be creative: recalling the favourite food of giant frogs might be an **Intelligence (Nature)** check, while trying to catch its attention with the food might call for a **Charisma (Performance)** check, and feeding it might require a **Wisdom (Animal Handling)** check. Use the **VDC** as the basis for the checks' difficulty, modifying it based on how likely the tactic is to succeed.

If the challenge is succeeded, Sal provides information about the goings-on in the swamp, reducing the number of successful Tracking checks the party needs by 1.

7 - The Speaking Stumps

A circle of twelve old, partially rotted stumps poke up from the foot-high waters of a murky bog. Each of the stumps has a different face carved on it: a youthful opteran, an elderly wood elf, a stern lotol, and more. If the party enters the circle, they hear the stumps' creaky bickering, which slowly subsides as the stumps notice the party.

The stumps are bored of one another's company and don't hear much news of the outside world. If the party spends **1 hour** telling them of what's been going on, entertains them with a successful **VDC Charisma (Performance** or **musical instrument**) check, or requests help with a successful **VDC Charisma (Persuasion)** check, the stumps aid the party. They offer their minor powers of divination: each member of the party can ask the stumps a question, and receive a true answer, as if by the *augury* spell.

8 - Greatberries

A large, vibrant bush hangs heavy with juicy-looking red berries and beautiful purple flowers. Anyone with proficiency in the **Arcana** or **Nature** skill can tell that it is magical and beneficial. The bush holds **2d4** greatberries: a creature can eat one as an action to regain **1d4 + 1** hit points, gain the benefits of the *lesser restoration* spell, and reduce its exhaustion level by one. The berries lose their magical potency **24 hours** after they are picked, becoming normal (but delicious!) fruits.

Sam Jumisko

Hostile Swamp Encounters

d4 + Tier	Encounter
2	The Swamp King
3	Bloodsuckers
4	Hag's Toll
5	Ancient History
6	Bog Giant Potluck
7	The Titan's Brood
9	The Sunken Ruins

2 - The Swamp King

The Swamp King is an over-inflated, self-important **swallybog**. Exiled by his own people for his annoying behaviour—he has a penchant for pranks worthy of a rakin—he has laid claim to a large area of the swamp and tamed a few creatures to help him defend it. The party's route has led them through said territory, and they've been spotted.

Non-Combat Alternative. A tithe of valuables equal to 10 times the APL in gold pieces is enough to persuade the Swamp King to let the party pass through his territory. Refusal to pay results in the Swamp King drawing his weapons. If the party backs off, they can circumvent the territory, adding 1 to the minimum number of Tracking checks required to reach the destination.

Treasure. The Swamp King carries a ratty leather sack. It contains **1d4** *scrolls of speak with animals* and gold pieces equal to 5 times the APL.

APL	Composition
1st	1 giant frog, 1 swallybog*
2nd	1 crocodile, 1 giant frog, 1 swallybog*
3rd	1 giant toad, 1 swallybog sharpfin*
4th	1 crocodile, 1 giant toad, 1 swallybog sharpfin*

*See Appendix C

3 - Bloodsuckers

As the party progresses through the swamp, a low buzzing fills the air, which is quickly choked with clouds of bugs searching for humanoid blood. As if that weren't enough, larger insects join their smaller cousins in the hunt.

Consequences. A creature reduced to half its maximum hit points or lower during the combat gains one level of **exhaustion** as a result of blood loss.

Composition. Giant leeches, giant mosquitoes, and swarms of mosquitoes use the **giant centipede**, **giant wasps**, and **swarm of wasps** statistics, respectively. Bloodsuckers use the **vampire spawn** stat block, but have the beast type, a flying speed of **30 feet**, and lack the Harmed by Running Water and Sunlight Hypersensitivity traits.

APL	Composition
1st	3 stirges, 1 swarm of mosquitoes$^{\sigma}$
2nd	3 giant leeches$^{\sigma}$, 2 swarms of mosquitoes$^{\sigma}$
3rd	4 giant mosquitoes$^{\sigma}$, 5 stirges
4th	7 swarms of mosquitoes$^{\sigma}$
5th	1 bloodsucker$^{\sigma}$, 4 giant leeches$^{\sigma}$
6th	1 bloodsucker$^{\sigma}$, 4 stirges, 4 swarms of mosquitoes$^{\sigma}$
7th	2 bloodsuckers$^{\sigma}$, 2 giant mosquitoes$^{\sigma}$
8th	2 bloodsuckers$^{\sigma}$, 2 giant mosquitoes$^{\sigma}$, 3 swarms of mosquitoes$^{\sigma}$
9th	3 bloodsuckers$^{\sigma}$, 3 stirges
10th	3 bloodsuckers$^{\sigma}$, 4 giant leeches$^{\sigma}$

4 - Hag's Toll

A charming old lady (who is, in truth, a hag) sits in a rocking chair in the party's path. She introduces herself as Bernice, a collector of oddities and demands a toll: a drop of blood from each creature who passes. She has a special offer, each creature who also gives her a toenail clipping gets a *potion of healing*, while a lock of hair yields knowledge about something the creature seeks (GM's discretion). Refusal results in a fight, and she has allies hidden nearby.

Consequences. Any character who gives Bernice all three things ends up with a doppelgänger of them going around giving them an unsought reputation. They might become known as a drunken philanderer, an eccentric nudist, or a craven thief.

Composition. Regardless of what type of hag Bernice is, she and any hag allies are 'swamp hags', fetid creatures dripping with foul water and smelling of rot.

APL	Composition
1st	1 sea hag$^{\sigma}$
2nd	1 sea hag$^{\sigma}$, 1 swarm of ravens
3rd	1 sea hag$^{\sigma}$, 4 swarms of ravens
4th	1 green hag$^{\sigma}$, 4 swarms of ravens
5th	1 ghost, 1 green hag$^{\sigma}$, 2 will-o'-wisps
6th	1 ghost, 1 green hag$^{\sigma}$, 4 will-o'-wisps
7th	1 ghost, 1 night hag$^{\sigma}$, 3 will-o'-wisps
8th	1 ghost, 1 night hag$^{\sigma}$, 3 wights
9th	1 ghost, 1 night hag$^{\sigma}$, 4 wights
10th	3 ghosts, 1 night hag$^{\sigma}$, 2 wights
11th	3 ghosts, 1 night hag$^{\sigma}$, 5 wights
12th	3 ghosts, 1 night hag$^{\sigma}$, 7 wights
13th	3 ghosts, 1 night hag$^{\sigma}$, 8 wights
14th	2 ghosts, 3 night hags$^{\sigma}$, 4 wights
15th	3 ghosts, 3 night hags$^{\sigma}$, 4 wights
16th	3 ghosts, 3 night hags$^{\sigma}$, 5 wights

5 - Ancient History

Wooden signs jutting out of the moss, written in Common, warn that the party is about to enter saurian territory. An ancient people, similar in appearance to lizardfolk, saurians have a unique ability: so long as they don't venture too far from the place of their birth, they don't age. They are relics of ancient times and treat any that enter their territory as a threat.

A fight can be avoided if at least half the party succeeds on a **VDC Dexterity (Stealth)** check or if the saurian territory is circumvented. Taking either course of action adds 1 to the minimum number of Tracking checks needed to reach the party's destination.

Composition. All humanoid creatures are saurians (dinosaur-like humanoids), and **ankylosaurus** use the **dragon turtle** statistics.

APL	Composition
1st	1 crocodile, 1 lizardfolk$^{\sigma}$
2nd	2 crocodiles, 2 lizardfolk$^{\sigma}$
3rd	2 lizardfolk$^{\sigma}$, 1 plesiosaurus
4th	1 plesiosaurus, 2 swallybogs$^{*\sigma}$
5th	2 plesiosaurus, 2 swallybog sharpfins$^{*\sigma}$
6th	2 plesiosaurus, 3 swallybogs$^{*\sigma}$, 2 swallybog sharpfins$^{*\sigma}$
7th	3 swallybog sharpfins$^{*\sigma}$, 1 triceratops
8th	2 giant crocodiles, 2 swallybog sharpfins$^{*\sigma}$
9th	3 swallybog sharpfins$^{*\sigma}$, 2 triceratops
10th	2 giant crocodiles, 1 swallybog gillwrangler$^{*\sigma}$, 1 swallybog sharpfin$^{*\sigma}$
11th	3 swallybog gillwranglers$^{*\sigma}$, 2 triceratops
12th	3 swallybog gillwranglers$^{*\sigma}$, 2 swallybog sharpfins$^{*\sigma}$, 1 tyrannosaurus rex
13th	3 swallybog gillwranglers$^{*\sigma}$, 2 tyrannosaurus rex
14th	4 swallybog gillwranglers$^{*\sigma}$, 2 tyrannosaurus rex
15th	2 giant crocodiles, 2 swallybog gillwranglers$^{*\sigma}$, 2 swallybog sharpfins$^{*\sigma}$, 2 tyrannosaurus rex
16th	4 swallybog sharpfins$^{*\sigma}$, 4 tyrannosaurus rex
17th	1 adult black dragon, 1 ankylosaurus$^{\sigma}$, 2 swallybog gillwranglers$^{*\sigma}$
18th	1 adult black dragon, 1 ankylosaurus$^{\sigma}$, 3 swallybog gillwranglers$^{*\sigma}$
19th	2 ankylosaurus$^{\sigma}$, 4 swallybog gillwranglers$^{*\sigma}$
20th	2 ankylosaurus$^{\sigma}$, 4 swallybog gillwranglers$^{*\sigma}$, 2 tyrannosaurus rex

*See Appendix C

6 - Bog Giant Potluck

The sound of crackling fires and raucous laughter echoes across the still swamp; dozens of huge figures appear to be brawling atop a small knoll. If the party approaches, they are met with good-natured cheers. The figures form a ring around the party, and push a few of their own number into its centre, who are spoiling for a fight. The giants explain, through broken Common, that this is a fight for entertainment, not to the death.

Combat Alternative. If the party avoids the giants' camp, they are ambushed by a giant hunting party some time later. Each creature with a **passive Perception** score lower than the **VDC** is surprised.

Consequences. If the party participates in the fight then, win or lose, the giants give the party a magical meal (GM's choice) which, in addition to its normal effects, grants **advantage** on the party's next Tracking check.

Composition. All combatants are adapted to the swamp; their skin is a muddy green and they wear kilts made of swamp grass. They have **resistance** to acid and poison damage instead of the giants' normal damage resistances and immunities.

APL	Composition
5th	2 ogres$^{\sigma}$, 1 troll$^{\sigma}$
6th	3 ogres$^{\sigma}$, 1 troll$^{\sigma}$
7th	2 ogres$^{\sigma}$, 2 trolls$^{\sigma}$
8th	3 trolls$^{\sigma}$
9th	1 ogre$^{\sigma}$, 3 trolls$^{\sigma}$
10th	2 cloud giants$^{\sigma}$
11th	2 cloud giants$^{\sigma}$, 1 troll$^{\sigma}$
12th	3 cloud giants$^{\sigma}$
13th	2 cloud giants$^{\sigma}$, 3 trolls$^{\sigma}$
14th	3 cloud giants$^{\sigma}$, 2 trolls$^{\sigma}$
15th	2 cloud giants$^{\sigma}$, 1 storm giant$^{\sigma}$
16th	4 cloud giants$^{\sigma}$, 1 troll$^{\sigma}$
17th	3 cloud giants$^{\sigma}$, 2 storm giants$^{\sigma}$
18th	2 cloud giants$^{\sigma}$, 3 storm giants$^{\sigma}$
19th	1 cloud giant$^{\sigma}$, 4 storm giants$^{\sigma}$
20th	5 storm giants$^{\sigma}$

7 - The Titan's Brood

The party comes across the skeletal remains of an impossibly large snake—bigger around than most trees, and hundreds of feet long. Desiccated flesh and dried mud still hang from its ancient bones. With a susurration, dozens of snakes of varying sizes pour forth from the corpse, slithering towards the party. Those that can talk explain in Draconic, "*We must reawaken mother. She needs new flesh to be restored. You will provide.*"

Composition. All creatures in the encounter are some form of snake and are of evil alignment.

APL	Composition
11th	2 spirit nagas, 4 swarms of poisonous snakes
12th	3 spirit nagas, 3 swarms of poisonous snakes
13th	2 guardian nagas$^{\sigma}$, 1 hydra$^{\sigma}$, 3 swarms of poisonous snakes
14th	3 guardian nagas$^{\sigma}$, 3 swarms of poisonous snakes
15th	2 behirs, 1 hydra, 3 swarms of poisonous snakes
16th	3 behirs, 3 swarms of poisonous snakes
17th	3 behirs, 3 spirit nagas
18th	3 behirs, 3 guardian nagas$^{\sigma}$
19th	6 behirs
20th	3 behirs, 3 guardian nagas$^{\sigma}$, 3 hydras

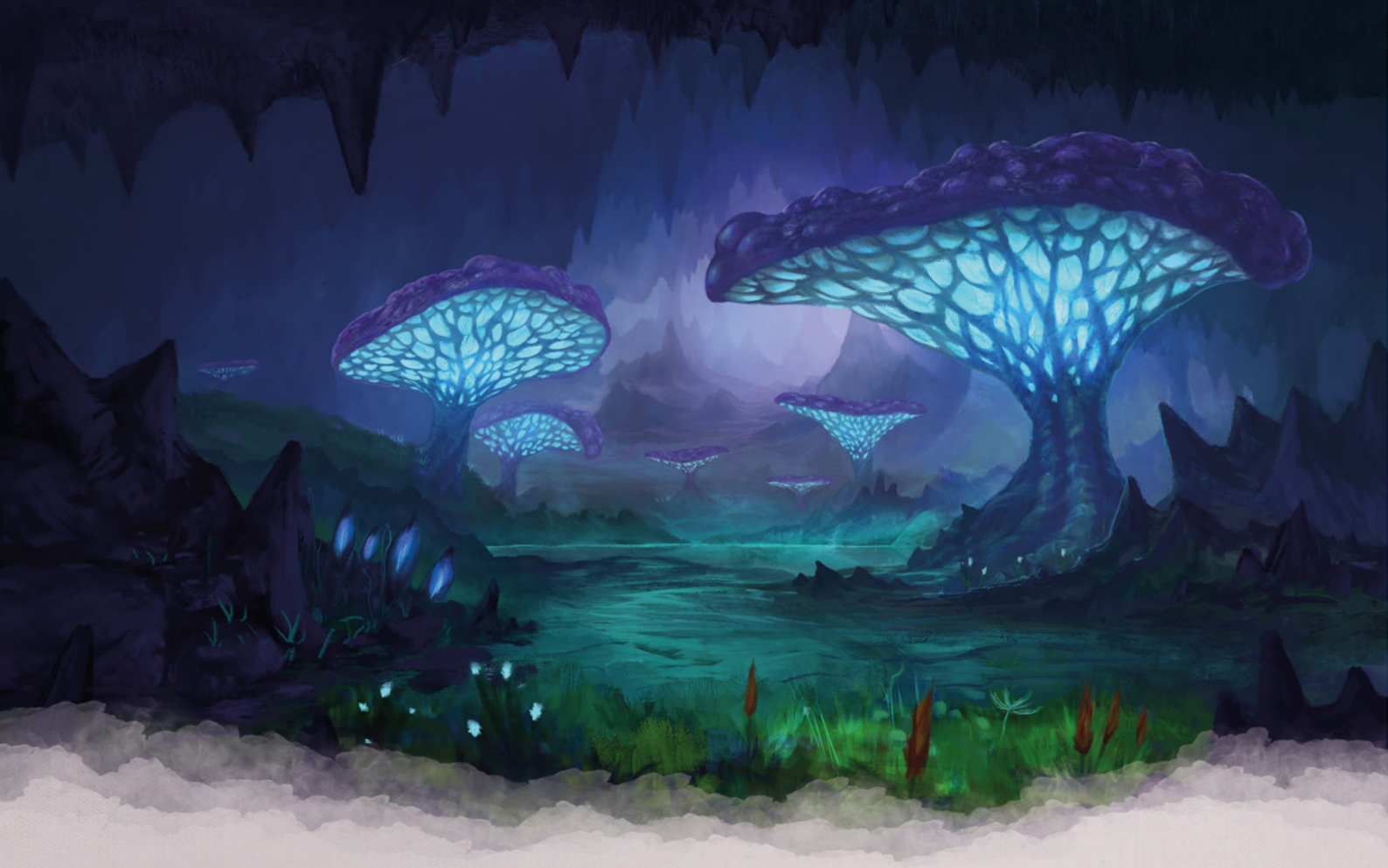
8 - The Sunken Ruins

Strange, decorated pillars protrude from the murky water. A successful **DC 14 Intelligence (History)** check reveals that these pillars belong to an ancient and incredibly wealthy civilization that was consumed by the earth in a great cataclysm. Their ruins are said to be filled with treasure! Unfortunately, Xurft'kar (CE **black dragon**) sleeps below the mud, and has already claimed the treasure for themself.

Hazard: Mud. The ruins are submerged in mud, and are difficult terrain for creatures that lack a burrowing or swimming speed.

Treasure. A creature can search for treasure in the mud. At the start of each **10 minute** period, each creature that is searching must succeed on a **DC 26 Dexterity (Stealth)** check or awaken the sleeping dragon and the corrupted elementals that serve it. At the end of each **10 minutes**, a creature collects relics, gems, and ancient coins with a value in gold pieces equal to 20 times the result of its **Wisdom** or **Intelligence (Perception** or **Investigation)** check. There is a total value of 10,000 gp that can be collected.

APL	Composition
17th	1 ancient black dragon, 2 water elementals
18th	1 ancient black dragon, 3 earth elementals
19th	1 ancient black dragon, 2 earth elementals, 3 water elementals
20th	1 ancient black dragon, 3 earth elementals, 3 water elementals



The Low

Things are backwards in The Low: the sky is rock, plants produce light, and mushrooms grow sentient.

Narrative The Low Encounters

d8	Encounter
1	Accursed Shadows
2	Lord Jiggilous Glbllbrxl the 17th
3	Frankie Hopworth
4	Lost Sphinx: Underdark
5	Fool's Platinum
6	The Warrior's Ghost
7	Blood for Books
8	Bargain with the Bone Lord

1 - Accursed Shadows

A flood of magical darkness subsumes the party, briefly deafening them with a deluge of indistinct whispers and causing the back of their eyes to itch. Each character must succeed on a **VDC Wisdom saving throw** or become **cursed**. While cursed in this way, a creature's eyes are jet black spheres; it sees only the Ethereal Plane and it is **blinded** with respect to objects and creatures in the Material Plane. The curse can be removed by a *remove curse* spell, similar magic, or if the character spends at least 8 hours in direct sunlight.

2 - Lord Jiggilous Glbllbrxl the 17th

The oozekin Splik (CN male oozekin **spy**) is masquerading as the fictional Lord Jiggilous Glbllbrxl the 17th, Earl of Puddingshire. He offers to reward the party handsomely if they can return him safely to his home after he got separated from his retinue by a giant spider attack.

Thief. Whether or not the party accepts his offer, he tries to steal from them during their next long rest. He has a **Vmod** modifier to **Dexterity (Stealth** and **Sleight of Hand)** and **Charisma (Deception** and **Persuasion)** checks. If the party accepts his offer of help, he also offers to take a watch for the night's rest, during which time he makes **Dexterity** checks to steal from the party with **advantage**. The party loses gold pieces equal to **5d20** times the APL, and **1d4** randomly determined magic items.

Sam Jumisko

Pedigree. If the party questions Splik's noble pedigree, they can make an **Intelligence (History)** check contested by Splik's **Charisma (Deception)** check. If a character wins the contest, they know he's making stuff up. In addition, he produces a scroll of pedigree, which a successful **VDC Intelligence (Investigation)** check identifies as a forgery.

3 - Frankie Hopworth

From a shadowed alcove, the hunched and hulking figure of Frankie Hopworth (LN female **flesh golem**) approaches the party. Covered in a thick, moss-green cloak, the philosophical-but-lonely former lab assistant of Dr. Francis N. Stein requests to buy any preserved monster components the party has. She has a wealth of treasure equal to 500 times the APL in gold pieces and will pay double the normal price for any components.

History. After the latent biomantic magic of Stein's laboratory granted her sentience, Frankie has become a strong proponent of body modification. She has a variety of monster components grafted to her, which the party sees when she reaches for her purse. If the party treats her kindly and politely, she confers information on the environs, granting **advantage** on the party's next Tracking check.

4 - Lost Sphinx: The Low

Sunny, the time-travelling sphinx (see Recurring Encounters, page 28), wanders in front of the party from a random tunnel. On seeing the party, she lights up with excitement. Her third riddle is:

> "A silent siren of the dusty dark, without fingers I weave my harp. My trap is one that's void of bait. To catch my prey, I simply wait. What am I?"

Answer. A spider. If the party answers all three riddles correctly, Sunny rewards them with a bag containing *dust of disappearance*.

5 - Fool's Platinum

The party comes across a beautiful and voluminous cavern striated with shimmering veins of silvery metal that pulse with a soul-lifting iridescence. The sight inspires those who look upon it, granting each character **inspiration**. Scattered on the floor are what appear to be hundreds of platinum pieces, enough to be worth 10,000 gp. A successful **DC 14 Intelligence (Investigation)** check reveals that they are actually baby mimic eggs (see page 570). If the party takes any of them, then, occasionally, when they try to pay for something, their finger is bitten and they take **1** piercing damage.

6 - The Warrior's Ghost

A powerfully-built spectral figure (LG **ghost**) appears directly before the party, where it hovers, stationary. It uses emotions and images to telepathically convey that it can't speak or move, and that it has unfinished business it needs help to complete (GM's discretion, for example: killing a monster, passing on a message, or returning to sunlight). It asks that one of the party hosts it, conveying it will help them in return.

Host. While a party member hosts the ghost, it gains a **+1 bonus** to attack rolls it makes. In addition, the host counts as a CR 4 undead for the purposes of abilities that turn undead and spells like *chill touch* and *protection from evil and good*. If the adventurer acts contrary to the ghost's alignment, or the ghost feels like the host has no intention of helping it, it abandons the host.

7 - Blood for Books

Several decrepit books lie scattered on the ground in the adventurers' path. The character with the highest **passive Perception** score notices a doorway in the tunnel's high point, 30 feet above them. A **DC 13 Intelligence (History)** check reveals that this is probably a cyclopian's home, known as a library (see page 153).

Library. The library is a tall, vertical affair, its many cubbies and shelves stacked with books and other oddities dedicated to the monsters of the Material Plane. A plinth in the centre of the chamber holds a bowl carved with runes in Undercommon that reads: "*Blood for Books*". A creature that cuts itself and bleeds into the bowl takes **1d4** slashing damage. In response, the chamber awakens, and a monkey-like construct made of bones animates, holding up a sign in Undercommon that reads "*Whom do you hunt?*". If a character answers this question, the monkey clambers away and returns with a book, scroll, or sketch that details something about the monster. At the GM's discretion, the party learns either one clue about the monster they are hunting (consult the relevant hunt chapter), or one of the following:

- The creature's saving throw proficiencies and condition immunities.
- The creature's damage resistances and immunities.
- The creature's traits.

After the construct provides this information, it shudders, shuts down, and can't be reactivated again for **1d10** days.

8 - Bargain with the Bone Lord

A huge door of braided bones leads into a crypt adorned with all manner of coffins and sarcophagi—the stone tombs of dwarves, woven root-caskets of elves, crystalline vessels of oozekin, even bean-bag bundles of gobbocs. From a room at the back of the crypt emerges an enormous, loping skeleton whose three heads speak in dusty unison. This is the Bone Lord, an extra-planar entity who's deeply interested in the adventurers' skeletons.

Bone Lord's Blessing. The Bone Lord offers to bless each adventurer's skeleton. The price? When an adventurer dies, its skeleton immediately awakens, rends itself from its flesh, and enters the Bone Lord's service. If an adventurer accepts, it gains a +1 to its **Constitution score**, up to a maximum of 20. Once the party leaves the crypt, the door to it vanishes behind them.

Combat. If the party attacks the Bone Lord, it attempts to parlay. If that fails, the party is shunted from the crypt and the doors close and disappear.

Hostile The Low Encounters

d4 + Tier	Encounter
2	Slimepede
3	The Spider's Web
4	Fungal Dreamscape
5	Treasures of the Black Lake
6	The Necropolice
7	Cult of the Buried
8	Siege of the Fallen

2 - Slimepede

The ground doesn't rumble. The earth doesn't quake. The threat isn't even particularly fast. But denizens of The Low still know the dangers an ooze stampede can pose; flesh dissolves in seconds under the onslaught of ooze acid. Unfortunately for the party, the path they follow leads directly through one; oozes of all sizes cover the surfaces of the tunnel, a corrosive carpet that drips acid from the ceiling.

Ooze Flood. On initiative count 20 of each round (losing initiative ties), each non-ooze creature in the stampede must succeed on a **VDC Dexterity saving throw** or take **Vdam** acid damage from the ooze tide.

Consequences. Following alternate tunnels to avoid the stampede adds 1 to the minimum number of Tracking checks required to reach the party's destination.

APL	Composition
1st	2 gray oozes
2nd	3 gray oozes
3rd	2 ochre jellies
4th	1 black pudding, 1 gray ooze

3 - The Spider's Web

Turning a corner, the party observes a large cavern covered, floor-to-ceiling, in webbing. Muffled yells can be heard from several cocoons hung from the high ceiling, some 80 feet above. The shouts belong to a party of deep gnome traders who've been capture by spiders.

Webbed Terrain. When a creature starts its turn in the cavern, it must succeed on a **VDC Dexterity saving throw** or have its speed reduced by **15 feet** by the webs (this reduction can stack). A creature whose walking speed is reduced to 0 in this way is **restrained** by the webs. A creature can use its action to make a **VDC Strength** check, freeing itself or a creature within 5 feet of it from the webs (and their speed reduction) on a success. The webs have an AC of 5, 5 hit points, and **immunity** to all damage except fire and slashing damage.

Consequences. If the party manages to free the captives, they share their knowledge of the local area and the party makes their next Tracking check with **advantage**.

APL	Composition
1st	1 giant spider, 1 giant wolf spider
2nd	3 giant wolf spider, 2 swarms of spiders
3rd	1 ettercap, 2 swarms of spiders
4th	1 ettercap, 1 phase spider
5th	1 drider, 2 swarms of spiders
6th	1 drider, 2 ettercaps
7th	1 drider, 2 phase spiders
8th	1 drider, 3 ettercaps, 3 swarms of spiders
9th	1 drider, 3 giant spiders, 3 phase spiders
10th	2 driders, 3 phase spiders

4 - Fungal Dreamscape

As the party rounds a bend, they are suddenly overwhelmed by a blinding light. When their vision clears, they stand in a massive cavern, the entrance nowhere to be found. Strange monsters surround them, ready to attack, and all colours are garish and painfully vibrant. In truth, the party is trapped in an illusion created by a dreameater fungus, a plant that feeds on psychic suffering. If not stopped, it can leave the party brain-dead.

Escaping the Illusion. Attacking the creatures harms the dreameater fungus, which has hit points equal to 40 times the APL. Each creature has the plant type instead of the type in its stat block.

Degrading Illusions. On initiative count 20 of each round, each illusory monster the party has slain reanimates with half its maximum hit points. Consequently, the illusion visibly distorts and the monsters grow more fungal, hinting at the threat's true nature.

APL	Composition
1st	3 giant poisonous snakes$^{\sigma}$
2nd	3 giant poisonous snakes$^{\sigma}$, 1 specter$^{\sigma}$
3rd	3 giant poisonous snakes$^{\sigma}$, 1 rhinoceros$^{\sigma}$
4th	1 bearded devil$^{\sigma}$, 4 giant poisonous snakes$^{\sigma}$
5th	2 bearded devils$^{\sigma}$, 2 giant poisonous snakes$^{\sigma}$, 2 rhinoceri$^{\sigma}$
6th	1 bulette$^{\sigma}$, 3 rhinoceri$^{\sigma}$
7th	2 bearded devils$^{\sigma}$, 1 bulette$^{\sigma}$, 2 rhinoceri$^{\sigma}$
8th	1 bulette$^{\sigma}$, 1 phantasm*$^{\sigma}$, 1 rhinoceros$^{\sigma}$
9th	1 bearded devil$^{\sigma}$, 1 phantasm*$^{\sigma}$, 1 young white dragon$^{\sigma}$
10th	4 bulettes$^{\sigma}$
11th	3 bearded devils$^{\sigma}$, 1 glabrezu$^{\sigma}$, 1 phantasm*$^{\sigma}$
12th	1 bearded devil$^{\sigma}$, 1 bulette$^{\sigma}$, 1 glabrezu$^{\sigma}$, 2 phantasms*$^{\sigma}$
13th	3 glabrezus$^{\sigma}$
14th	3 glabrezus$^{\sigma}$, 1 phantasm*$^{\sigma}$
15th	2 devas$^{\sigma}$, 2 glabrezu$^{\sigma}$
16th	2 behirs$^{\sigma}$, 1 glabrezu$^{\sigma}$, 2 young white dragons$^{\sigma}$

*See page 537

5 - Treasures of the Black Lake

The party arrives on the shores of a massive underground lake. It is still and dark, broken only by shallow ripples caused by dripping stalactites. The bank into the water is made of steep, slick, black rock. A creature that peers into the pool perceives a golden glow 50 feet below, on the lake's bottom, a short distance from the shore. After a creature enters the water, the lake's inhabitants converge on the party with vicious intent.

Glittering Allure. A creature that sees the golden glow must succeed on a **VDC Wisdom saving throw** or be **charmed** by it until it can no longer see the glow. A creature charmed in this way must use its movement and action to move towards the glow. A creature can repeat the saving throw at the end of each of its turns, ending the charm for it on a success. A creature that succeeds on the saving throw is immune to the glow for the next **24 hours**.

Treasure. The golden glow comes from a heavy golden crown, adorned with a variety of precious gemstones. It has a value in gold pieces equal to 100 times the APL, evenly split between gold and gems.

APL	Composition
1st	1 giant crab, 1 sahuagin, 1 shadow
2nd	1 sahuagin, 1 shadow, 1 swarm of quippers
3rd	2 giant octopuses, 2 sahuagin
4th	1 merrow, 2 swarms of quippers
5th	2 hunter sharks, 4 sahuagin, 2 swarms of quippers
6th	4 merrow, 6 shadows
7th	3 chuuls, 3 giant octopuses
8th	2 giant sharks, 3 hunter sharks
9th	1 hydra, 6 swarms of quippers
10th	1 hydra, 5 merrow
11th	4 giant sharks, 1 hydra
12th	1 aboleth, 4 chuuls, 2 merrow
13th	1 aboleth, 3 giant sharks, 3 hunter sharks
14th	1 aboleth, 5 chuuls, 6 shadows
15th	1 aboleth, 2 hydras, 3 water elementals
16th	1 dragon turtle, 1 hydra, 3 merrow
17th	1 dragon turtle, 1 hydra, 4 water elementals
18th	1 dragon turtle, 4 giant sharks, 2 hydras
19th	1 hydra, 1 kraken
20th	1 hydra, 1 kraken, 2 water elementals

6 - The Necropolice

Spectral whispering and the thump of feet through the tunnels give the party only a brief warning before they are set upon by the Necropolice—an undead group dedicated to solving crimes. The blustering, furious leader, Chief Caesem (LE male undead,

statblock varies, always speaks Common and Undercommon) claims the party has been accused of crimes against the undead. He's there to bring their bodies and spirits to trial... ideally, pre-separated.

Consequences. If the party can somehow prove they have never committed any crimes against the undead (a difficult task; the Chief isn't inclined to listen) they are released and the undead march on. If the party wins the fight, the Necropolice may send more officers after them in the future—including Chief Caesem if he can reanimate.

APL	Composition
5th	1 ghost*, 4 shadows, 2 specters
6th	3 ghasts, 1 vampire spawn*
7th	4 shadows, 5 specters, 1 wraith*
8th	1 vampire spawn*, 4 wights
9th	1 mummified immortal*, 3 ogre zombies
10th	3 mummies, 1 mummified immortal* **, 2 skeletons
11th	3 ghouls, 1 vampire*
12th	1 vampire*, 4 wights
13th	1 vampire*, 3 vampire spawn
14th	2 ghouls, 1 vampire*, 3 vampire spawn
15th	1 vampire*, 5 vampire spawn
16th	2 mummies, 2 mummified immortals**, 1 mummy lord*
17th	4 ghosts, 1 mummy lord*, 4 wraiths
18th	1 lich*, 4 wights
19th	5 ghosts, 1 lich*
20th	1 lich*, 6 vampire spawn

*Indicates Chief Caesem; **See page 546

7 - Cult of the Buried

Chanting echoes through the dark and the earth shakes. In a candle-lit, rubble-strewn tunnel, hooded cultists—dwarves and ombrasks—perform a strange ritual involving rhythmic stamping and the beating of drums. Surrounded by scattered gems and spicy incense, they are calling the **purple worm** Maragrima, which they worship as a god of wealth. The ritual is directing its focus to the nearby Baron Bodrum Ruby Mines. If not stopped, Maragrima tears through them, destroying the mines and everyone in them, so that the cult can pick over the remains.

The Worm. Maragrima arrives to help her cultists on initiative count 20 of the 2nd round of combat. The cult fanatics cast *shield of faith* on her.

Treasure. The scattered gems have a value in gold pieces equal to 200 times the APL.

APL	Composition
11th	6 cult fanatics,1 purple worm, 1 sorcerer*
12th	6 cult fanatics, 1 mage, 1 purple worm
13th	1 assassin, 6 cult fanatics, 1 purple worm
14th	6 cult fanatics, 1 gladiator, 1 purple worm, 1 sorcerer*
15th	1 assassin, 6 cult fanatics, 1 purple worm, 1 sorcerer*
16th	6 cult fanatics, 3 gladiators, 1 mage, 1 purple worm
17th	1 archmage, 1 assassin, 6 cult fanatics, 3 gladiators, 1 purple worm
18th	1 archmage, 2 assassins, 6 cult fanatics, 2 gladiators, 1 purple worm
19th	1 archmage, 2 assassins, 6 cult fanatics, 3 gladiators, 1 purple worm
20th	1 archmage, 2 assassins, 6 cult fanatics, 4 gladiators, 1 purple worm

*See page 593

8 - Siege of the Fallen

A drow spire, a tall, hollow column formed of ancient stalactites and stalagmites, is entirely encased within a translucent golden sphere. A native of The Low, or a creature that succeeds on a **DC 12 Intelligence (History)** check, knows that these spires can house whole cities; this one looks big enough to accommodate several dozen families. On approach, the party is intercepted by a group of overzealous angels dedicated to destroying all children of the Spider Goddess. They plan to leave the city sealed until everyone within it starves to death. They kill anyone that tries to enter or leave. While they're willing to discuss their motives with non-drow, any parties with drow or tiefling members are attacked on sight.

Consequences. If the angels are slain, the wall flickers and dissipates. Those who watched the battle welcome the party as heroes; they've earned the personal attention of the town's ruler, who is very concerned with quickly and thoroughly repaying this life debt.

APL	Composition
17th	4 devas, 1 planetar
18th	5 devas, 1 planetar
19th	2 devas, 1 solar
20th	3 devas, 1 planetar, 1 solar

Urban

The streets of a bustling city can be just as dangerous a place as the untamed wilds. It's only the kind of threat that changes.

Narrative Urban Encounters

d8	Encounter
1	Rats and Damnation
2	A Hop, Skip, and Jump
3	Desiccated Monks
4	Giant Games
5	King of the Hill
6	Monkey Business
7	Wayward Wrestler
8	The Vagabond Princess

1 - Rats and Damnation

The distraught Gromn (N male half-orc **druid**) urgently beckons to the party from the mouth of an alley. If the party approaches, he rushes to the side of a **giant rat**, his beloved pet, Snoot, who is gravely ill. He explains that his magical attempts to cure her have failed and begs the party for aid. A character can spend **1 minute** inspecting the rat; with a successful **DC 12 Wisdom (Animal Handling** or **Medicine)** check, they can determine that the rat is choking. Looking into the rat's mouth reveals a gold piece jammed down its gullet. Removing the blockage returns the rat to its happy vigour, after which Gromn tells the party to keep the coin, and gives the party all the berries from one casting of *goodberry*. If the party fails to diagnose the rat within **2 minutes**, Gromn picks her up and rushes for help elsewhere.

2 - A Hop, Skip, and Jump

The party notices a crowd of children gathering around a hyperactive child, Renny (CN female human **sorcerer**, see page 593), who loudly proclaims that she's the bouncing legend. Renny notices the party and challenges them to a game, stating that she is too good to face other children anymore. The aim of the game is to make a standing jump from the starting line to any of a series of small squares chalked onto the ground. There are squares every foot up to 15 feet away.

As usual, a character's maximum standing jump distance equals half their Strength score (rounded down). As the squares are so small, this jumping contest is not just a measure of Strength; a creature must succeed on a **Strength (Athletics** or **Acrobatics)** check to land precisely. The DC for the check equals twice the distance in feet jumped. On a successful check, the character sticks the jump, on a failure, they miss the small landing target and are disqualified.

Renny suggests a best of three, has a standing long jump distance in feet equal to the **VDC**, due to her magic, and a **Vmod** modifier to **Strength (Athletics)** checks. If the party wins, Renny sullenly gives them her marbles. If they give the marbles back, Renny gives the party five special candies she made; eating a candy causes the consumer to be under the effects of the *jump* spell for the next **hour**.

3 - Desiccated Monks

A procession of monks (**acolytes**) in brown and white robes shuffles along a street, their leathery, weather-beaten skin pulled tight over their bones. The monks don't speak, having taken vows of silence, but have various scrolls to pass out, which explain that they are members of the Order of the Blasted Bones; they have given their bodies to the elements and relinquished all physical comfort to achieve enlightenment.

Penance and Payout. One monk offers a random party member a dangerous, holy relic: an *amulet of dessication*. Whenever a creature attuned to the amulet finishes a long rest, it must succeed on a **DC 15 Constitution saving throw** or gain 1 level of **exhaustion** as moisture is drained from its body. This exhaustion can't be removed while the creature remains attuned to the amulet. If an attuned creature wears the amulet for 10 consecutive days, the relic transforms into an *amulet of health*.

4 - Giant Games

Perched in a corner of the town square is Tumpy (CN male **hill giant**; can speak and understand Common). He is sitting on the ground in an unimposing position, hands drooped at his sides, with no weapons in sight. In front of him are three tree stumps set up with a dice set (**Vmod - 3** modifier), a dragonchess set (**Vmod** modifier), and a playing card set (**Vmod +3** modifier). He challenges the adventurers to one match at each game. To play, one character makes a contested **Intelligence** check against Tumpy using proficiency with the gaming set for the chosen game. The party can choose to have a different character play each match if they wish.

Consequences. If the party loses all three matches, Tumpy bellows a hearty laugh and mocks the party for losing to him, declaring that he will spread word of how they couldn't beat a dim-witted hill giant. If the party wins only one or two of the matches, Tumpy will thank them for the fun challenge and tell them to move along because it is a busy day and he has other folks waiting to play him. If the party wins all three matches, Tumpy shakes the hand of whichever character won the final match with his painfully strong grip, and then rewards the party by giving it one gaming set of its choice.

5 - King of the Hill

The boisterous Hank Hagon (CG male gnome **barbarian**) calls from the centre of a town square, saying he'll reward any individual that can best him in a contest of strength. He proposes a game—a contestant has three rounds of "combat" to enter the square and physically remove him from its summit. If he's still up there when the game ends, the contestant loses. The square is **40 feet** on a side. Hank has a **Vmod** bonus to his **Strength (Athletics)** checks. Each party member can play only once, but there's no penalty for losing. If they win, they receive the champion's belt that Hank was wearing: a *belt of hill giant strength*. The belt is, however, cursed: anyone who wears it is compelled to challenge strangers to contests of strength, giving the belt away to the victor.

6 - Monkey Business

The party spots an alert young **baboon** observing them from a rooftop or tree. Hanging around its neck is a shiny brass-and-jade amulet. The baboon can be tempted into handing over the necklace as a trade with a successful **Charisma** or **Wisdom (Animal Handling)** check. The DC depends on what is offered in return: a banana (**DC 12**), a different shiny trinket (**DC 14**), a ration or other food (**DC 16**), or a funny hat (**DC 18**). Alternatively, the baboon throws the amulet at the party after a party member makes a successful **VDC Charisma (Performance)** check, or an adventurer can steal the amulet from the baboon's grasp with a successful **VDC Dexterity (Sleight of Hand)** check (if they can avoid the Baboon's passive Perception score of 11).

The amulet is inscribed with magic runes, and functions as a *spell scroll* containing one 1st to 3rd level spell from the druid or ranger spell list. After being used, the nonmagical amulet is worth 100 gp.

7 - Wayward Wrestler

Aralan Feathertouch, a sinewy, anxious wrestler (LG male elf **tribal warrior**) rushes up to the party, wide-eyed and hair askew. Dressed in a colourful, skin-tight wrestling garb, he has but one word on his lips: "Help!" He had made a deal with a local gang, The Bloodletters, to throw a wrestling match. However, when he found out his opponent was his nemesis, the dwarf Stumpy Shortshaft, pride took over and he won the fight with great aplomb. He is now being chased by the gang and needs help to hide.

Checks. The players must decide if and how they plan to throw The Bloodletters off the scent. After two real life minutes, the gang arrives. Encourage your players to be creative! Possible solutions could be:

- Using a disguise to change Aralan's appearance (**Dexterity (disguise kit)** check).
- Deceiving the gang into looking elsewhere (**Charisma (Deception)** check).
- Intimidating the gang into "getting off your territory" by breaking things (**Strength (Intimidation)** check).
- Hiding Aralan under piles of trash (**Wisdom (Stealth)** check).
- Hiding Aralan in an extra dimensional space (automatic success).

You can use the **VDC** as a standard DC for the ability checks, and reward clever (or silly) thinking by decreasing (or increasing) the DC.

Consequences. The players make ability checks until they get either three successes or three failures. After three successes, the gang moves on, and Aralan offers to train the party with him over the course of a week (or longer, GM's discretion), granting them the grappler feat. After three failures, the gang attacks the party (use the composition of hostile encounter #5 - Unwanted Poster).

8 - The Vagabond Princess

Princess Isabella Redstone (LG female dwarf **spy**) is masquerading as the witty and streetsmart wayfarer, Izray. This isn't the first time she has left her home, seeking adventure and using a *hat of disguise* to have her valet take her place at royal functions. Izray is looking for a group to join, the more dangerous the better. While she wants no share of any treasure, she asks for a nominal fee (gold pieces equal to the APL per week) to cover her expenses.

Consequences. If the party lets her join, she aids them through their next dungeon or monster hunt. At the adventure's conclusion, she reveals her true identity and offers each party member a Medal of Redstonian Allyship inlaid with a ruby worth 250 gp. This medallion becomes magically embossed with the player character's name and grants them the help and loyalty of any member of Isabella's clan.

At Higher Levels. At 5th, 11th, and 17th APL, Izray's statistics change to that of a **knight**, **gladiator**, or **assassin**, respectively.

Hostile Urban Encounters

d4 + Tier	Encounter
2	Goblin Gang
3	Abduction in Progress
4	Corporeal Illusion
5	Unwanted Poster
6	Fall From Grace
7	Wormstrike
8	Audience Participation

2 - Goblin Gang

A gang of sewer goblins ambushes the party as they sludge through sewers or traipse down an alley. The goblins occasionally use their actions to make **Dexterity (Sleight of Hand)** checks contested by the characters' **Dexterity (Acrobatics)** or **Strength (Athletics)** checks. If a goblin succeeds, they steal the adventurer's purse, containing a random percentage of their coins (roll percentile dice to determine the total gold piece value). The goblins then abscond into the sewers.

Pursuit. The sewers have small ledges that Small or smaller creatures can move along without impediment. Medium creatures must squeeze to use these ledges, or move through the sewage, which is difficult terrain, and larger creatures can't use the ledges. A successful **VDC Wisdom (Survival)** check lets the party find the goblin camp, which is full of young goblins. It is evident the goblins are stealing to provide for their families.

Composition. Goblin bruisers use the **hobgoblin** stat block (but are Small) and goblin matriarchs use the **bugbear** stat block (but are Small).

APL	Composition
1st	4 goblins
2nd	2 goblin bruisers$^{\sigma}$, 3 goblins
3rd	2 goblin bruisers$^{\sigma}$, 1 goblin matriarch$^{\sigma}$, 3 goblins
4th	2 goblin bruisers$^{\sigma}$, 1 goblin matriarch$^{\sigma}$, 6 goblins

3 - Abduction in Progress

As the party makes their way through the city, a frantic-looking woman in goggles slams into them. This is Emira Bodrum (CN female half-elf **mage**), niece and exceptional employee of Baron Bodrum. An absentminded inventor, she is currently running from a group of criminals looking to abduct and ransom her. As she gets to her feet, said criminals come running after, masks on and weapons drawn.

Consequences. The kidnappers aren't willing to die for this—a creature that drops below one-third of its hit points attempts to flee. Emira helps in the fight, though she begins the first round **surprised**. If saved, she offers the party the personal gratitude of herself and Baron Bodrum Businesses Inc., in the form of coin, arcane tinkering, or information.

APL	Composition
1st	3 bandits, 1 thug
2nd	3 giant wolf spider, 2 swarms of spiders
3rd	2 spies, 2 thugs
4th	1 bandit captain, 2 spies, 1 thug
5th	1 knight, 1 priest, 1 sorcerer*, 1 spy
6th	2 berserkers, 2 knights, 1 sorcerer*
7th	1 berserker, 1 knight, 1 maestro*, 1 sorcerer*
8th	2 knights, 1 mage, 2 priests
9th	1 maestro*, 1 mage, 1 priest, 1 sorcerer*
10th	2 berserkers, 2 knights, 1 maestro*, 1 mage

*See Appendix C

4 - Corporeal Illusion

Bram Rosobro, a young, jovial **mage** (NG male half-elf) puts on a wonderful show full of illusions, tricks, and fantastic wonders. He has entertained kids of all ages for many years as a way to pay for his studies and practise his craft. Unfortunately, becoming impatient with his lot in life, he made a deal with a hag to enhance his magical prowess. The cost: his illusions now become real for a time, sowing suffering where he travels.

While engaging in mock combat with an illusory enemy, Bram is struck hard across the chest, blood slowly seeping from a fresh wound, causing him to fall unconscious. He begins making death saving throws. The illusions continue to attack the nearby locals unless stopped.

Consequences. If Bram is saved, he will task the party with killing the hag who cursed him, which will break the curse (see Swamp's hostile encounter #4 - Hag's Toll). He will reward the party with a number *spell scrolls* with a combined spell level equal to the party's APL. Each *scroll* must be from the wizard spell list and be 6th level or lower.

APL	Composition
1st	4 flying swords
2nd	3 animated armors
3rd	3 animated armors, 3 flying swords
4th	2 owlbears
5th	2 flying swords, 1 shield guardian
6th	1 clay golem, 1 flying sword
7th	1 flying sword, 1 stone golem
8th	1 animated armor, 1 horned devil
9th	1 archmage, 1 flying sword
10th	1 purple worm
11th	1 animated armor, 1 iron golem
12th	1 iron golem, 1 stone golem
13th	1 animated armor, 1 balor
14th	1 animated armor, 1 pit fiend
15th	1 hezrou, 1 pit fiend
16th	1 horned devil, 1 pit fiend

5 - Unwanted Poster

A flutter of motion—an old wanted poster ruffling in a non-existent wind—catches the attention of the party member with the highest **passive Perception** score. The name on the poster has faded with time, but the 'wanted dead or alive' text is plain to see and, worse still, the face of one of the player characters grins maniacally from the centre of the page. A passing mercenary crew, The Bloodletters, notice the poster and the player character, declaring that the easiest bounty of their lives is upon them. The mercenaries attack immediately.

Consequences. On initiative 0 of the third round of combat, the magic of the poster fades, revealing a stranger's face. If the poster is pointed out, or if the leader is below half their hit points, the mercenaries flee. If the party is defeated, the mercenaries kill the target, but realise their mistake and flee the scene.

APL	Composition
1st	1 bandit, 2 mastiffs, 1 thug*
2nd	3 mastiffs, 1 spy, 1 thug*
3rd	2 mastiffs, 1 veteran*
4th	2 mastiffs, 2 thugs, 1 veteran*
5th	1 gladiator*, 2 mastiffs, 1 veteran
6th	1 gladiator*, 2 mastiffs, 2 veterans
7th	1 gladiator*, 2 mastiffs, 3 veterans
8th	1 assassin*, 2 saber-toothed tigers, 1 spy
9th	1 assassin*, 2 saber-toothed tigers, 1 spy, 1 veteran
10th	1 assassin*, 3 saber-toothed tigers, 2 veterans
11th	1 assassin*, 3 gladiators, 2 saber-toothed tigers
12th	2 assassins*, 2 gladiators, 2 saber-toothed tigers
13th	2 assassins*, 1 chimera, 2 gladiators, 1 saber-toothed tiger
14th	2 assassins*, 2 chimeras, 2 gladiators
15th	1 archmage*, 1 assassin, 2 chimeras, 1 gladiator
16th	1 archmage*, 2 assassins, 2 chimeras
17th	1 archmage*, 2 assassins, 4 chimeras
18th	1 archmage*, 3 assassins, 3 chimeras
19th	1 archmage*, 4 assassins, 3 chimeras
20th	1 archmage*, 4 assassins, 5 chimeras

*Indicates statistics of The Bloodletter's leader.

6 - Fall from Grace

A temple of the local urban environment in which the party finds itself is known for hosting a nest of couatls in its belfry. A pack of vile demons has corrupted these noble celestials, seeking to use the couatls' innate magic, along with the ritual sacrifice of a potent humanoid, as fuel to open a portal to the Lower Planes. Having sensed the party's presence nearby, the demons sic the corrupted couatls on them, intending to capture them for use in their foul rituals.

Consequences. If the party falls in combat, they are dragged to a ritual chamber deep in the heart of the jungle, and must escape before they are killed to fulfil the demons' nefarious purposes.

Composition. Greater couatls use the **guardian naga** stat block with the celestial type and a flying speed of **90 feet**. All creatures have the CE alignment.

APL	Composition
5th	1 couatl$^{\sigma}$, 5 quasits
6th	2 couatls$^{\sigma}$, 3 quasits
7th	1 couatl$^{\sigma}$, 1 quasit, 1 vrock
8th	1 couatl$^{\sigma}$, 4 quasits, 1 vrock
9th	2 couatls$^{\sigma}$, 1 vrock
10th	3 couatls$^{\sigma}$, 1 vrock
11th	5 couatls$^{\sigma}$, 1 glabrezu
12th	1 greater couatl$^{\sigma}$, 3 vrocks
13th	1 greater couatl$^{\sigma}$, 2 hezrous
14th	2 glabrezus, 1 greater couatl$^{\sigma}$
15th	1 greater couatl$^{\sigma}$, 2 hezrous, 2 vrocks
16th	2 greater couatls$^{\sigma}$, 2 hezrous
17th	1 glabrezu, 2 greater couatls$^{\sigma}$, 1 marilith
18th	4 greater couatls$^{\sigma}$, 1 nalfeshnee
19th	3 greater couatls$^{\sigma}$, 2 nalfeshnees
20th	3 greater couatls$^{\sigma}$, 2 mariliths

7 - Wormstrike

Sensing the wealth of magical items the party carries, Selyna Kile, a cunning thief (LE female drow, stat block varies), and her **purple worm** mount attack the party. Their aim is to swallow one or more of the party's members, before absconding underground, where they can be digested and their magic items extracted. At higher levels, she is accompanied by a sidekick on a second worm. Selyna flees if all purple worms are killed or she is reduced to one-third of her hit points or fewer.

Consequences. Depending on how much destruction the conflict brings to the town (GM's discretion), the party might be viewed as a source of trouble and asked to leave. In the purple worm's gut are treasures equivalent to the horde of an adult red dragon.

Composition. Petripians are humanoids cursed to have stone skin; their type is always humanoid. Petripians use the **stone golem** statistics, without the damage immunities and with an Intelligence score of 11 (+0); Petripian defilers use the **mummy lord** statistics; and petripian nullmages use the **rakshasa** statistics without the damage vulnerabilities and immunities.

APL	Composition
11th	1 mage*, 1 purple worm
12th	1 assassin*, 1 purple worm
13th	1 petripian*$^{\sigma}$, 1 purple worm
14th	1 archmage*, 1 purple worm
15th	1 petripian nullmage*$^{\sigma}$, 1 purple worm
16th	1 petripian defiler*$^{\sigma}$, 1 purple worm
17th	1 mage, 1 petripian*$^{\sigma}$, 2 purple worms
18th	1 assassin, 1 petripian*$^{\sigma}$, 2 purple worms
19th	1 archmage*, 1 assassin, 2 purple worms
20th	1 archmage, 1 petripian defiler*$^{\sigma}$, 2 purple worms

*Indicates Selyna

8 - Audience Participation

Gentle sobs can be heard woven amongst other urban noises. The source of this noise is a trembling man, striking a teapot pose despite aching muscles and running tears. The smooth voice of a nearby hooded figure asks if the adventurers would like to join the art piece, and insinuates that the audience would enjoy it much more if they refused. Their hand gestures above to skulking fiends and circling erinyes. Creatures with a **passive Perception** score of **17** or higher notice that the hand is backwards-facing; a successful **DC 15 Intelligence (Arcana** or **Religion)** check recalls that rakshasas have backwards-facing hands.

Consequences. If the party consents or are defeated by the fiends, they undergo hypnosis and are charmed to spend **1d4 + 1** days standing on the street as performance art. Each day spent this way causes one level of **exhaustion**.

APL	Composition
17th	2 bone devils, 2 erinyes, 1 rakshasa
18th	2 erinyes, 1 ice devil, 1 rakshasa
19th	2 erinyes, 2 horned devils, 1 rakshasa
20th	2 erinyes, 2 ice devils, 1 rakshasa

HARVESTING
CHAPTER 4
FANTASTIC
PHALANGES AND
WHERE TO FIND THEM

Harvesting

> First, let me introduce you to a little terminology so we're all on the same page. The act of extracting and storing resources from a kill is known as harvesting. The materials one gains from a harvest are known as components. A special type of component—essence—is required to craft more powerful magic items. A creature attempting either of the tasks to harvest a corpse is known as a harvester. There are two checks and two kinds of harvesters: assessing harvesters and carving harvesters.
>
> There is no greater honour for the hunted than for their bones to be picked clean so that they can live on in a myriad of magical mementos. Although... beating Granny Weathertax in a wrestling match is a close second.
>
> — Heliana, Hunt Master

This chapter details the process of harvesting, how optional rules can change the harvesting experience, rules governing buying and selling components, and finishes with a series of tables detailing the components available from each creature type. Components gathered from harvesting can be used for crafting magic items and magical meals (see Chapter 5).

Harvesting Rules

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process. Here's an example of how this would progress.

> The party has just slain Likslv the aboleth. Gurf the barbarian and Mizzard the wizard declare they wish to harvest the aberration!

Step 1 - Description

Once a creature dies, use that creature's type to consult the Harvest Tables section (page 97), and determine which of the listed components are available to be harvested.

Example. In our example, Likslv is an aberration. Consulting the Aberration Harvest table (page 98) we decide that the aberration has the following components on offer: 3 eyes, 5 tentacles, 50 phials of mucus, 50 phials of blood, a pouch of teeth, its brain, and its hide. Because an aboleth is CR 10, one can also harvest *robust essence* from it (see page 97 for more on *essence*).

Aberration Harvest

Component DC	Components
5	*Eye, antenna, phial of blood*
10	*Bone, pouch of claws, pouch of teeth*
15	*Phial of mucus, stinger, tentacle*
20	*Brain, chitin, hide*
25+	*Essence*

This table is printed here for convenience. See the Harvest Table section on page 98 for the full details.

> **GM:** In addition to the many phials' worth of blood and mucus, you could harvest three eyes, five tentacles, a pouch-worth of teeth, and, of course, its rubbery hide. Because this creature is particularly potent, you can also try to extract its essence—a difficult process.

Boss Monsters

Some special monsters—such as the boss monsters from Heliana's Hunts—have their own, bespoke harvest tables. You'll find these at the end of each hunt's sub-chapter.

Step 2 - Harvest List

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Opposite: Jesse Jackdaw Burns

Example. The party chooses to harvest the following components in the listed order: 3 eyes, a pouch of teeth, the hide, and then the essence.

Gurf: I want the eyeses. And all the teef!

Mizzard: Very well, Gurf, but let's not forget the hide we came here for! And we'll need essence to be able to make the more powerful 'rare' versions of items. We'll take the three eyes, a pouch of teeth, the hide, and then the essence.

Step 3 - Harvest DCs

After the party has created its harvest list, calculate the Harvest DCs. List out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

Example Harvest List

Component	Component DC	Harvest DC
Eye (1)	5	5 (5)
Eye (2)	5	10 (5+5)
Eye (3)	5	15 (5+5+5)
Pouch of Teeth	10	25 (5+5+5+10)
Hide	20	45 (5+5+5+10+20)
Robust Essence	30	75 (5+5+5+10+20+30)

Step 4 - Harvesting Check

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 90.

GM: Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Arcana) check and Gurf, as the carving harvester, you need to make a Dexterity (Arcana) check.

Mizzard: Okay… that's a 12 plus 5. 17!

Gurf: What's Dexterity (Arcana)? It's not on my sheet.

GM: Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your proficiency bonus if you're proficient in Arcana.

Gurf: Okay that's a… 16. My Dex gives me plus 4 but I'm not proficient. 20!

GM: Great; 17 plus 20 — that's a total of 37.

Step 5 - Loot

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the hide and essence are acquired.

GM: The three eyes come out, plop plop plop, as do the teeth. Unfortunately, the hide is too tough and you can't harvest it before its magic seeps away and it becomes a mundane bit of fat. You never even get started on the essence.

Gurf: Yay! Teef and eyez!

Mizzard: Blast—I wanted that hide...

Humperdink's Cocktail Dolly

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns

Components & Difficulty

> Time is of the utmost importance when harvesting magical components; the more difficult a component is to harvest, the longer it takes, and the greater the probability that the components will lose their magical potency before they can be harvested. Hence, the order in which you choose to harvest components is an important factor. If you want to make a Tome of Living Memories then you better make damn sure you get three aboleth eyes at the top of your list.
>
> — Heliana, Clockwatcher

Some harvesting terms and concepts are explained below.

Component DC. Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages 98 - 101 describe the different components that varying creature types might yield.

Quantity. You decide how many of each component are available for harvest based on the creature. For example, you might decide that a severely damaged aboleth can only yield 1 eye and 1 tentacle, rather than its usual bounty. Conversely, a mutant (such as Slkvol the Broodmother, page 362) might have mutated an extra, fourth eye!

Harvest List. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

Starting & Finishing. For the sake of the 'Failing With Consequences' and the 'Storage and Supplies' optional rules (page 94), it is important to know if the harvesters have started harvesting an item. A creature finishes harvesting a component if it meets the Harvest DC for that component in the harvest list. If the harvester exceeds the DC of a component in the harvest table, it is deemed to have started harvesting the next component in the list.

For example, in the aboleth example on page 88, the result of 37 means that the harvester has finished harvesting the three eyes and teeth (DC 25) and has started on the hide. The fact that the result didn't meet the DC for the hide (45) means the party didn't finish harvesting it before it degraded. The harvesters never began harvesting the essence; that would require a result of 46 or higher.

Chaouki "Ciao" Ittouhi & Jesse Jackdaw Burns

Duration & Degradation

> Harvesting a creature is a race against time; the components must be assessed, carved up, treated, and correctly stored before the latent magic leaves the body. The third law of arcanodynamics states that "the larger the creature, the slower the rate of arcanical leakage". Translation: get to work quickly or you'll have a hard time of it.
>
> — Heliana, Academic & Inspirational Speaker

Duration. Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

Creature Size and Harvest Time

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

Degradation

To keep the game flowing, *Heliana's Guide* offers the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *gentle repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

The Rules. For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

Assessment and Carving

> Not everyone has both the knowledge and the steady hand to correctly butcher and store magical components. If you ain't too bright, or if a flopping fish can hold a knife better than you, then perhaps you should team up with someone who has the skills you don't. Or just give up and leave it to us pros.
>
> — Heliana, Brains and Brawn

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can make choose to make both checks; if it does so, it makes these checks with disadvantage. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, beasts require a Survival check while aberrations require an Arcana check.

Creature Types and Associated Skills

Creature Type	Harvest Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the **assessing harvester**.

Narrating the Harvesting Process

With so many different skills and abilities in use, narrating the process to your players in an evocative fashion can help it all make sense. Below are ideas to help you describe how harvesting might look when performed on different creature types.

Arcana: Aberration, Elemental, and Fey. These creatures are so wild and magical that only knowledge fostered by the study of the arcane can help preserve and store them. Figuring out which bits do what is part and parcel of dealing with these evolutionarily unique creatures.

Investigation: Constructs. Whether fleshy or made of stone and metal, these things were made 'by hand' and can thus be unmade in the same way. Loosening screws, picking apart stitching, and deciphering how to correctly disassemble these creatures results in neat piles of undamaged goods.

Medicine: Giants, Humanoids, and Undead. Dissecting a humanoid is just like surgery; sharp tools and deft movements sever muscle from bone. While most humanoids yield little in the way of magical components, the flesh of giants is infused with the primordial elements themselves. Most undead yield materials similar to humanoids, albeit that these components have been magically enhanced by necromantic magic and are way smellier.

Nature: Oozes and Plants. Harvesting plants is second nature to any green-fingered folk—pruning, combing roots, and skinning bark. Once an ooze has been defeated, gathering the few components it yields has much in common with collecting naturally occurring moulds, fungi, and primordial slimes.

Religion: Celestials and Fiends. The souls of celestials and fiends alike return to their home planes to find new forms upon death. For this reason, knowing the correct religious practices can recall shreds of their soul into the ashes they leave behind. However, to fully harvest such creatures, they must be slain on their home plane, or killed within a *magic circle*.

Survival: Beasts, Dragons, and Monstrosities. Don't ever say this to a dragon, but when it comes to internal anatomy, they're not that different from beasts and monstrosities. Although beasts tend to yield the least innately magical components, a dragon is descaled in an almost identical manner to a crocodile or medusa.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the **carving harvester**.

Ritual Carving. For some creature types, magical rituals can be performed instead of getting elbow-deep in grisly viscera. When making a Carving check to harvest an aberration, celestial, elemental, fey, or fiend, a carving harvester with a spellcasting ability can make the Carving check using that ability instead of Dexterity.

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 90). For this reason, spells with a duration of 1 minute, like *bless* and *guidance*, never confer their bonus to the result of the check. A spell like *enhance ability*, which lasts 1 hour, could confer its advantage to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable) + other modifiers that normally apply to the check

Carving check = 1d20 + Dexterity modifier* + proficiency bonus (if applicable)

*or Spellcasting ability modifier if it can be ritually carved.

Harvesting check = Assessment check result + Carving check result

Helpers. Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus and are considered assessing harvesters for purposes of Failing With Consequences section (page 94). This takes the place of the Help action.

Harvesting and Helpers

Creature Size	Maximum number of helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

Narrating the Outcome

A low result on the Harvesting check might indicate either a lack of knowledge about the creature, poor carving skills, or that the corpse is in too poor a condition to yield many salvageable parts. A high result, on the other hand, might mean the assessing harvester has an in-depth knowledge of the creature, that the carving harvester has a steady hand, or that the corpse is in surprisingly good condition.

Results & Rewards

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the aboleth example on page 88 yields three *eyes* and a *pouch of teeth*. The *hide* and *robust essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

Creature Types. Components sourced from different creature types are distinct. For example, while a rhino, demon, and minotaur might all give horns, they are known as a beast horn, fiend horn, and monstrosity horn, respectively. This is important as each horn is used to craft different things!

Optional Rule: Metatags

Metatags increase the complexity available within crafting by expanding the number of possible components. If you like more detail in your game, then read on! However, if you like to keep things simple, feel free to skip this section, or just apply it on quests for specific magic items. For example, an adventurer who really wants a *flame tongue* weapon might be sent on a quest for a *breath sac* from a fire-breathing (brass, gold, or red) dragon.

Nomenclature. Metatags specify the size and name of the creature that bore the component in parentheses at the end of the component's name. For example, without metatags, a horn from a rhino and a horn from a goat are both known as **beast horns**. With metatags, these are two different horns: a **beast horn (Large, rhino)**, and a **beast horn (Medium, goat)**.

Crafting. If a player character uses the exact metatag component called for by a magic item, you can reward the player by granting them **advantage** on the check to craft the item. For example, without metatags, any dragon's eye can be used to craft a *ring of poison resistance*. With metatags, an adventurer has **advantage** on the check(s) if they use the eye of a green dragon, rather than the eye of any other colour of dragon.

Optional Rules

This section contains options for a seasoned GM to help enhance the gaming experience. The following rules can help with scenarios such as ruining components with corrosive acid, exploding dragon *breath sacs* on a failed Harvesting check, and limiting the number of components that can be harvested with the introduction of harvesting supplies.

Ruining Components

After deluging a creature in a torrent of acid, it wouldn't be a stretch for a harvester to ask: *"Is... is the pelt okay though?"* These optional rules give you tools to impose penalties on harvesting after killing a creature in a particularly gruesome manner. Two factors influence how components may be **ruined**: damage type and damage quantity.

Damage Types

Damage types that can ruin components are referred to as 'destructive damage types'. When a component is **ruined** by a destructive damage type, you can impose penalties on checks or the availability of components (see Consequences, below).

Simplified. Acid, fire, and necrotic damage are all well-documented means of disposing of corpses and thus can **ruin** components. These are all destructive damage types.

Detailed. In addition to acid, fire, and necrotic, any damage type to which a creature is vulnerable is added to the list of destructive damage types for it. This includes temporary vulnerability imposed by spells or other magical effects. Damage types to which a creature is resistant aren't considered destructive damage types for that creature. Resistance trumps vulnerability; if a creature has both vulnerability and resistance to a damage type, then it isn't considered a destructive damage type for that creature. Damage types to which a creature is immune are moot as the creature can't take this damage.

Damage Quantity

There are two options for deciding how much damage of a destructive type is enough to ruin components: the killing blow (simplified method) and the percentage of hit points (detailed method). Additionally, massive damage also ruins components.

Simplified: Killing Blow. If a creature dies to a destructive damage type, then its components are ruined.

Detailed: CR. If a creature takes an amount of destructive damage equal to or more than ten times its CR, the components are **ruined**. This method requires a little more legwork to keep track; consider using the detailed method for boss monsters, and the simplified method for all other creatures:

- Note what damage types are destructive for the creature in question.
- Whenever the creature takes damage of a destructive damage type, keep track of this cumulative value. Don't count damage dealt to temporary hit points towards this value.
- When the creature dies, check if the destructive damage value exceeds ten times the creature's CR. If so, the creature's components are **ruined**. Long rests reset this damage counter; sometimes, it can be wise to let a kill escape and hunt it another day!

You can narrate the physical appearance of the target creature degrading each time it takes destructive damage, upping the ante in a fight and providing a new tactical angle for the players. Player characters proficient in the skill associated with harvesting a creature type (see page 90) might even get special insights into the components' condition before the creature is killed.

Massive Damage. If a creature takes damage that reduces it to 0 hit points and there is damage remaining, the creature's components are **ruined** if the remaining damage equals or exceeds its hit point maximum.

Outcomes

When components are **ruined**, you can impose penalties in two ways: by making harvesting harder or by removing components.

Salvaging Difficulty. In all cases, if components are **ruined**, they are much harder to harvest. All Harvesting checks for that creature are made at **disadvantage**.

Unsalvageable. At the GM's discretion, they can choose (randomly or otherwise) any number of components that a creature would normally have available to harvest. These are destroyed and are unharvestable. The more destructive damage a creature takes, the more components are destroyed.

Failing with Consequences

Harvesting isn't safe! A misdirected cut can have permanent consequences, especially when harvesting more volatile corpses. Life is a learning curve; whether you reveal that a component is volatile or not before harvest is entirely up to the GM!

Volatile Components

Creatures with area of effect abilities, such as a dragon's breath weapon, can have volatile components (marked with a superscript 'v': ᵛ). If the harvesters start harvesting a volatile component, like a dragon's *breath sac*, but don't finish harvesting it, the volatile component can explode (GM's discretion), affecting all the harvesters. Use the creature's unique ability to decide the save DC volatile effect.

For example, a Harvesting check result of 12 when attempting to harvest an adult red dragon's *breath sac* (**DC 25**) means the sac isn't harvested and that both harvesters must make a **DC 21 Dexterity saving throw** against the dragon's Fire Breath as if it were alive.

> **GM:** Okay Gurf and Mizzard, you tried to harvest the adult red dragon's *breath sac*, and got a 12. In your rush to extract the fiery organ before its magic expires, you accidentally nick it with a scalpel. I need you each to make Dexterity saving throws against its Fire Breath.
>
> **Gurf:** Uh oh.

Special Damage

If a creature deals an additional damage type when it hits with an attack, such as a giant scorpion's sting which deals poison damage, a carving harvester can accidentally hurt itself while working on the corpse.

Natural 1. If either harvester rolls a 1 on their check (before adding modifiers) that harvester takes damage equal to the creature's additional damage. If the additional damage requires a saving throw, then the harvester makes the saving throw as if it had been hit by the dead creature's weapon attack.

Example. For example, a Harvesting check result of 11 when trying to skin an ice devil (**DC 20**) results in no components and the carving harvester taking **3d6** cold damage. If it were a poisonous snake instead of an ice devil, then the carving harvester would take 1 piercing damage and make a **Constitution saving throw** against the snake's poison, just as if it had been hit by the snake's bite attack.

> **Mizzard:** Heellllp I'm dyiiiing.
>
> **Gurf:** I want a snakeskin belt; I try to harvest the snake?
>
> **GM:** On your own?
>
> **Gurf:** Yarp.
>
> **GM:** Okay, give me one Intelligence (Survival) check, and one Dexterity (Survival) check.
>
> **Gurf:** … Intelligence check is a natural 1, plus 3, 4. Dexterity is a 9, plus 7, 16. That's 20 total.
>
> **GM:** You accidentally pick up the snake by the wrong end and catch yourself on its fangs. Make a Constitution saving throw.
>
> **Gurf:** I'm good at these… 21 total!
>
> **GM:** You take half of 2d4 poison damage, and manage to successfully harvest the snake's skin.

Storage and Supplies

The result of the Harvesting check encapsulates the entire process, including the storage and preservation of the extracted components. To achieve this, a harvester needs to have the correct supplies (containers, solvents, disposable gloves etc.) with which to store these components. Many a novice harvester has returned home empty-handed, claiming to have successfully skinned a dragon but not having anything to show for it as they lacked the necessary supplies to preserve it for the journey home.

Placing Limits

This optional rule helps limit how many components your party can acquire on a single foray into the wild. This rule is useful if you don't use encumbrance or weight in your campaign.

Harvesting Supplies

Scalpels, ether, incense, and glass vials are amongst the myriad materials a harvester needs to effectively do their job. For the sake of simplicity, all these mundane materials are termed 'harvesting supplies'

and can be purchased from an appropriate craftsperson, arcane store, or temple. Every 50 gp worth of harvesting supplies weighs 1 pound.

Harvesting supplies are expended when the Harvesting check is rolled, regardless of the components gained. Each time a character attempts to harvest a creature, they consume a value of harvesting supplies, measured in gold pieces, equal to the component DC of each component they begin harvesting:

Harvesting supplies cost (gp) = Combined component DC of each component for which harvesting was started

Example. In the aboleth example (page 88), the harvesters try to harvest six components. As the result of the check (37) doesn't meet the DC of the 5th component (the hide; DC 45), this component isn't harvested. The harvesters never start harvesting the 6th component (DC 75). Regardless of which components are acquired, the supplies would cost 45 gp; the combined DC of the first 5 components.

Rules Reminder: Starting & Finishing

A creature is deemed to have begun harvesting a component if it surpasses the Harvest DC of the previous component. See Starting & Finishing on page 89.

Trading

Though only the appropriate craftspeople know how to properly use creature components, their rarity makes them valuable commodities. If your players can find a buyer, well-preserved components are sure to fetch some coin!

Finding Traders

When the party doesn't have access to its regular clients, such as when entering an unexplored city, locating a purveyor of magical components can be quite the task. Finding a trader who's prepared to offer a good price is a matter of inquiry, haggling, and location. Cities are more likely to have wizards and magic craftspeople than hamlets out in the wilds.

Characters looking for a buyer or seller must spend one day questioning the locals and paying for information. At the day's conclusion, a character must pay 25 gp and make two checks: one **Intelligence (Investigation)** check and one **Charisma (Persuasion)** check. Add the results of the two checks together and consult the table below to determine what a trader is prepared to offer, if anything.

Finding a Trader

Check Total	Buyer's Offer	Seller's Offer
1-10	No buyer is found	No seller is found
11-25	50%	150%
25-50	100%	100%
51+	120%	80%

Optional Rule: More People, More Chances. The larger the city, the more often the party can search for a trader, and the greater the chance a trader can be found. The following table gives modifiers you can apply to the result of the search for a trader based on the size of the settlement. The reset time indicates the duration that must pass before searching for a new trader yields a different result.

Trader Refractory Period

Settlement Population	Modifier	Reset Time
1-10	-12	1 year
11-100	-8	6 months
101-1,000	-4	3 months
1,001-10,000	0	1 month
10,001-100,000	+4	1 week
100,001-1,000,000	+8	3 days
1,000,001+	+12	1 day

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Gold Costs. Economies vary from game to game, and can even vary wildly in different locales of your own world. As a rule of thumb, a magical component can be sold to a trader for **five times** its component DC in gold pieces or purchased from a trader for **ten times** its component DC in gold pieces. Vendors generally sell components for twice the price they buy them.

Harvesting Supplies. To account for the cost of harvesting supplies (if you use that optional rule; page 94), it is recommended to increase the sell value of components to **six times** the component DC and the buy value to **twelve times**, instead of five and ten times.

Trading Components: Quick Reference. The tables below summarise the value of different components using the different optional rules. When you've decided on a ruleset, simply use the columns that apply to you.

Trading Components

Component DC*	Component Value			
	No Harvesting Supplies		With Harvesting Supplies	
	Sell	Buy	Sell	Buy
5	25 gp	50 gp	30 gp	60 gp
10	50 gp	100 gp	60 gp	120 gp
15	75 gp	150 gp	90 gp	180 gp
20	100 gp	200 gp	120 gp	240 gp
25	125 gp	250 gp	150 gp	300 gp

*Excluding essence (see below)

Essence. Essence has a different price structure to other components. This is due to the common occurrence of its less potent versions and the extreme rarity of its most powerful versions. The values in the Trading Essence table indicate selling to or buying from a trader.

Trading Essence

Essence	Component Value			
	No Harvesting Supplies		With Harvesting Supplies	
	Sell	Buy	Sell	Buy
Frail essence	50 gp	100 gp	75 gp	150 gp
Robust essence	250 gp	500 gp	280 gp	560 gp
Potent essence	1,500 gp	3,000 gp	1,535 gp	3,070 gp
Mythic essence	8,000 gp	16,000 gp	8,040 gp	16,080 gp
Deific essence	80,000 gp	160,000 gp	80,050 gp	160,100 gp

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Harvest Tables

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae.

Multiples. An aboleth usually has three eyes. The Harvest DC is for *each* eye. A crafting recipe rarely calls for more than one component. However, because the players want the legendary *tome of living memories,* crafted from three of the aboleth broodmother's *eyes* (page 362), the harvesters should add three *eyes* at the start of their harvest list, at DC 5, 10, and 15, respectively.

Superscripts. Some harvestable components have small superscript letters after their name. A 'v' indicates the component is volatile (see page 94) an 'E' indicates they are edible (but aren't used to craft items), while an 'E+' indicates they are both edible and used in crafting. Components whose edible category is not obvious (such as *primordial dust* being a spice) are indicated with an asterisk and explained below the table. See page 138 for more on edible components.

Unusual Anatomy

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

Essence

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These essences are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst essence can be extracted from all creature types, the essence available depends on the creature's Challenge Rating. The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	*Frail essence*	Uncommon
7-11	30	*Robust essence*	Rare
12-17	35	*Potent essence*	Very rare
18-24	40	*Mythic essence*	Legendary
25+	50	*Deific essence*	Artifact

You can't harvest a lower-level essence from a higher CR creature—they have only one essence, the one dictated by its CR!

Mythic Creatures. Some of the boss creatures in this book have mythic traits. Sometimes, these traits are only active in the higher-level version of the hunt. For example, in the *Tale of Two Tails* hunt, the CR 10 **pygmy rakshasa** has a mythic trait that is rated CR 14.

If a creature has a mythic trait that, when activated, causes the creature to be a higher CR, treat the creature as being the higher CR to determine its level of essence. In the pygmy rakshasa example, the 13th-level CR 10 version would yield a *robust essence* while the mythic CR 14 version would yield a *potent essence*.

Appearance. Essence can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

Essence & Balance

Because essence can only be gained by harvesting high CR creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which essence can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

GM Tip: Boss Essence. When it comes to crafting, only an essence's rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their essence!

Aberration

Hailing from the Anomalies, distant planes of existence far from the established cosmological wheel, the physiology of these creatures tends to be wholly dissimilar to those of the Material Plane's denizens. However, sporadic similarities between the anatomy of an aberration and that of beasts or humanoids have given rise to the hypothesis that perhaps aberrations have been more... 'involved' in evolutionary history than scholars might currently understand.

Component DC	Components
5	*Antenna, eye*$^{E+}$*, flesh*^{E}*, phial of blood*$^{E+}$
10	*Bone*$^{E+}$*, egg*^{E}*, fat*$^{E+}$*, pouch of claws, pouch of teeth*
15	*Heart*^{E}*, phial of mucus, liver*^{E}*, stinger, tentacle*
20	*Brain*$^{E+}$*, chitin, hide, main eye*

Beast

Natural fauna of the Material Plane, beasts have one of the most diverse arrays of harvestable products, second only to the magically-augmented monstrosities. Unfortunately, being natural products, they have a low magical potency; the items crafted from them tend not to be particularly powerful.

Optional Rule: Supply & Demand. Because of the prevalence of bestial components, you can halve their buy and sell values. If properly preserved, they still retain some magical value, which is the key difference between an eye from an alchemist and an eye from a butcher.

Component DC	Components
5	*Antenna*$^{E+}$*, eye*$^{E+}$*, flesh*^{E}*, phial of blood*$^{E+}$
10	*Beak, bone*$^{E+}$*, egg*^{E}*, fat*$^{E+}$*, fin, horn, pair of antlers, pair of talons, pair of tusks, pincer, pouch of claws, pouch of teeth*
15	*Heart*$^{E+}$*, liver*$^{E+}$*, poison gland, pouch of feathers, pouch of scales, stinger, tentacle*
20	*Chitin, scaly hide, pelt*

*Regarding edible components: antennae can be used as eyes.

Celestial

Innately good beings, celestials call the heavens home. Because of their inherent magic, good nature, and tendency to disintegrate upon death, celestial components are both extremely rare and astoundingly valuable. Despite only a few mortals being able to claim they've seen them, unicorns are the most common celestial. Their horns and blood are prized for their rejuvenating and revivifying effects.

Extraplanar Recall. As the bodies of celestials disintegrate upon death, shunting their souls back to their home plane, only pouches of dust can be harvested if the creature is killed anywhere other than its home plane or in a *magic circle*.

Optional Rule: Supply & Demand. Because of the rarity of celestial components, you can double their buy and sell values.

Component DC	Components
5	*Eye*$^{E+}$*, flesh*^{E}*, phial of blood*$^{E+}$*, pouch of dust*$^{E+*}$
10	*Bone*$^{E+}$*, fat*$^{E+}$*, horn, pouch of teeth*
15	*Heart*$^{E+}$*, liver*^{E}*, pouch of feathers, pouch of scales*
20	*Brain*^{E}*, skin*
25	*Soul*^{V}

*Regarding edible components: a pouch of dust is spice.

Construct

Whether made of flesh, stone, or metal, these machines all carry a spark of life within them. How they behave depends on the instructions with which they were programmed. In clay golems, for example, these instructions are inscribed upon a piece of magical parchment implanted within their craniums.

Component DC	Components
5	*Phial of blood*$^{E+}$*, phial of oil*$^{E+*}$*, phial of sap*$^{E+*}$*, pouch of dust*
10	*Flesh*$^{E+}$*, metal plating, stone*
15	*Bone*$^{E+}$*, heart*^{E}*, liver*^{E}*, gears*
20	*Brain*$^{E+}$*, instructions*
25	*Lifespark*^{V}

*Regarding edible components: phials of oil are fat and sap is blood.

Dragon

Underneath the gold, scales, and arrogance is an anatomy comparable to any beast or humanoid. Of particular note are *dragon hearts* and *breath sacs*. Fibres from the former can provide the core of magical wands or enchanted bowstrings, whilst the latter are extremely volatile and should be approached with great caution, if at all...

Optional Rule: Supply & Demand. Because of the rarity and power of draconic components, you can double their buy and sell values.

Component DC	Components
5	*Eye*[E+], *flesh*[E], *phial of blood*[E+]
10	*Bone*[E+], *egg*[E], *fat*[E+], *pouch of claws*, *pouch of teeth*
15	*Horn*, *liver*[E], *pouch of scales*
20	*Heart*[E+]
25	*Breath sac*[V]

Elemental

Elementals are conglomerations of elemental energy given thought. For this reason, little is left behind when they die. An astute and fast-acting harvester can capture the core of an elemental, though to do so is fraught with danger.

Volatile Components: Elementals. If a character fails to harvest a volatile component, you can trigger one of the following events, the effects of which duplicate a spell but aren't themselves spells. Use a **save DC** of **13** and **16** for the *volatile mote* and *elemental core*, respectively. In all cases, only the harvesters are counted as being in the effect's area, and all effects are instantaneous, ending immediately after triggering.

The harvesters must save against:

- Air elemental: the *lightning bolt* spell.
- Earth elemental: the *depth charge* spell (see Appendix B).
- Fire elemental: the *fireball* spell.
- Water elemental: a wave of water with the effects of the *wind wall* spell.

Component DC	Components
5	*Primordial dust*[E+*]
15	*Volatile mote of air/earth/fire/water*[V]
25	*Elemental core of air/earth/fire/water*[V]

*Regarding edible components: primordial dust is spice.

Fey

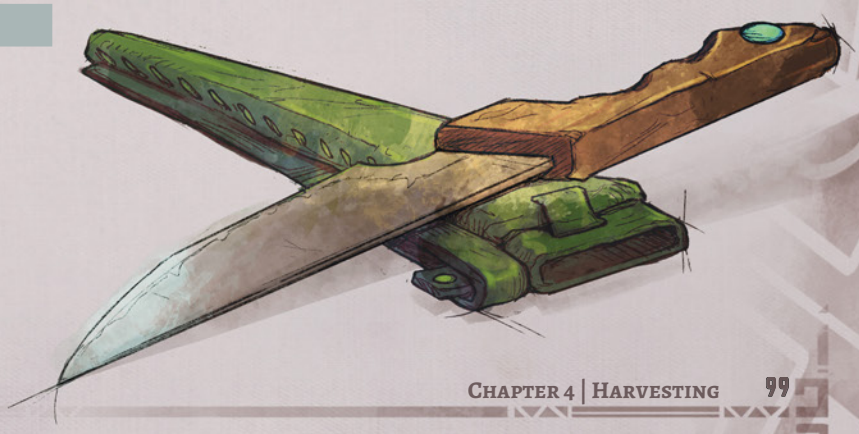
The fey are an emotive class of creature whose morphology encompasses the breadth of beasts, humanoids, and beyond. A magical component unique to fey is their psyche. This volatile, impulsive mass of emotion becomes detached from the minds of these especially charismatic creatures shortly after death. Any nearby creature can find itself the unwitting host of this cranial stowaway if it isn't properly handled.

Volatile Component: Possession. If harvesters start but do not finish harvesting a *psyche*, the carving harvester must succeed on a **DC 15 Charisma saving throw** or become possessed by the fey's psyche. The possessed creature is **incapacitated** and loses control of its body. The psyche now controls the body but doesn't deprive the target of awareness. The psyche can't be targeted by any attack, spell, or other effects, except ones that turn fey, and it retains its alignment and immunity to being **charmed**. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the psyche ends it as a bonus action, or the psyche is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the psyche disappears into the ether.

Component DC	Components
5	*Antenna*[E+*], *eye*[E+], *flesh*[E], *phial of blood*[E+]
10	*Beak*, *bone*[E+], *egg*[E], *horn*, *pair of antlers*, *pair of talons*, *pair of tusks*, *pouch of claws*, *pouch of teeth*
15	*Heart*[E+], *fat*[E+], *liver*[E+], *poison gland*, *pouch of feathers*, *pouch of scales*, *tentacle*, *tongue*
20	*Brain*[E], *scaly hide*, *skin*, *pelt*
25	*Psyche*[V]

*Regarding edible components: antennae can be used as eyes.



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Fiend

The antithesis of celestials, fiends creep out of the Lower Planes to cause chaos and suffering, tricking humanoids into forfeiting their souls. The components of fiends are separated into three subtypes: demon, devil, and yugoloth, corresponding with their creature subtype tags. The chaos that pervades the body of a demon provides remarkably different properties to the deceit that runs through a devil's veins.

Extraplanar Recall. As fiends' bodies disintegrate upon death, shunting their souls back to their home plane, only pouches of dust can be harvested if the creature is killed anywhere other than on its home plane or in a *magic circle*.

Component DC	Components
5	*Eye*[E+], *flesh*[E], *phial of blood*[E+], *pouch of dust*[E+*]
10	*Bone*[E+], *horn*, *pouch of teeth*
15	*Heart*[E+], *fat*[E+], *liver*[E], *poison gland*, *pouch of feathers*, *pouch of scales*,
20	*Brain*[E], *skin*
25	*Soul*[V]

*Regarding edible components: a pouch of dust is spice.

Giant

Giants carry within them the remnants of the primordial chaos that once mixed with the Material Plane. Their blood, heart, and marrow all carry the elemental power imbued in their ancestors and can be decocted into a variety of protective potions and materials. But beware; being found in possession of a giant's component by any member of the ordning carries a death sentence.

Component DC	Components
5	*Eye*, *flesh*[E], *nail*, *phial of blood*[E+]
10	*Bone*[E], *fat*[E+], *tooth*
15	*Heart*[VE+], *liver*[E+]
20	*Marrow*, *skin*

Humanoid

Second only to beasts, humanoids are the most numerous of all creatures found on the Material Plane. Though some species—such as elves, gnomes, and dragonborn—are innately more magical than others, their components are almost impotent in comparison to the truly magical monsters out there. Because of this, and due to the grisly, cannibalistic nature of harvesting another humanoid, their components are little sought after.

Optional Rule: Supply & Demand. Because of the low demand for humanoid components, you can halve their buy and sell values. In fact, it's unlikely any respectable establishment will carry them.

Component DC	Components
5	*Eye*, *phial of blood*[E+]
10	*Bone*[E+], *egg*[E], *pouch of teeth*
15	*Heart*[E+], *liver*[E+], *pouch of feathers*, *pouch of scales*
20	*Brain*[E+], *skin*

Monstrosity

Though monstrosities may appear to resemble beasts or humanoids, they share one key difference: the origin of all monstrosities is magical. While humans may have evolved from dumb apes to slightly-less-dumb apes (with a little prodding from the gods), monstrosities were magicked into life.

An apt example is the owlbear; though seemingly a simple bestial chimera, the magic that brought it about renders it immune to the lesser spells that might affect true beasts. For this reason, monstrosities yield some of the most useful magical components found without leaving the Material Plane.

Component DC	Components
5	*Antenna*[E+*], *eye*[E+], *flesh*[E], *phial of blood*[E+]
10	*Beak*, *bone*[E+], *egg*[E], *fat*[E+], *fin*, *horn*, *pair of antlers*, *pair of talons*, *pair of tusks*, *pincer*, *pouch of claws*, *pouch of teeth*
15	*Heart*[E+], *liver*[E+], *poison gland*, *pouch of feathers*, *pouch of scales*, *stinger*, *tentacle*
20	*Chitin*, *scaly hide*, *pelt*

Ooze

There is little to oozes other than their internal fluid and the membranous sacs that encapsulate them. Many oozes rely on astringent acids to dissolve their prey, which can preserve the more resilient material of their kills. For this reason, professional harvesters often refer to oozes as 'treasure sacs'; you never know when you might find a dragon's bone!

Component DC	Components
5	*Phial of acid*[E+*]
10	*Phial of mucus*[E+*]
15	*Vesicle*[E+*]
20	*Membrane*

*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers.

Optional Rule: Hard Bits. When an ooze dies, roll a **d100** and consult the Ooze's Random Components table below to determine what's on offer. Use other creature types' harvest tables to allocate a DC.

Ooze's Random Components

d100	Components
1-20	Nothing
21	*Pouch of claws* (aberration)
22	*Pouch of teeth* (aberration)
23	*Bone* (aberration)
24-27	*Horn* (beast)
28-30	*Pouch of teeth* (beast)
31-35	*Bone* (beast)
36	*Horn** (celestial/fey/fiend)
37	*Bone** (celestial/fey/fiend)
38-39	*Bone* (construct)
40-41	*Pouch of claws* (dragon)
42-43	*Pouch of teeth* (dragon)
44-45	*Bone* (dragon)
46-47	*Tooth* (giant)
48-49	*Bone* (giant)
50-56	*Pouch of teeth* (humanoid)
57-68	*Bone* (humanoid)
69-73	*Pouch of claws* (monstrosity)
74-78	*Pouch of teeth* (monstrosity)
79-88	*Bone* (monstrosity)
89-92	*Pouch of teeth* (undead)
93-96	*Bone* (undead)
97-99	Roll twice more on this table
100	Roll thrice more on this table

*Choose whichever is appropriate for wherever the party finds itself.

Plant

Wizards are well-known for their blinkered approach to classification, relying almost solely on magical properties rather than evolutionary history. Containing both photosynthetic and fungal organisms, the category of 'plant' is a taxonomical misnomer. However, the magical properties of components derived from fungal species have a surprising similarity to those of treants and awakened shrubs, which is the likely cause of this etymological error.

Component DC	Components
5	*Phial of sap*[E+*], *tuber*[E*]
10	*Bundle of roots*[E+*], *phial of wax*[E*], *pouch of hyphae*[E+*], *pouch of leaves*
15	*Poison gland*[E+*], *pouch of pollen*[vE+*], *pouch of spores*[vE+*]
20	*Bark*[E+*], *fungal membrane*[E+*]

*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and fungal membranes are hearts.

Undead

Though the undead might appear like less robust beasts or humanoids, they are thrumming with necromantic energy. The bone of an animated skeleton has more magic in it than the brain of a gnome, and the marrow, if properly extracted and preserved, has astounding healing properties.

Component DC	Components
5	*Eye*[E+], *bone*[E+], *phial of congealed blood*[E+]
10	*Marrow, pouch of teeth, rancid fat*[E]
15	*Ethereal ichor*[E+*], *undying flesh*[E+]
20	*Undying heart*[vE+]

*Regarding edible components: ethereal ichor is spice.

Mundane Ingredients

Mining ore, gathering cotton, and felling trees to gain these raw ingredients, and then smelting, weaving, or milling them into usable materials is a complex process. The following brief ruleset is a simplification of that process to allow your players to gather ingredients in the wilderness. For a more streamlined game, you can encourage your players to buy these ingredients by having them readily available in any village, town, or city.

Types of Ingredients. There are three classes of mundane ingredients: minerals, fibres, and wood, each of which requires particular tools and machinery to gather and refine them. There is a fourth category, food, that requires no machinery.

Finding & Refining Ingredients. Gathering usable ingredients requires a creature to both find them and refine them. For the sake of simplicity, this process is reduced to a single check, typically a **Nature** or **Survival** check using Strength, Dexterity, Intelligence, or Wisdom, which takes place over the course of **8 hours**. Much like with tracking (see Chapter 3), a GM can encourage players to be creative in how they describe their process; smashing lots of rocks in hope of finding ore might require a **Strength (Survival)** check, while identifying rock formations that typically contain the desired ore might call for an **Intelligence (Nature)** check.

Depending on the type of ingredient, a creature typically needs access to tools or machinery to refine them into usable and saleable products. If a tool is missing, the ingredient can't be harvested. If the machinery is unavailable, then the ingredient can't be converted into its product, and thus can't be used for crafting. A creature can carry an unrefined ingredient with them until such machinery is accessible.

Mixed Environments

You can have forests in the arctic, coasts on the desert, and be underwater in The Low. When deciding on the DC for a particular check, choose a value that makes sense for you. An arctic forest might be just as likely to contain usable wood as one in temperate climes, so it could make more sense to use the DCs for a forest when a player expresses an interest in harvesting wood.

Calculations. A creature must state what type of ingredient it is searching for, make the appropriate check, and then consult the DCs in the "Finding Mundane Ingredients" table below. On a success, a creature finds a number of units of that ingredient equal to five plus five times the value by which the DC is beaten:

Units found = 5 × (1 + check result – DC)

Mizzard: I desire to acquire some spidersilk for a new robe. I will use my knowledge of likely giant spider locations within this forest.

Gurf: And I want wood. I'm gona chop it wiv my axe.

GM: Okay, Mizzard, make an Intelligence (Nature) check, Gurf, a Strength (Survival) check.

Mizzard: Should be easy, I have a +17 with my expertise. That's a 3. 20 total.

Gurf: 15, plus 8, 23.

GM: Gurf, you beat your DC by (23 - 5) 18 and find ((18 × 5) + 5) 95 units of basic wood. Taking it back to the sawmill, you produce planks with a value of 95 cp. Mizzard, your check of 20 didn't meet the DC of 30. You search high and low for giant spider nests in which to harvest spider silk. Unfortunately, the forest fire you caused burnt all the webs and the spiders are pissed. Roll initiative.

Optional Rule: Critical Success. Usually, you can't critically succeed or fail on ability checks. However, sometimes harvesters get lucky. If a creature rolls a 'natural 20' on one of its checks to gather a mundane ingredient, consider awarding it something more valuable: a gemstone, a nugget of amber, or a rare truffle with a value equal to ten times the player's level.

Material Value & Rarity. Silver, gold, platinum, adamantine, mithral, silk, spidersilk, exotic woods, and xyxlwood are rarer, more valuable ingredients that can be found in the wilds. These ingredients have a higher cost per unit acquired.

Mundane Ingredients Metadata

Ingredient Type	Tool	Machinery	Product	Ingredient	Weight per Unrefined Unit	Weight per Refined Unit	Value per Refined Unit*
Fibres	Blade	Loom	Cloth	Cotton, Flax	0.05 lbs	0.04lbs	1 cp
				Silk	0.05 lbs	0.04 lbs	1 sp
				Spidersilk	0.05 lbs	0.04 lbs	1 gp
Ore	Pickaxe	Smeltery	Ingots	Copper, Iron	0.08 lbs	0.02 lbs	1 cp
				Silver	0.08 lbs	0.02 lbs	1 sp
				Gold	0.08 lbs	0.02 lbs	1 gp
				Platinum	0.08 lbs	0.02 lbs	1 pp
				Adamantine	0.20 lbs	0.05 lbs	10 pp
				Mithral	0.04 lbs	0.01 lbs	10 pp
Wood	Axe	Sawmill	Planks or Poles	Basic Wood	0.5 lbs	0.25 lbs	1 cp
				Exotic Wood	0.5 lbs	0.25 lbs	1 gp
				Xyxlwood	0.5 lbs	0.25 lbs	10 pp

*Value of unrefined unit is half that of refined unit.

Finding Mundane Ingredients

		DC by Terrain										
Type	**Ingredient**	Arctic	Coast	Desert	Forest	Grassland	Hill	Jungle	Mountain	Swamp	The Low	Urban
Fibres	Cotton, Flax	50	20	40	15	5	15	15	25	20	25	40
	Silk	65	35	55	20	20	30	15	40	35	40	55
	Spidersilk	70	45	65	30	30	40	25	50	45	45	65
Ore	Copper, Iron	35	35	15	25	20	5	25	5	35	10	40
	Silver	45	45	25	35	30	15	35	15	45	20	50
	Gold	50	50	30	40	35	20	40	20	50	25	55
	Platinum	55	55	35	45	40	25	50	25	55	30	60
	Adamantine, Mithral	60	60	40	50	45	30	55	30	60	35	65
Wood	Basic Wood	50	20	40	5	25	25	5	30	25	40	30
	Exotic Wood	60	30	50	15	30	35	15	40	35	50	40
	Xyxlwood	75	45	65	30	50	55	30	60	50	65	55

Innately Magical Materials. Some rare, magical materials don't need to be enchanted or forged to make magic items; the result of manufacturing is a magic item. Three examples of this are adamantine (which can be used to create adamantine weapons and armour), mithral (which can be used to craft *mithral armour*), and xyxlwood (which can be used to craft wood-based items). These magic items have their own specific properties, are more durable, and deal magical damage (if made into weapons). See page 125 in Crafting for more details.

CRAFTING
CHAPTER 5

MONSTER BITS AND WHERE TO PUT THEM

Crafting

> From manufacturers to enchanters, and even one-stop-shop forge masters, crafters of all varieties enhance our puny, frail, corporeal forms with devastating magic! Now I'm not puny or frail—I almost beat Granny Weathertax in an arm-wrestle once. She cheated of course; she knows I can't stand being tickled. But even I, the mighty Heliana, am partial to a magical battleaxe or two. In fact, I made this book of plus three bludgeoning partly so I could get an upper hand on the bookworm infestation in my library. It's getting a little out of hand...
>
> — Heliana, Pest Controller

This chapter is all about taking the magical components you've acquired and turning them into magic items. We'll first cover the three ways items can be crafted—manufacturing, enchanting, and forging—before looking at the effects of success and failure, crafting recipes, and building your own magic items. This chapter concludes with a heap of tables containing recipes for crafting every item in this book and the SRD (the free 5e rules).

How Stuff's Made

You can't craft a *flame tongue* longsword without first creating a sword. Within this guide, there are three types of crafting:

- **Manufacturing** is the creation of mundane (nonmagical) items from raw materials by a creature proficient with a tool.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers.
- **Forging** is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.

There are two types of crafting checks: Manufacturing checks and Enchanting checks. Forging requires the crafter to make both checks (with modified rules). Although only spellcasters can make enchanting checks, the forging process allows non-spellcasters to make a modified enchanting check.

Chaouki "Ciao" Ttouhi & Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Manufacturing

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, a creature might also need auxiliary equipment. Let's take a longsword as an example.

Materials & Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. Thus a 15-gp longsword requires 5 gp of raw materials. The GM has great latitude in deciding what these mundane materials might be. The tables on pages 108 - 110 summarise the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to; both cost 5 gp in raw materials.

Optional Rule: Difficult Materials. Some materials are easier to work with than others. For example, dragon scales are especially tough, requiring leatherworkers to employ advanced techniques. When using a difficult or unusual material in the manufacture of an item, the GM can add **+5** to the DC. Examples of this might include armour made of bark, monster hide, or dragon scales; weapons made of bone or silver; and anything made of mithral or adamantine.

Abilities & Tools. The tools required to craft an item depend on the item's type. The GM has great latitude in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how finesse weapons let you choose Strength or Dexterity when making an attack roll. See the tables on page 107 for a breakdown of tools, abilities, and item types.

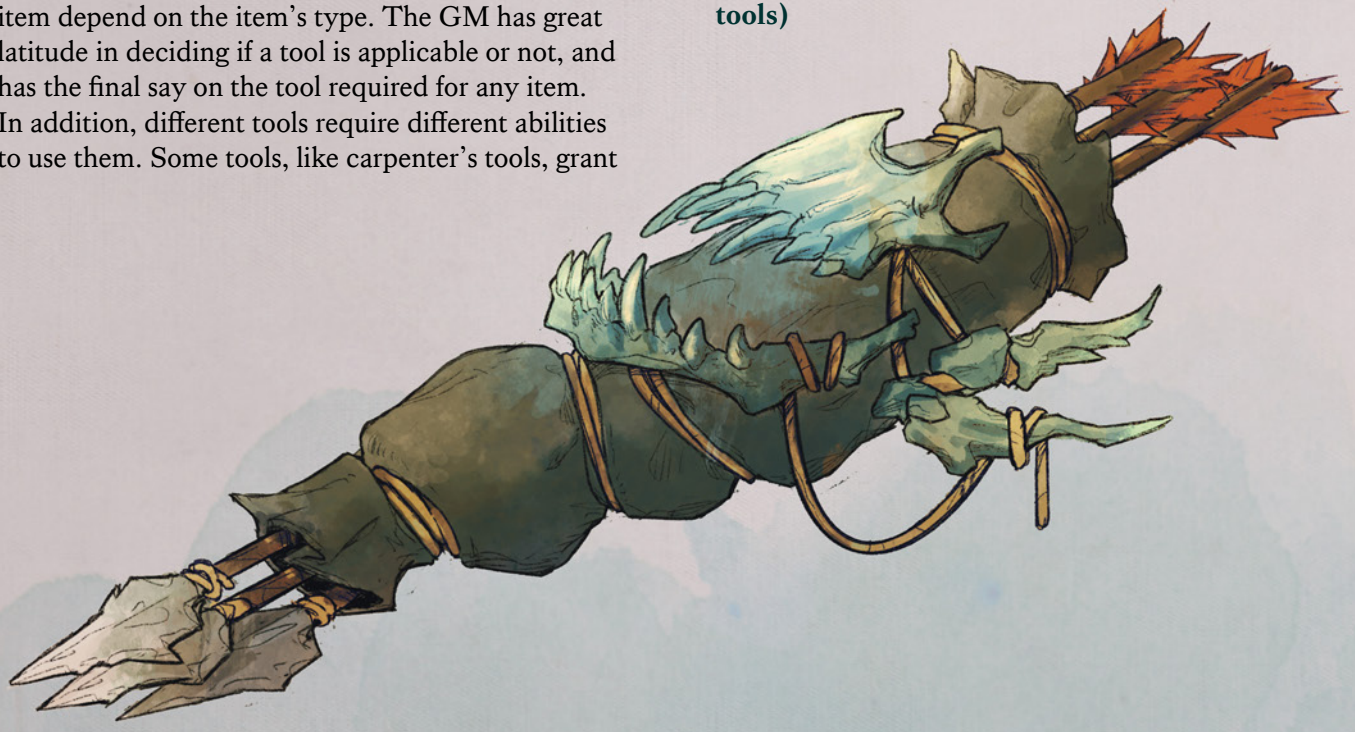
Tool Proficiency. At the GM's discretion, proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. However, the GM can decide that, if a character does not have the required proficiency, it can still make the check, albeit with **disadvantage**. This disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Difficulty & Flavour. Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC table on page 108 for the full breakdown.

Check. To manufacture an item, a creature must gather the required equipment, materials, and tools; and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item.

Steel Longsword Manufacturing

Materials: 5 gp steel ingots
Time: 24 hours (3 workdays)
Tools: Smith's tools
Manufacturing Check: **DC 18 Strength (smith's tools)**



Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns

Tools and Their Products

Tool	Ability	Item Types
Alchemist's supplies	Intelligence	Potions; miscellaneous (any salves or lotions)
Brewer's supplies	Constitution*	Potions
Calligrapher's supplies	Dexterity	Scrolls
Carpenter's tools	Dexterity or Strength	Ammunition (arrows and bolts), rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchucks, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)
Cartographer's tools	Dexterity or Intelligence	Maps; miscellaneous (anything involving paper)
Cobbler's tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's utensils	Constitution	Food**
Glassblower's tools	Dexterity or Constitution	Rods, staves, wands; miscellaneous (anything made of glass)
Herbalism kit	Intelligence	Potions; miscellaneous (any salves or lotions)
Jeweller's tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's tools	Dexterity	Armour (light or hide), weapons (whips)
Mason's tools	Strength	Miscellaneous (anything made of stone)
Painter's supplies	Dexterity	Scrolls
Poisoner's kit	Dexterity or Intelligence	Poisons
Potter's tools	Dexterity	Miscellaneous (anything made of clay)
Smith's tools	Strength or Constitution	Armour (heavy or medium except hide), rods, staves, wands, weapons (axes, polearms, swords, daggers, flails, javelins, light hammers, maces, mauls, morningstars, tridents, war picks)
Tinker's tools	Dexterity	Rods, staves, wands, weapons (crossbows, firearms, tommybows), wondrous items (anything with a mechanism)
Weaver's tools	Dexterity or Constitution	Armour (padded), weapons (nets, slings); miscellaneous (cloaks, hats, robes, anything made of cloth)
Woodcarver's tools	Dexterity or Strength	Ammunition (arrows and bolts), rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchucks, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

*This involves more sampling than its counterpart, alchemy.

**This is a new item category.

Manufacturing DC

Item Type		DC	Time
Adventuring gear		11	2 hours
Ammunition (x20)		13	1 hour
Armour	Padded, hide, shield	13	8 hours
	Leather, chain shirt, ring mail	15	16 hours
	Chain mail	16	32 hours
	Studded leather, scale mail	17	24 hours
	Breastplate, splint	18	40 hours
	Half plate	19	80 hours
	Plate	20	200 hours
Instrument		15	16 hours
Potion base		15	2 hours
Ring		15	8 hours
Rod, staff, wand		17	8 hours
Scroll base		15	2 hours
Weapon	Simple weapon	14	8 hours
	Martial weapon	17	24 hours
	Magitech firearm	19	40 hours
Wondrous item*		15	8 hours

*This can include non-magical instruments like a compass, telescope, or the mundane component of a magical wondrous item (as required in the Forging process). The component cost is entirely up to the GM's discretion; an instrument might cost the same as a longsword, while a bejewelled crown can cost far more!

Armour Crafting Costs & Properties

Item	Material Cost	Tool	DC	Time (hrs)	Item Value	Armour Class (AC)	Str	Stealth	Weight
Light Armour									
Padded	2 gp	Leatherworker or weaver	13	8	5 gp	11 + Dex mod	—	Disadvantage	8 lb.
Leather	3 gp	Leatherworker	15	16	10 gp	11 + Dex mod	—	—	10 lb.
Studded leather	15 gp	Leatherworker	17	24	45 gp	12 + Dex mod	—	—	13 lb.
Medium Armour									
Hide	3 gp	Leatherworker	13	8	10 gp	12 + Dex mod (max 2)	—	—	12 lb.
Chain shirt	17 gp	Smith	15	24	50 gp	13 + Dex mod (max 2)	—	—	20 lb.
Scale mail	17 gp	Smith	17	24	50 gp	14 + Dex mod (max 2)	—	Disadvantage	45 lb.
Breastplate	130 gp	Smith	18	40	400 gp	14 + Dex mod (max 2)	—	—	20 lb.
Half plate	250 gp	Smith	19	80	750 gp	15 + Dex mod (max 2)	—	Disadvantage	40 lb.
Heavy Armour									
Ring mail	10 gp	Smith	15	16	30 gp	14	—	Disadvantage	40 lb.
Chain mail	25 gp	Smith	16	32	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	70 gp	Smith	18	40	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	500 gp	Smith	20	200	1,500 gp	18	Str 15	Disadvantage	65 lb.
Shield									
Shield	3 gp	Carpenter, smith, or woodcarver	13	8	10 gp	+2	—	—	6 lb.

Weapon Crafting Costs & Properties

Name	Material Cost	Tool	Item Value	Damage	Weight	Properties
Simple Melee Weapons - DC 14; 8 hours						
Claw*	2 gp	Smith	5 gp	1d6 slashing	2 lb	Light, special
Club	3 cp	Carpenter or woodcarver	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	7 sp	Smith	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	7 cp	Carpenter	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	2 gp	Smith	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	2 sp	Carpenter, smith, or woodcarver	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	7 sp	Mason or smith	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	2 gp	Mason or smith	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	7 cp	Carpenter, smith, or woodcarver	2 sp	1d6 bludgeoning	4lb.	Versatile (1d8)
Sickle	3 sp	Smith	1 gp	1d4 slashing	2 lb.	Light
Spear	3 sp	Carpenter, smith, or woodcarver	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Simple Ranged Weapons - DC 14; 8 hours						
Crossbow, light	8 gp	Tinkerer	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	2 cp	Carpenter or woodcarver	5 cp	1d4 piercing	¼ lb.	Finesse, thrown (range 20/60)
Shortbow	8 gp	Carpenter or woodcarver	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	3 cp	Weaver or leatherworker	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
Slingshot*	7 cp	Carpenter or woodcarver	2 sp	1d6 bludgeoning	¼ lb.	Ammunition (range 20/60)
Tommybow, light*	**	Tinkerer	**	1d8 piercing	7 lb.	Ammunition (range 80/160), reload (x**), two-handed
Martial Melee Weapons - DC 17; 24 hours						
Battleaxe	3 gp	Smith	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	3 gp	Smith	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	7 gp	Carpenter, smith, or woodcarver	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	10 gp	Smith	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	17 gp	Smith	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Haladie*	7 gp	Smith	20 gp	2d4 slashing	5 lb.	Finesse, two-handed, special
Halberd	7 gp	Carpenter, smith, or woodcarver	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	3 gp	Carpenter, smith, or woodcarver	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	5 gp	Smith	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	3 gp	Mason or smith	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed

*These items are new to Heliana's Guide. Check them out on pages 122 - 123.

Name	Material Cost	Tool	Item Value	Damage	Weight	Properties
Morningstar	5 gp	Smith	15 gp	1d8 piercing	4 lb.	—
Nunchuck*	3 gp	Carpenter, smith, or woodcarver	10 gp	1d6 bludgeoning	2 lb.	Finesse, versatile (1d8), special
Pike	2 gp	Carpenter, smith, or woodcarver	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	8 gp	Smith	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	8 gp	Smith	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	3 gp	Smith	10 gp	1d6 piercing	2 lb.	Finesse, light
Tetherhook*	5 gp	Smith	15 gp	1d8 slashing	3 lb.	Reach, two-handed, special
Trident	2 gp	Carpenter or smith	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	2 gp	Smith	5 gp	1d8 piercing	2 lb.	—
Warhammer	5 gp	Mason or smith	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	7 sp	Leatherworker	2 gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons - DC 17; 24 hours						
Blowgun	3 gp	Carpenter or woodcarver	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	25 gp	Tinkerer	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	17 gp	Tinkerer	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	17 gp	Carpenter or woodcarver	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	3 sp	Weaver	1 gp	—	3 lb.	Special, thrown (range 5/15)
Tommybow, hand*	**	Tinkerer	**	1d6 piercing	4 lb.	Ammunition (range 30/60), light, reload (x**)
Tommybow, heavy*	**	Tinkerer	**	1d10 piercing	23 lb.	Ammunition (range 100/200), heavy, reload (x**), two-handed
Magitech Firearms - DC 19; 40 hours						
Blunderbuss*	50 gp	Tinkerer	150 gp	3d4 piercing	5 lb.	Ammunition (range 20/60), loud (1000), reload (1), two handed
Musket*	30 gp	Tinkerer	100 gp	1d10 piercing	10 lb.	Ammunition (range 80/240), loud (1000), reload (1), two handed
Pistol*	70 gp	Tinkerer	200 gp	1d8 piercing	2 lb.	Ammunition (range 40/120), loud (500), reload (2)
Revolver*	250 gp	Tinkerer	750 gp	1d10 piercing	2 lb.	Ammunition (range 60/240), loud (500), reload (6)
Rifle*	330 gp	Tinkerer	1,000 gp	1d12 piercing	8 lb.	Ammunition (range 120/480), loud (500), reload (6), two handed

*These items are new to Heliana's Guide. Check them out on pages 122 - 123.

**See tommybow entry (page 123).

Enchanting

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power. Here's an example of crafting a *flame tongue* longsword. Note: *Heliana's Guide* recalibrates *flame tongue* to be a very rare item.

Skills. As with harvesting, the skill associated with the enchanting check depends on the creature's type. So, if you're making a *flame tongue* longsword, which requires a *dragon's breath sac* as its component, you would make an ability check using Survival. See the Creature Type and Associated Skills table for the full breakdown.

Creature Type and Associated Skills

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a longsword into a flame tongue weapon would thus make an **Intelligence (Survival)** check.

Essence. While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *essence*. The more rare the item, the more powerful it is, and the more potent the *essence* required.

If you use a rarer essence than required for a particular item, the item gains the rarity of the essence used, affecting the time and DC required to make it (see below). For example, if you make a *helm of telepathy* using a *robust essence*, it would be rare instead of uncommon, requiring 80 hours instead of 16 hours to craft. In addition, the GM can decide to upgrade the power of the item accordingly, perhaps increasing the DC of the saving throws to match the new rarity (from DC 13 to 15 in this case), or even adding other effects.

Difficulty & Time. The DC and time required for the enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity and DC table below. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Enchanting Rarity and DC

Item Rarity	Essence	Enchanting Check DC
Common	—	12
Uncommon	Frail	15
Rare	Robust	18
Very Rare	Potent	21
Legendary	Mythic	25
Artifact	Deific	30

Spell Scrolls. Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their spellbook; for rangers, sorcerers, tamers, and warlocks, this means having the spell in their list of known spells; and for clerics, druids, and paladins, this means any spell in their list.

Check. To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment.

Flame Tongue Longsword Enchanting

Materials: longsword, *dragon's breath sac*, *potent essence*
Time: 320 hours (40 workdays)
Enchanting Check: **DC 21 spellcasting ability (Survival)**

Forging

The physical monster components, or the extracted magical energy preserved in some sort of *arcanosolvent*, can be combined with the raw materials for manufacture to produce a magic item. This could take the form of a witch rendering down troll fat into a potion, a smith quenching a sword using dragon's blood, or a leatherworker using unicorn hair for stitching.

When forging, a creature makes the physical item at the same time as it works in the enchantment. This permits a non-spellcaster to use the ability associated with a tool (such as Strength or Dexterity) instead of a spellcasting ability. For example, a creature forging a *flame tongue* longsword would make two checks and have the following requirements:

Flame Tongue Longsword Forging

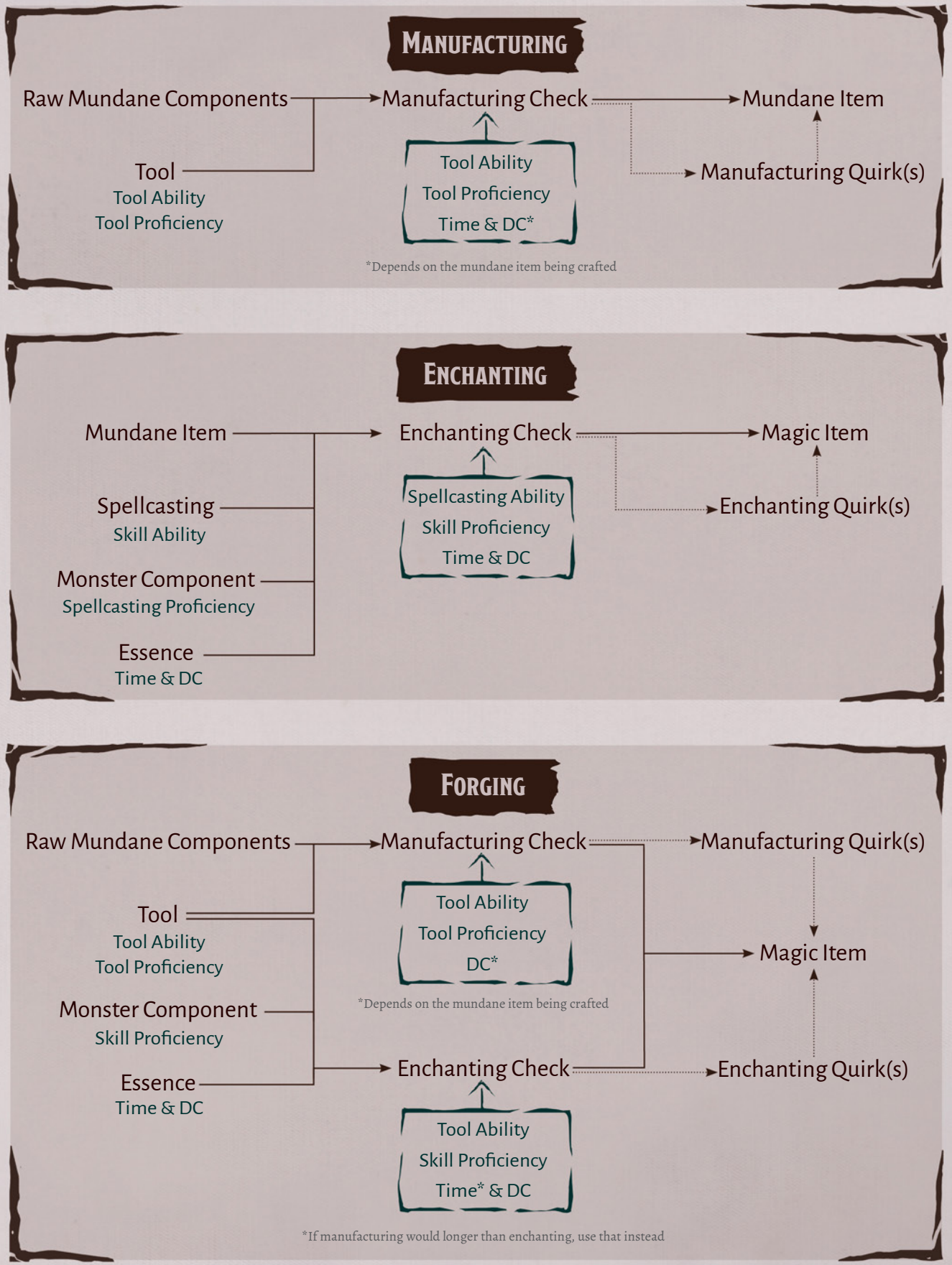
Materials: 5 gp steel ingots, *dragon's breath sac* (brass, gold, or red), potent essence
Time: 320 hours (40 workdays)
Tools: Smith's tools
Auxiliary Equipment: Forge & anvil
Manufacturing Check: **DC 18 Strength (smith's tools)**
Enchanting Check: **DC 21 Strength (Survival)**

The manufacturing check is the same as before, but the enchanting check is different. Unlike the enchanter who made an **Intelligence (Survival)** check, the forger makes a **Strength (Survival)** check, as the ability associated with smith's tools is Strength.

Difficulty, Time & Quirks. The DCs of the two crafting checks are the same as in manufacturing and enchanting. The time taken is the longer of either the manufacturing or enchanting. Quirks are calculated separately for manufacturing and enchanting; it's possible to totally mess up your manufacturing check and get three flaws, but excel on your enchanting check and get three boons!

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns

Crafting Summary



Crafting Example

In this example, Mizzard creates an enchanting team to craft the rare *tome of living memories*, a magical book that uses aberration components. The details, such as how long it takes to enchant the book, the DCs of the checks, and the type of checks used can be found later in this chapter.

Mizzard: I desire to tap into the memories of the ancient aberration Slkvol, in preparation for the battle ahead, oh benevolent GM. I shall craft: the *Tome of Living Memories*. I have a *robust essence* and thus will craft the rare version, using this spare, blank book as the manufactured component.

GM: Sure thing. It's rare and optional attunement, so that'll take 80 hours. With a Constitution modifier of 0, you can safely work 8 hours a day, so that's 10 days total. You recall that the army of angels you started a war with are due to arrive in 4 days...

Mizzard: Oh dear...

Gurf: I'll help! And we can hire that journeyman crafter!

Mizzard: This isn't forging! I will enchant these bare pages using my mighty, spellcasting powers! Do you even cast spells?

Gurf: Yeah, I picked up a level in wizard after hanging 'round you so much. Copied spells from your spellbook and everyfin.

Mizzard: ... Very well.

GM: Taking it in turns to work shifts of 8 hours, you manage to enchant the item in a mere 3 days and 8 hours. This uses an aberration component, so everyone please make spellcasting ability (Arcana) checks. The journeyman costs 20 gp an hour, and works for 27 hours, costing you 520 gp. They roll a 12, plus 6, 18.

Mizzard: Ugh... 4, plus 10, 14.

Gurf: 19, plus 2, 21.

GM: The average of (14 + 18 + 21) is 17.66, rounded down to 17. The DC is 18 for a rare item, so that means you missed the DC by 1, and you get one enchanting flaw. Let me just roll on the enchanting flaws table... (Rolls a 7, notes down "Divinable" and that the angels will be able to find Mizzard wherever he goes so long as he is in possession of the tome).

At the end of the enchanting process, you feel like something didn't quite go right...

Mizzard: Well? What's wrong with it!?

GM: Just like any item property, you'll find out once you attune to the item, or cast *identify*!

Optional Rule: Quirks

Unlike standard ability checks, succeeding or failing a crafting check doesn't mean that you do or don't make the item. Instead, the item can end up having quirks; properties that affect the item in favourable or detrimental ways. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons.

When you make a crafting check, subtract that the crafting DC from the check's result, and consult the Quirks Gained table to determine the number of quirks the item gains. Then, roll on the relevant table (pages 116 - 119) to determine flaws or boons. It is up to the GM to determine when or even if the player learns of these additional properties.

Quirks Gained

Crafting Check Result Minus Crafting DC	Number of Quirks Gained
-13 or less	Total failure, item destroyed
-12 to -9	Three flaws
-8 to -5	Two flaws
-4 to -1	One flaw
0 to 4	Nothing
5 to 8	One boon
9 to 12	Two boons
13+	Three boons

Manufactured Quirks. Flaws and boons generated by manufacturing checks are mundane. They are always active whenever the item is being used. The list of possible manufacturing quirks can be found in the tables on pages 116 - 117.

Example. Let's take a longsword as an example. A longsword is a martial weapon giving it a manufacturing check DC of 17. If you rolled a 9 on your manufacturing check, the difference between your result and the DC is -6. Consulting the table above, you can see that this means the item gains two flaws. Roll on the relevant table to determine the flaws or boons. It is up to the GM to determine when or even if the player learns of these additional properties.

Enchanted Quirks. Boons or flaws gained from enchanting are more complicated. If the item is attuneable, then the boon or flaw is only applied to a creature while it is attuned to the item. If the item is consumable (e.g., a potion, food, or scroll), then the quirk is present for the duration of the item's effect or, if the item has no duration (like a *potion of healing*), 1 hour. If the item is neither attuneable nor consumable, then the quirk is active while the item is in the creature's possession, whether it is being held, carried, or worn. The list of possible enchanting quirks can be found in the tables on page 118. The number of enchantment boons a magic item can sustain depends on the power of the essence used to craft the item.

Essence and Enchanting Boons

Essence Used	Item Rarity	Maximum Number of Enchanting Boons
None	Common	0
Frail	Uncommon	1
Robust	Rare	2
Potent	Very rare	3
Mythic	Legendary	3
Deific	Artifact	3

Removing Quirks. Quirks are properties that the item possesses. They can only be removed by redoing the crafting check used in their creation (except for the Cursed flaw, which can also be removed with the *remove curse* spell). Redoing a manufacturing check takes the same time and tools required to craft the item, whereas redoing an enchanting check requires time and a fresh *essence* of the appropriate level for the item's rarity. When the crafting check is made, the old flaws and boons are removed, and new ones are applied based on the result of the check.

Optional Rule: Quirks & Costs. Things that are better or worse made cost more or less, respectively. For each boon or flaw an item has, additively increase or decrease its value by 10%, respectively. For example, a flame tongue longsword with 3 manufacturing boons (+30%) and 2 enchanting flaws (-20%) would cost 10% more, overall. Note: commissioning an item is a gamble; the cost a character pays doesn't change if the item ends up with quirks—the material cost and hourly rate don't change. However, a blacksmith that makes an exquisite suit of armour outside of a commission can price it as they wish.

Gurf: I want a super fancy battleaxe with three boons.

Mizzard: Does the blacksmith have any daggers?

GM: No.

Mizzard: Then I would like to commission a new dagger to be made for my daily ritual sacrifice.

GM: Sure thing. Gurf, the blacksmith has a battleaxe with an ergonomic grip that you can feel is perfectly balanced thanks to your weapon proficiencies. He also swears it's super durable and values it 30% more expensive, at 13 gp.

Mizzard, the blacksmith charges you 2 gp and sets to work. Eight hours later he bashfully hands you the heaviest, most garish dagger you've ever seen. The finish is really sub-par, too. With three flaws, it's worth 30% less, so now has a value of 1 gp and 4 sp. In addition, thanks to its mediocre finish trait, it's worth half that value, so 7 sp.

Mizzard: Brilliant.

Quirk Tables

This section contains all the tables needed to determine which quirks to apply to a crafted item and any random factors those quirks might require. If an enchanting quirk calls for a saving throw, the DC depends on the item's rarity. Consult the Item Save DCs table on page 120.

Repeated Results. In general, quirks don't stack; if the crafter rolls the same quirk for an item more than once, they roll again until they get a unique result. The exceptions for this are manufacturing flaws with results of 1-10: Handiwork, Fragile, and Unwieldy. If the Handiwork flaw is rolled more than once, the effects are cumulative (-1/-2/-3 penalty). If the Fragile or Unwieldy flaws are rolled more than once, the number on the d20 required to trigger the associated effect increases by 1 for each subsequent iteration of the flaw. For example, a longsword with 3 Fragile flaws would break on an attack roll of 1, 2, or 3.

Manufacturing Flaws

d20	Flaw	Item types
1-6	**Poor/Shoddy/Abysmal Handiwork.** This item is not well made. If this item is a weapon, it has a **-1 penalty** to its attack and damage rolls. If it is armour, it has a **-1 penalty** to its base AC. If it is neither armour nor weapon, it gains the Fragile quirk, instead.	Armour, weapon
7-8	**Fragile.** This item is prone to breaking. If the item is a weapon, when you roll a **1** on the **d20** for an attack roll using the item, the weapon breaks. If the item isn't a weapon, whenever you suffer a critical hit, roll a **d20** for each fragile item you wear, hold, or carry. On a **1**, the item breaks and is no longer usable.	All
9-10	**Unwieldy.** This item is poorly balanced or interferes with your movement. Whenever you make an attack with this weapon, or make a **Dexterity saving throw** or **Dexterity (Acrobatics)** check while wearing or carrying it, and roll a **1** on the **d20**, there are consequences. If the item is a weapon, it flies **10 feet** in a random direction. If the item isn't a weapon, you fall **prone**.	All
11-12	**Degradable.** Spending time in water or other reactive environments causes this item to degrade. Roll a d20 each time it emerges after being submerged in water, or each hour it spends in a corrosive environment. On a **1**, the item breaks and is no longer usable.	All
13-14	**Noisy.** Something about this item squeaks or rustles. You have **disadvantage** on **Dexterity (Stealth)** checks while wearing or carrying the item, even if the item is stowed away.	All
15	**Pungent.** This item has a distinctly off-putting odour. While wearing or carrying the item, you have **disadvantage** on **Charisma** checks against creatures that don't like bad smells, and creatures have **advantage** on **Wisdom (Perception)** checks made to perceive if they can smell the item.	All
16	**Heavy.** This item weighs twice as much as normal.	All
17	**Garish.** The designs and colours in this item are all wrong. While you wear or hold the item, you have **disadvantage** on **Charisma (Intimidation)** checks against creatures that can see the item.	All
18	**Mediocre Finish.** This weapon looks like crap and is worth half its normal value.	All
19	**Under Insulated.** Something about this item conducts heat or is under-insulated. While wearing or carrying the item, whenever you take cold or fire damage, you take an additional **1d8** damage of the same type.	All
20	**Dangerous**. When you make an attack with this item, while wearing this clothing or armour, or while holding this held item, the range of values that result in a critical fail increases by 1 (e.g. from a result of 1, to a result of 1-2 on the d20).	All

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Manufacturing Boons

d20*	Boon	Item types
1-2	**Durable.** The hitpoints of this item are tripled.	All
3-4	**Unreactive.** This item resists corrosion and rot. If an environmental effect or creature would cause an item to become damaged (such as a gray ooze's Corrode Metal), roll a d20. On an 11 or higher, the item is unaffected.	All
5-6	**Light.** This item weighs half as much as normal at no detriment to its strength or potential to do damage. If it is a weapon with the heavy property, it loses this property. If it doesn't have the heavy property, it gains the light property.	All
7-8	**Magnificent Finish.** This item's finish is on point and it is worth twice its normal value.	All
9-10	**Flashy.** This item looks really cool. While you wear or hold the item, you have **advantage** on **Charisma (Persuasion)** checks against creatures that can see the item.	All
11-12	**Insulated.** If this item is clothing or armour, you have **advantage** on Constitution saving throws against environmental effects caused by cold weather. If it is a weapon, you have **advantage** on saving throws against the *heat metal* spell while holding it. If it is neither a weapon, clothing, or armour, roll again.	Armour, clothing, held item, weapon
13-14	**Grippy.** You have **advantage** on ability checks and saving throws made to resist being disarmed of this item, or having it taken from you against your will.	Held item, weapon
15-16	**Quick Release.** If this item is armour or a shield, it is quick to equip or stow. The time to don or doff the item is ten times quicker (a shield takes either a bonus action or an action). If the item is neither armour nor a shield, roll again.	Armour, shield
17-18	**Aerodynamic.** If the item has the thrown property or is ammunition, its normal and long ranges increase by 50% (rounded down; if the item is ammunition it increases the range of the weapon that fires it by 50% instead). If the item doesn't have the thrown property or isn't ammunition, roll again.	Ammunition, thrown weapon
19	**Perfect Balance.** If this item is a weapon, whenever you roll a **1** on the d20 when you make an attack roll with it, you can reroll the d20 and must use the new result. If this item is armour or clothing, whenever you roll a **1** on the d20 when you make a **Dexterity (Acrobatics)** check or **Dexterity saving throw**, you can reroll the d20 and must use the new result. If it is neither a weapon, clothing, or armour, roll again	Armour, clothing, weapon
20	**Artisanal Craftsmanship.** If this item is a weapon, it has a **+1 bonus** to its damage rolls. If it is armour, bludgeoning,piercing, and slashing damage that you take from nonmagical attacks is reduced by **1**.	Armour, weapon

*If the item is a wondrous item, roll a d12 instead. The results from 13-20 don't include any wondrous items.

Enchanting Flaws

d20	Flaw
1-2	**Cursed.** This item is cursed. If it requires attunement, becoming attuned to it extends the curse to you. Otherwise, simply touching the item extends the curse to you. As long as you remain cursed, you are unwilling to part with the item, keeping it within reach at all times. Roll again on this table to determine the detrimental nature of the curse.
3	**Battlerage.** When combat ends (and initiative would be ended), you must make a **Wisdom saving throw** unless you are **immune** to being charmed. On a failure, you see all creatures as enemies and must act with lethal intent. You can repeat the saving throw at the end of each of your turns, ending the effect on a success.
4	**Desensitisation.** Your vision becomes shades of black and white, any darkvision you have is reduced by 30 feet and if you don't have darkvision you perceive all dim light as darkness. Sounds become muted, food loses its taste, and everything you touch feels numb. You have **disadvantage** on ability checks using **Perception**.
5	**Gravity Well.** You weigh three times as much as normal and your speed is reduced by **5 feet**.
6	**Falsehood.** Each time you willingly speak the truth, you take **1d6** psychic damage. This effect can occur no more than once per minute.
7	**Divinable.** Any creature with proficiency in the Arcana skill that is on the same plane as you and knows your name can, as an action, determine your exact location. If the creature is on a different plane, then it learns which plane you are on instead.
8	**Illiteracy.** You can't read or write.
9	**Attraction.** Ranged weapon attacks made against you have **advantage** to hit you.
10	**Energy Magnet.** Spells, attacks, and effects that deal a specific type of damage (as determined by a roll on the Random Damage Type table, page 120) have **advantage** on attack rolls made to hit you, and you have **disadvantage** on saving throws made to resist them.
11	**Creature Sustaining.** You deal only half damage to creatures of a certain type (as determined by a roll on the Random Creature Type table, page 120).
12	**External Monologue.** Whenever you finish a long rest, you must succeed on a **Wisdom saving throw** or become cursed. While cursed in this way must speak all your internal thoughts aloud until you finish a long rest.
13	**Chain Reaction.** Whenever you take damage of a certain type (as determined by a roll on the Random Damage Type table, page 120), it triggers a chain reaction. Each creature within **10 feet** of you (including you) must succeed on a **Dexterity saving throw**, taking **3d6** damage of the same type on a failure. You automatically fail this saving throw.
14	**Rot.** You appear as if you're rotting, and a putrid stench of decay follows you. Creatures other than fiends and undead are fearful of you, granting you **advantage** on **Charisma (Intimidation)** checks against them, and **disadvantage** on all other Charisma checks. This effect continues for 24 hours after you stop carrying or wearing this item.
15	**Malfunctioning Self-Preservation.** Whenever you suffer a critical hit, you must succeed on a **Constitution saving throw** or become transformed into a CR 0 creature of the GM's choice for 1 hour (as per the *polymorph* spell).
16	**Gullibility.** You have **disadvantage** on **Wisdom (Insight)** checks.
17	**Hunted.** Creatures of a specific type (as determined by a roll on the Random Creature Type table, page 120) desire this item. While within 300 feet of it, they can detect its exact location. A creature prone to deceit might try to steal it, while one prone to aggression might try to kill you for it. A good and honest creature will try to buy it, offering up to 20% more than its normal sale price.
18	**Truthfulness.** Each time you willingly speak a lie, you take **1d6** psychic damage.This effect can occur no more than once per minute.
19	**Alcoholic Potency.** Any time you consume a magical liquid, it becomes extremely alcoholic. You must make a Constitution saving throw or gain one level of drunkenness (see page 21).
20	**Forced Attunement.** Regardless of whether or not this item would normally require attunement, this item requires attunement. In addition, you learn of a task which you must complete (GM's decision). After you attune to the item, you can't willingly unattune from the item until this task is completed.

Enchanting Boons

d20	Boon
1	**Hairology.** You can change the colour of your hair at will, over the course of 1 minute.
2	**Favourable Pheromones.** You emit scents especially appealing to beasts and other simple creatures. You have **advantage** on **Wisdom (Animal Handling)** checks.
3	**Gambler.** You have a deep understanding of gaming mechanics and statistics, and gain proficiency with all gaming sets.
4	**Gravity Void.** When you are prone, you can stand up using only 5 feet of movement.
5	**Fleet.** Your speed increases by **5 feet**.
6	**Composed.** Minor illusory magic masks any visual ticks you might display. You have **advantage** on **Charisma (Deception)** checks. Creatures with truesight see through these illusions (ignore the advantaged roll).
7	**Geolocational Position Sense.** You always know which direction is north, in addition to your elevation above or below sea level.
8	**Ray of Sunshine.** As a bonus action, you can shed bright light in a **20-foot radius** and dim light for an additional **20 feet**. You can extinguish this light as a bonus action.
9	**Cat's Landing.** You take half damage from falling.
10	**Eye for Weakness.** As a bonus action you can identify which two saving throw modifiers are the lowest for a creature you can see within **60 feet** of you. If more than two saving throw modifiers are tied, you learn them all.
11	**Proficient.** Something about this item grants you knowledge, experience, or the aptitude to excel at certain tasks. You gain proficiency in one skill as determined by a roll on the Random Skill Table (page 120).
12	**Sustenance.** You require only half as much food and water as normal, and each time you regain hit points from a spell or magical effect, you can reroll any 1s and must use the new rolls.
13	**Creature Slaying.** Attacks you make against a certain type of creature (as determined by a roll on the Random Creature Type table, page 120) deal additional damage equal to your proficiency bonus on a critical hit.
14	**Insightful.** You have a preternatural ability to sense deception, and have **advantage** on any ability check using **Insight** you make to determine if someone is lying to you
15	**Oxygen Refiner.** You can breathe underwater.
16	**Energy Repulsor.** Spells, attacks, and effects that deal a specific type of damage (as determined by a roll on the Random Damage Type table, page 120) have **disadvantage** on attack rolls made to hit you, and you have **advantage** on saving throws made to resist them.
17	**Self-Preservation System.** Whenever you are critically hit by an attack, you can use your reaction to transform into a creature of the GM's choice with a CR equal to your proficiency bonus (as per the *polymorph* spell, no concentration required). Once this boon is activated, it can't be activated again until the next dawn.
18	**Sidekick.** You are great at giving others the help and support they need. When you use the Help action to assist a creature with an ability check or attack roll, that creature can add **1d4** to its roll.
19	**Power.** You have a **+1 bonus** to attack rolls you make and the saving throw DCs of your spells and effects. Note, saving throws from items you wield are unaffected by this property.
20	**Additional Attunement.** The number of magic items to which you can be attuned increases by one.

Remember: enchanting quirks don't stack!

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Item Save DCs

Rarity	DC
Common	11
Uncommon	13
Rare	15
Very Rare	16
Legendary	17
Artifact	18

Random Non-Physical Damage Type

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Random Skill

d20	Skill	d20	Skill
1	Acrobatics	10	Medicine
2	Animal Handling	11	Nature
3	Arcana	12	Perception
4	Athletics	13	Performance
5	Deception	14	Persuasion
6	History	15	Religion
7	Insight	16	Sleight of Hand
8	Intimidation	17	Stealth
9	Investigation	18	Survival
		19-20	Re-roll

Random Creature Type

d20*	Creature Type	d20*	Creature Type
1	Aberration	8	Fiend
2	Beast	9	Giant
3	Celestial	10	Humanoid
4	Construct	11	Monstrosity
5	Dragon	12	Ooze
6	Elemental	13	Plant
7	Fey	14	Undead

*Reroll results of 15+

Time & Money

A player character can work as a crafter for a number of hours a day equal to 8 plus its Constitution modifier, a value known as its working threshold. They can push on beyond that limit, at the risk of exhaustion. For each additional hour a creature works beyond its working threshold, the creature must make succeed on a **Constitution saving throw** at the end of the hour, or gain one level of **exhaustion**. The **DC** for this save equals **10 + 1** for each hour worked beyond its working threshold.

Hiring Craftspeople

Craftspeople tend to work **8 hours** a day, but can be induced to work more than normal, charging twice the normal hourly cost as an overtime rate. While working overtime, a crafter can work **12 hours** per day.

Cost. A manufacturing craftsperson typically charges 1 gp per hour, while the much rare enchanter charges 20 gp per hour. One enchanter working alone could craft *+2 longsword* over five days, spending 8 hours a day to fulfill the 40-hour requirement at a cost of 800 gp. A craftsperson still needs to be supplied with the relevant materials or could sell them to the player if they have them in stock.

Expert & Master Crafters. Some craftspeople are so skilled that each hour they spend crafting counts as more than one hour towards the item's completion. In addition, they are often more skilled (have higher modifiers) and make better quality items. Accordingly, this expertise comes with a premium; not only are the items made more quickly, but they often come with unexpected boons! See the Typical Hourly Rates and Modifiers table for a summary.

Crafting Teams. Crafters do not always work alone; while each individual enchanter might work for 8 hours a day, a team of three can alternate shifts to work a continuous 24-hour cycle, effectively reducing the number of days a customer need wait for their item to be finished. For example, three enchanters working sequentially could fulfill the 40-hour requirement for a *+2 longsword* in exactly 40 hours, a little under 2 days. This is much quicker than the 5 days it might take a solo enchanter working 8 hours a day.

Each member of a crafting team makes a crafting check at the end of the process. The final result for the enchanting check of an item is the average of all the checks, rounded down. Note, this must be the same check; to enchant a *flame tongue* sword either all the crafters need to make enchanting checks (in this case, **spellcasting ability (Survival)**), or all must use the forging rules (a **Strength (smith's tools)** check followed by a **Strength (Survival) check**).

Journeyman Enchanting Time & Cost

			Consumable Item		Non-Attunement Item		Attunement Item*	
Rarity	**DC**	**Essence**	**Time**	**Cost****	**Time**	**Cost****	**Time**	**Cost****
Common	12	—	0.5 hour	10 gp	1 hr	20 gp	2 hrs	40 gp
Uncommon	15	Frail	4 hrs	80 gp	10 hrs	200 gp	20 hrs	400 gp
Rare	18	Robust	20 hrs	400 gp	40 hrs	800 gp	80 hrs	1,600 gp
Very Rare	21	Potent	80 hrs	1,600 gp	160 hrs	3,200 gp	320 hrs	6,400 gp
Legendary	25	Mythic	320 hrs	6,400 gp	640 hrs	12,800 gp	1,280 hrs	25,600 gp
Artifact	30	Deific	50,000 hrs	1,000,000 gp	100,000 hrs	2,000,000 gp	200,000 hrs	4,000,000 gp

*This includes optional attunement, enhanced attunement, and requires attunement.
**This cost is for the journeyman's time and does not include components, essence, or mundane items.

Typical Hourly Rates and Modifiers

Type	Rank	Speed Increase	Check Modifier	Hourly Rate	Overtime Hourly Rate
Manufacturer	Journeyman	x1	+6	1 gp	2 gp
	Expert	x2	+8	4 gp	8 gp
	Master	x3	+11	9 gp	18 gp
Enchanter	Journeyman	x1	+6	20 gp	40 gp
	Expert	x2	+8	80 gp	160 gp
	Master	x3	+11	180 gp	360 gp
Forger	Journeyman	x1	+6	25 gp	50 gp
	Expert	x2	+8	100 gp	200 gp
	Master	x3	+11	200 gp	400 gp

Equipment

With a little ingenuity, some luck, and more than a few failed prototypes, new fighting tools find their way to market. Firearms give ranged combatants extra firepower, at the cost of stealth. The tether-hook is a versatile new weapon that can be used to prevent a hunter's quarry from running away. Lastly, the tommybow: an unwieldy weapon that drastically increases the firing rate of crossbow users at the cost of reduced range.

New Tools

Surgeon's Tools. This set of instruments includes the blades, saws, and sutures needed to remove shrapnel or stitch up wounds. Proficiency with these tools lets you add your proficiency bonus to any checks you make to stabilise a creature or perform other surgery.

New Properties

Heliana's Guide introduces one new property, loud, and one modified property, reload.

Loud. The sound of the weapon (typically a firearm) discharging alerts all hearing creatures within a number of feet as specified by the number in parentheses after the loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

Reload (X). A limited number of shots, specified by the number in parentheses after the reload property, can be made with this weapon. A character must then reload it using an action.

Haladie

Magitech Revolver

New Weapons

Claws

A claw is a simple, bladed melee weapon worn as a glove that deals **1d6** slashing damage on a hit and has the light and special: attached properties.

Special: Attached. You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with a claw to hold items, but can't attack with the claw while doing so. Additionally, you have disadvantage on attack rolls using other weapons in your clawed hand.

Haladie

Haladie are martial melee weapons; double-bladed polearms that rely on the user's dexterity to keep them in constant motion. They have the finesse and two-handed properties, and deal **2d4** slashing damage on a hit. They also have a special property: whirl.

Special: Whirl. When you are wielding the haladie in two hands, you can use a bonus action to attempt to flourish with the weapon. To whirl, make a **DC 10 Dexterity** check, adding your proficiency bonus if you are proficient with haladie. On a success, you gain a **+1 bonus** to your AC until the start of your next turn, the whirling blades acting as a barrier against attack. On a result of **15** or higher, you gain a **+2 bonus**, instead. On a failure, you deal slashing damage to yourself equal to your proficiency bonus and gain no bonus to your AC from the whirl this turn.

Magitech Firearms

Magitech firearms (martial ranged weapons) use a small arcanomagnetic engine to propel their ferrous projectiles at incredible velocities. Though their means of propulsion is magical, the damage they deal remains nonmagical. Such firearms are always loud and tend to have poor accuracy over long ranges, although the recently-introduced rifling found in revolvers and rifles increases their effective range.

Extra Reloads. More expensive models of magitech firearms have a self-reloading mechanism that harnesses the arcanomagnetic engine to re-cock the weapon. If you wish, you can increase the magazine capacity of a magitech firearm up to a maximum of 6, ensuring that the price increases proportionally. For example, a pistol typically costs 200 gp and has reload (2). If you increased this to reload (6), you would multiply the price by 3 for a new cost of 600 gp.

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Nunchucks

Nunchucks are martial melee weapons composed of two hard batons connected to one another by a short chain. They have the finesse, versatile (1d8), and special: flourish properties, and deal **1d6** bludgeoning damage on a hit.

Special: Flourish. When you are wielding the nunchucks in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity** check, adding your proficiency bonus if you are proficient with nunchucks. On a success, you gain a **+2 bonus** to the attack roll. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

Tetherhooks

A tetherhook is a martial melee weapon with the reach, two-handed, and special: hookpull properties. It is comprised of a hook attached to a chain or strap and deals **1d8** piercing damage on a hit.

Special: Hookpull. As a bonus action immediately after you hit a target no more than one size larger than you with an attack using the tetherhook, you can attempt to hook the target using the tetherhook's reach. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (the target chooses the ability to use). If you succeed, the target is hooked and can't move further away from you. A hooked creature can use its action to escape. To do so, it must succeed on a **Strength (Athletics)** or **Dexterity (Acrobatics)** check contested by your **Strength (Athletics)** check.

As part of the bonus action to hook the target and as a bonus action on any of your subsequent turns while hooking it, you can pull the creature **5 feet** closer to you. If the target is an object that isn't fixed in place and that weighs less than your push, drag, or lift capacity, you can pull it 5 feet closer to you as a bonus action after you hit it with an attack.

Tommybows

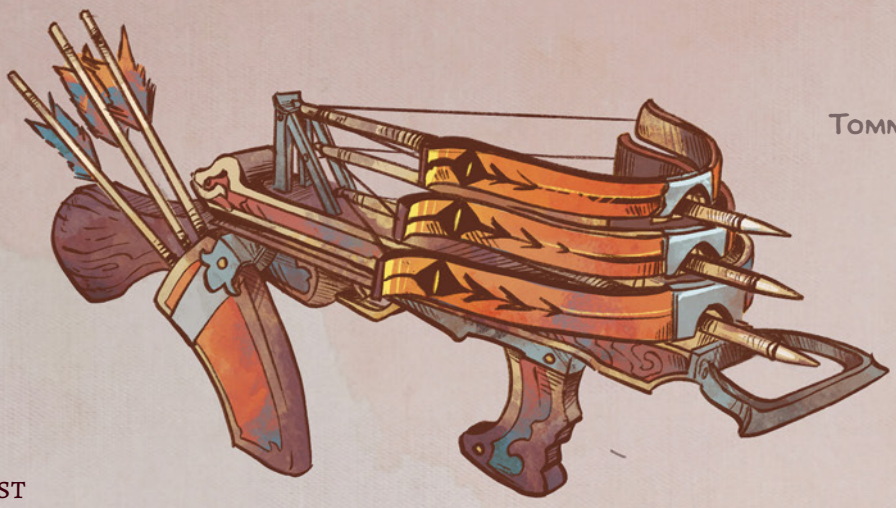
Tommybows are repeating crossbows that mirror the three types of normal crossbows: hand, heavy, and light. They are composed of vertically-stacked bows upon a crossbow's chassis, an unwieldy arrangement that reduces their effective range in comparison to their crossbow counterparts.

Reload. Tommybows replace the loading property of their crossbow counterpart with the reload property. The cost of the item is proportional to the amount of ammunition it can hold (the value in parentheses), with the maximum reload (6) tommybow costing six times its crossbow equivalent's price.

Tetherhook

Nunchucks

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns



Tommybow

Tommybow Cost

Base Crossbow	Cost					Range
	Reload (2)	Reload(3)	Reload (4)	Reload (5)	Reload (6)	
Hand crossbow	150 gp	225 gp	300 gp	375 gp	450 gp	30/60 ft.
Light crossbow	50 gp	75 gp	100 gp	125 gp	150 gp	80/160 ft.
Heavy crossbow	100 gp	150 gp	200 gp	250 gp	300 gp	100/200 ft.

New Attunement Options

Some items in *Heliana's Guide* have two new types of attunement: optional and enhanced.

Optional. Properties described as being 'Optional Attunement' or 'OA' grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not marked 'OA') are granted to the item's user even if they aren't attuned.

Enhanced. These items have additional magical features that can be unlocked. Usually, this requires the player to fulfill a pre-requisite, such as the completion of a task, or, more simply, accepting some downsides associated with the enhancement. This pre-requisite task can add depth to your world and provides a cost that offsets the significant power increase enhancement can afford.

Socketing

Charms, runes, and other socketable wondrous items enhance weapons, armour, and items that you wear. A creature with proficiency in any of the following tools can take 1 hour to attach a socketable item to a host weapon or worn item in such a way as to confer its benefits to the bearer of that item:

- Carpenter's tools
- Cobbler's tools
- Glassblower's tools
- Leatherworker's tools
- Smith's tools
- Tinker's tools
- Weaver's tools
- Woodcarver's tools

Sockets. Items of common or higher rarity have one socket which can be occupied by a socketable item.

Attunement. Socketable items specify whether the items they're slotted on must be attunable or not. If a socketable item marked as 'attunable' is slotted onto a magic item that doesn't require attunement, the item gains the 'Optional Attunement' property (see "New Attunement Options"). The benefits of the slotted item are gained only while attuned to that host item.

Removal. A creature can make a **DC 10 Dexterity** or **Intelligence** check using proficiency in any of the above tools to try and safely remove a socketable item. On a success, the socketable item is removed and can be reused. On a failure, the socketable item is broken during removal and can no longer be used.

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Innately Magical Items

Some materials are innately magical and can be used to craft common magical items without needing to be enchanted. Xyxylwood, mithral, and properly-preserved monster components like bones, claws, pelts, teeth, and scales can be manufactured into weapons and armour with unique properties. Items made from these materials are always common rarity magic items. So long as the item is successfully manufactured (i.e. even if it has flaws), it has the following properties based on its item type.

Magic. The weapon deals magical damage.

Armour. The armour resizes itself to fit any creature of the same size category. Medium and small creatures are considered the same size category for the purposes of this property.

Monster-Forged Items

Items made directly from properly preserved monster components (like a bone breastplate or tooth-tipped nunchuck) are known as 'monster-forged' items and are magical.

Optional Rule: Size Matters. When manufacturing monster-forged weapons, the size of the creature from which the component was harvested is important. You can't make a greatsword from a tiny pixie bone! The following tables dictate the size of creature required to make different weapon types from different components.

Monster-forged - Soft Component Sizes

	Minimum Creature Size
Item	**Hide / Pelt / Membrane**
Sling	Small
Net, whip	Medium
Armour	Large*

*Creature must be one size larger than intended target. For example, if the armour is intended to fit a Large creature, the component must come from a Huge creature.

Monster-forged - Hard Component Sizes

	Minimum Creature Size		
Item	**Bone**	**Horn / Antler**	**Claw / Tooth**
Arrow, bolt, dart	Tiny	Small	Medium
Dagger, sickle	Small	Medium	Large
Blowgun, hand crossbow*, pistol, revolver, shortbow	Medium	Large	—
Claw, club, handaxe, light hammer, mace, nunchucks, scimitar, shortsword, war pick	Medium	Large	Huge
Blunderbuss, heavy crossbow*, longbow, musket, rifle	Large	Huge	—
Battleaxe, flail, haladie, javelin, light crossbow*, longsword, morningstar, quarterstaff, rapier, spear, tetherhook, trident, warhammer	Large	Huge	Gargantuan
Glaive, greataxe, greatclub, halberd, lance, maul, pike	Huge	Gargantuan	—
Armour	Huge		

*Tommybow requirements mirror the crossbow on which they're based.

Magic Item Recipes

> Essence is what provides an item with raw magical power. The monster component moulds that power—flavours it, if you will—with specific properties. However, the most basic magical items can be made without any essence; I've killed more than one astral ghost-rat with my monster-forged rat smasher.
>
> — Heliana, Component Connoisseur

The following table catalogues every magic item in the SRD (free 5th edition rules), as well as the items presented in this book. It is the GM's choice if and how a character knows a magic item recipe. The items are listed alphabetically by type and then name. Here's how to interpret the table:

Name. The name of the magic item. Items in bold are new to this book and can be found in Appendix A.

Type. The item's type. If an item has multiple types, it is listed under the first type alphabetically.

Price. The suggested price to purchase the item "off the shelf" in gold pieces. This can vary considerably from the price an adventurer might pay if they sourced all the ingredients separately and is a representation of the demand for that type of item. These prices can, and should, change to fit your world.

Rarity. The item's rarity, represented using abbreviations: C, common; U, uncommon; R, rare; V, very rare; L, legendary; A, artifact. Note: rarities in **bold** are different to the rarities found in the SRD. If an item changes rarity, so too does its save DC (see "Item Save DCs" on page 120).

Attunement. Indicates whether an item requires attunement ("Att"), what type of attunement, and/or whether it is consumable ("C"). See page 124 for details on new types of attunement. Uses abbreviations: Enh, enhanced; Opt, optional; Req, required; Req^{s}, required by a spellcaster; Req+, required and has specific limitations (see item for more information. Blank means no attunement required.

Type. The type of creature from which a component must be harvested. If this is a boss monster, the name of the boss monster is in **bold**.

Metatag. An optional rule. Used when a component requires specific versions of a creature. For example, *flame tongue* requires a dragon that breathes fire: a brass, gold, or red dragon.

Component. The specific component(s) required to give a magic item its magical effects.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Holy Water (flask)			—	—	Celestial		*Phial of blood*
Ammunition							
+1 Ammunition*	ammunition	25 each	U	—	Beast		*Pouch of teeth*
+2 Ammunition*	ammunition	100 each	R	—	Monstrosity		*Pouch of teeth*
+3 Ammunition*	ammunition	480 each	V	—	Dragon		*Pouch of teeth*
Arrow of Slaying* (**)	ammunition, generic	550 each	V	—	Multiple**		*Phial of acid/blood/sap or primordial dust***
Armour							
Breastplank	armour (any plate#)	1,200	U	Req	**Tavern mimic**		*Tavern skin*
Breastplank	armour (any plate#)	3,200	R	Req	**Tavern mimic**		*Tavern skin*
Breastplank	armour (any plate#)	11,500	V	Req	**Tavern mimic**		*Tavern skin*
+1 Armor	armour (generic)	1,500	R	—	Beast		*Bone*
+2 Armor	armour (generic)	6,500	V	—	Monstrosity		*Bone*
+3 Armor	armour (generic)	28,800	L	—	Dragon		*Bone*
Adamantine Armor	armour (generic)	500	U	—	Material		*Adamantine*
Armor of Acid Resistance	armour (generic)	1,200	**U**^{R}	Req	Elemental		*Volatile mote of earth*^{v}
Armor of Cold Resistance	armour (generic)	1,200	**U**^{R}	Req	Elemental		*Volatile mote of water*^{v}
Armor of Fire Resistance	armour (generic)	1,500	**U**^{R}	Req	Elemental		*Volatile mote of fire*^{v}

* A single essence is enough to enchant 10 pieces of ammunition.
**Component and creature type depend on target creature type of arrows.
Includes breastplate, half plate, and plate

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Armor of Force Resistance	armour (generic)	1,200	**U**[R]	Req	Aberration		*Phial of mucous*
Armor of Lightning Resistance	armour (generic)	1,200	**U**[R]	Req	Elemental		*Volatile mote of air*[V]
Armor of Necrotic Resistance	armour (generic)	1,200	**U**[R]	Req	Undead		*Undying flesh*
Armor of Poison Resistance	armour (generic)	1,500	**U**[R]	Req	Monstrosity		*Liver*
Armor of Psychic Resistance	armour (generic)	1,100	**U**[R]	Req	Aberration		*Brain*
Armor of Radiant Resistance	armour (generic)	1,100	**U**[R]	Req	Celestial		*Pouch of scales*
Armor of Thunder Resistance	armour (generic)	1,100	**U**[R]	Req	Giant		*Nail*
Mithral Armor	armour (generic)	400	U	—	Material		*Mithral*
Armor of Invulnerability	armour (heavy)	18,000	L	Req	Aberration		*Chitin*
Demon Armor	armour (heavy)	3,000	**R**[V]	Req	Fiend		*Pouch of scales*
Dwarven Plate	armour (heavy)	6,500	V	—	Dragon		*Phial of blood*
Glamoured Studded Leather	armour (light)	2,100	R	—	Fey		*Phial of blood*
Black Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Black	*Pouch of scales*
Blue Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Blue	*Pouch of scales*
Brass Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Brass	*Pouch of scales*
Bronze Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Bronze	*Pouch of scales*
Copper Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Copper	*Pouch of scales*
Elven Chain	armour (medium)	2500	R	—	Fey		*Pouch of scales*
Gold Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Gold	*Pouch of scales*
Green Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Green	*Pouch of scales*
Red Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Red	*Pouch of scales*
Silver Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	Silver	*Pouch of scales*
White Dragon Scale Mail	armour (medium)	9400	V	Req	Dragon	White	*Pouch of scales*
Haemscale	armour (medium or heavy)	1,200	U	Req	**Magnetite**		*Pouch of magnetite scales*
Haemscale	armour (medium or heavy)	4,000	R	Req	**Magnetite**		*Pouch of magnetite scales*
Haemscale	armour (medium or heavy)	13,000	V	Req	**Magnetite**		*Pouch of magnetite scales*
Armor of Vulnerability (Bludgeoning)	armour (plate)	500	**U**[R]	Req	Fiend		*Phial of blood*
Armor of Vulnerability (Piercing)	armour (plate)	500	**U**[R]	Req	Fiend		*Phial of blood*
Armor of Vulnerability (Slashing)	armour (plate)	500	**U**[R]	Req	Fiend		*Phial of blood*
Plate Armor of Etherealness	armour (plate)	41,600	L	Req	Undead		*Undying heart*[V]
Animated Shield	armour (shield)	5,000	**R**[V]	Req	Construct		*Instructions*
Arrow-Catching Shield	armour (shield)	5,000	R	Req	Celestial		*Skin*
Dragonmaw Shield	armour (shield)	2,300	R	—	**Mechakobold**		*Mechakobold plating (3)*
Overgrown Barkshield	armour (shield)	650	U	Req	Plant		*Bark*
Overgrown Barkshield	armour (shield)	2,400	R	Req	Plant		*Bark*
Overgrown Barkshield	armour (shield)	10,000	V	Req	Plant		*Bark*
Shield of Missile Attraction	armour (shield)	5,000	R	Req	Fiend		*Skin*
Spellguard Shield	armour (shield)	25,000	V	Req	Construct		*Metal plating*
+1 Shield	armour (shield)	1,500	**R**[U]	—	Beast		*Pouch of scales*
+2 Shield	armour (shield)	6,500	**V**[R]	—	Monstrosity		*Pouch of scales*
+3 Shield	armour (shield)	28,800	**L**[V]	—	Dragon		*Pouch of scales*
Potions							
Oil of Etherealness	potion	1900	R	—	Undead		*Ethereal ichor*
Oil of Sharpness	potion	4800	V	—	Fey		*Fat*
Oil of Slipperiness	potion	480	U	—	Construct		*Phial of oil*
Philter of Love	potion	180	U	—	Fey		*Phial of blood*
Potion of Acid Resistance	potion	240	U	—	Elemental		*Volatile mote of earth*[V]
Potion of Animal Friendship	potion	200	U	—	Beast		*Phial of blood*
Potion of Clairvoyance	potion	900	R	—	Celestial		*Eye*

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Potion of Climbing	potion	50	C	—	Beast		*Pouch of claws*
Potion of Cloud Giant Strength	potion	6,000	V	—	Giant	Cloud	*Nail*
Potion of Cold Resistance	potion	240	U	—	Giant	Frost	*Fat*
Potion of Diminution	potion	270	**U**[R]	—	Humanoid	Gnome	*Phial of blood*
Potion of Fire Giant Strength	potion	3,000	R	—	Giant	Fire	*Nail*
Potion of Fire Resistance	potion	300	U	—	Giant	Fire	*Fat*
Potion of Flying	potion	900	**R**[V]	—	Dragon		*Fat*
Potion of Force Resistance	potion	240	U	—	Aberration		*Fat*
Potion of Frost Giant Strength	potion	1,500	R	—	Giant	Frost	*Nail*
Potion of Gaseous Form	potion	900	R	—	Ooze		*Membrane*
Potion of Greater Healing	potion	150	U	—	Beast		*Liver*
Potion of Growth	potion	270	U	—	Giant	Duergar	*Phial of blood*
Potion of Healing	potion	50	C	—	Beast		*Fat*
Potion of Heroism	potion	180	R	—	Celestial		*Phial of blood*
Potion of Hill Giant Strength	potion	500	U	—	Giant	Hill	*Nail*
Potion of Invisibility	potion	900	V	—	Humanoid	Duergar	*Skin*
Potion of Lightning Resistance	potion	240	U	—	Giant	Storm	*Fat*
Potion of Mind Reading	potion	180	**U**[R]	—	Aberration		*Phial of blood*
Potion of Necrotic Resistance	potion	240	U	—	Undead		*Phial of congealed blood*
Potion of Poison	potion	180	U	—	Plant		*Poison gland*
Potion of Poison Resistance	potion	300	U	—	Fiend		*Fat*
Potion of Psychic Resistance	potion	220	U	—	Aberration		*Fat*
Potion of Radiant Resistance	potion	220	U	—	Celestial		*Fat*
Potion of Speed	potion	4800	V	—	Fey		*Liver*
Potion of Stone Giant Strength	potion	1,500	R	—	Giant	Stone	*Nail*
Potion of Storm Giant Strength	potion	30,000	L	—	Giant	Storm	*Nail*
Potion of Superior Healing	potion	450	R	—	Monstrosity		*Fat*
Potion of Supreme Healing	potion	1350	V	—	Monstrosity		*Liver*
Potion of Thunder Resistance	potion	220	U	—	Giant	Storm	*Fat*
Potion of Water Breathing	potion	180	U	—	Beast		*Fin*
Rings							
Eye of the Tiger	ring	650	U	Req	**Pygmy rakshasa**		*Pygmy eye*
Eye of the Tiger	ring	9,500	V	Req	**Pygmy rakshasa**		*Pygmy eye*
Ring of Acid Resistance	ring	1,200	**U**[R]	Req	Dragon	Black	*Eye*
Ring of Air Elemental Command	ring	35,000	L	Req	Elemental		*Elemental core of air*[V]
Ring of Animal Influence	ring	1,500	R	—	Beast		*Heart*
Ring of Birdseye Maple	ring	550	U	Opt	Plant	Awakened Tree	*Bundle of roots*
Ring of Cold Resistance	ring	4,000	**U**[R]	Req	Dragon	White	*Eye*
Ring of Djinni Summoning	ring	90,000	L	Req	Elemental		*Elemental mote of air*[V]
Ring of Earth Elemental Command	ring	35,000	L	Req	Elemental		*Elemental core of earth*[V]
Ring of Evasion	ring	5,000	R	Req	Fey		*Pouch of feathers*
Ring of Feather Falling	ring	2,100	R	Req	Beast		*Pouch of feathers*
Ring of Fire Elemental Command	ring	35,000	L	Req	Elemental		*Elemental core of fire*[V]
Ring of Fire Resistance	ring	1,500	**U**[R]	Req	Dragon	Red	*Eye*
Ring of Force Resistance	ring	1,200	**U**[R]	Req	Construct		*Gears*
Ring of Free Action	ring	16,000	**V**[R]	Req	Plant		*Bundle of roots*
Ring of Fungal Symbiosis	ring	500	U	Opt	**Fungal heart**		*Pouch of spores*
Ring of Fungal Symbiosis	ring	9,400	V	Opt	**Fungal heart**		*Pouch of spores*
Ring of Invisibility	ring	32,000	L	Req	Aberration		*Phial of mucous*

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Ring of Jumping	ring	1,000	U	Req	Beast		*Bone*
Ring of Lightning Resistance	ring	1,200	**U**[R]	Req	Dragon	Blue	*Eye*
Ring of Mind Shielding	ring	1,600	U	Req	Aberration		*Main eye*
Ring of Necrotic Resistance	ring	1,200	**U**[R]	Req	Undead		*Eye*
Ring of Poison Resistance	ring	1,500	**U**[R]	Req	Dragon	Green	*Eye*
Ring of Protection	ring	3,500	R	Req	Construct		*Metal plating*
Ring of Psychic Resistance	ring	1,100	**U**[R]	Req	Aberration		*Eye*
Ring of Radiant Resistance	ring	1,100	**U**[R]	Req	Celestial		*Eye*
Ring of Regeneration	ring	12,000	V	Req	Plant		*Fungal membrane*
Ring of Shooting Stars	ring	14,000	V	Req+	Aberration		*Antenna*
Ring of Spell Storing	ring	8,000	R	Req	Fey		*Bone*
Ring of Spell Turning	ring	50,000	L	Req	Fiend		*Skin*
Ring of Swimming	ring	1,800	U	—	Beast		*Fin*
Ring of Telekinesis	ring	25,000	V	Req	Aberration		*Brain*
Ring of Three Wishes	ring	150,000	L	—	Humanoid	Halfling	*Heart*
Ring of Thunder Resistance	ring	1,100	**U**[R]	Req	Giant		*Eye*
Ring of Warmth	ring	4,500	U	Req	Elemental		*Volatile mote of fire*[V]
Ring of Water Elemental Command	ring	35,000	L	Req	Elemental		*Elemental core of water*[V]
Ring of Water Walking	ring	1,500	U	—	Beast		*Fat*
Ring of X-ray Vision	ring	6,000	R	Req	Aberration		*Eye*
Ring of the Ram	ring	5,000	R	Req	Beast		*Pair of antlers*
Rods							
Immovable Rod	rod	2,000	U	—	Beast		*Bone*
Rod of Absorption	rod	41,600	L	Req	Construct		*Stone*
Rod of Alertness	rod	25,000	V	Req	Fey		*Eye*
Rod of Lordly Might	rod	35,000	L	Req	Fiend		*Pouch of teeth*
Rod of Rulership	rod	6,000	R	Req	Fiend		*Pouch of dust*
Rod of Security	rod	20,000	V	—	Celestial		*Heart*
Sporespreader	rod, staff, or wand	1,000	U	Req	**Fungal heart**		*Spore-filled gills*
Sporespreader	rod, staff, or wand	4,500	R	Req	**Fungal heart**		*Spore-filled gills*
Suncatcher	rod, staff, or wand	900	U	Req[S]	**Suneater**		*Suneater beak*
Suncatcher	rod, staff, or wand	2,300	R	Req[S]	**Suneater**		*Suneater beak*
Suncatcher	rod, staff, or wand	9,800	V	Req[S]	**Suneater**		*Suneater beak*
Scrolls							
Cantrip Spell Scroll	scroll	20	C	—	*		*Any*
1st-level Spell Scroll	scroll	60	C	—	*		*Any*
2nd-level Spell Scroll	scroll	180	U	—	*		*Any*
3rd-level Spell Scroll	scroll	360	U	—	*		*Any*
4th-level Spell Scroll	scroll	900	R	—	*		*Any*
5th-level Spell Scroll	scroll	2,000	R	—	*		*Any*
6th-level Spell Scroll	scroll	5,000	V	—	*		*Any*
7th -level Spell Scroll	scroll	12,000	V	—	*		*Any*
8th -level Spell Scroll	scroll	25,000	V	—	*		*Any*
9th -level Spell Scroll	scroll	50,000	L	—	*		*Any*
Staves							
Staff of Charming	staff, weapon	6,000	R	Req+	Fey		*Psyche*[V]
Staff of Fire	staff, weapon	12,000	V	Req+	Elemental		*Elemental mote of fire*[V]
Staff of Frost	staff, weapon	12,000	V	Req+	Elemental		*Elemental mote of water*[V]

* The creature type depends on the school of magic to which the spell belongs: Abjuration, construct; Biomancy, monstrosity; Conjuration, elemental; Divination, celestial; Enchantment, fey; Evocation, fiend; Illusion, aberration; Necromancy, undead; Transmutation, ooze.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Staff of Healing	staff, weapon	6,000	R	Req+	Celestial		*Phial of blood*
Staff of Power	staff, weapon	65,000	**L**[V]	Req+	Giant		*Heart*
Staff of Striking	staff, weapon	12,000	V	Req	Aberration		*Phial of blood*
Staff of Swarming Insects	staff, weapon	5,000	R	Req+	Beast		*Stinger*
Staff of Thunder and Lightning	staff, weapon	10,000	V	Req	Elemental		*Elemental mote of air*[v]
Staff of Withering	staff, weapon	2,500	R	Req+	Monstrosity		*Poison gland*
Staff of the Magi	staff, weapon	4,000,000	**A**[L]	Req+	Monstrosity		*Tentacle*
Staff of the Python	staff, weapon	1,200	U	Req+	Beast		*Pouch of scales*
Staff of the Woodlands	staff, weapon	22,000	**V**[R]	Req+	Elemental		*Elemental mote of earth*[v]
Wands							
+1 Wand of the War Mage	wand	750	U	Req[s]	Aberration		*Bone*
+2 Wand of the War Mage	wand	1,500	R	Req[s]	Aberration		*Bone*
+3 Wand of the War Mage	wand	6,200	V	Req[s]	Aberration		*Bone*
Wand of Binding	wand	5,000	R	Req[s]	Plant		*Pouch of hyphae*
Wand of Enemy Detection	wand	1,200	**U**[R]	Req	Monstrosity		*Antenna*
Wand of Fear	wand	5,000	R	Req	Undead		*Ethereal ichor*
Wand of Fireballs	wand	25,000	**V**[R]	Req[s]	Elemental		*Volatile mote of fire*[v]
Wand of Lightning Bolts	wand	25,000	**V**	Req[s]	Elemental		*Volatile mote of air*[v]
Wand of Magic Detection	wand	600	U	—	Monstrosity		*Eye*
Wand of Magic Missiles	wand	900	U	—	Monstrosity		*Phial of blood*
Wand of Paralysis	wand	10,000	**V**[R]	Req[s]	Monstrosity		*Stinger*
Wand of Polymorph	wand	20,000	V	Req[s]	Fey		*Tongue*
Wand of Secrets	wand	600	U	—	Beast		*Antenna*
Wand of Web	wand	4,000	**R**[U]	Req[s]	Beast	Spider	*Poison gland*
Wand of Wonder	wand	4,000	R	Req[s]	Fey		*Liver*
Weapons							
Dagger of Venom	weapon (dagger)	1,900	R	—	Fiend		*Poison gland*
Painblinder Mycaxe	weapon (any axe)	400	U	—	**Fungal heart**		*Spore-filled gills*
Painblinder Mycaxe	weapon (any axe)	1,800	R	—	**Fungal heart**		*Spore-filled gills*
Time Splitter	weapon (any axe)	850	U	Req	**Dreamholder**		*Dreamholder bone*
Time Splitter	weapon (any axe)	9,800	V	Req	**Dreamholder**		*Dreamholder bone*
Sunwing Bow	weapon (any bow)	900	U	Opt	**Suneater**		*Suneater sinew*
Sunwing Bow	weapon (any bow)	2,300	R	Opt	**Suneater**		*Suneater sinew*
Sunwing Bow	weapon (any bow)	12,000	V	Opt	**Suneater**		*Suneater sinew*
Haemstrike	weapon (any hammer*)	1,000	U	Opt	**Magnetite**		*Magnetite bone*
Haemstrike	weapon (any hammer*)	3,500	R	Opt	**Magnetite**		*Magnetite bone*
Haemstrike	weapon (any hammer*)	11,000	V	Opt	**Magnetite**		*Magnetite bone*
Hammer Time	weapon (any hammer*)	1,300	R	—	**Dreamholder**		*Dreamholder main eye*
Hammer Time	weapon (any hammer*)	6,200	V	—	**Dreamholder**		*Dreamholder main eye*
Headbanger Lute	weapon (any hammer*)	800	U	Req	**Tavern Mimic**		*Tavern stomach*
Headbanger Lute	weapon (any hammer*)	9,600	V	Req	**Tavern Mimic**		*Tavern stomach*
Mawling Maul	weapon (any hammer*)	650	U	—	**Tavern Mimic**		*Pouch of tavern teeth*
Mawling Maul	weapon (any hammer*)	1,600	R	—	**Tavern Mimic**		*Pouch of tavern teeth*
Jaw Breakers	weapon (any light)	3,200	R	Opt	**Tar-rasque**		*Pouch of fossilised teeth*
Jaw Breakers	weapon (any light)	10,500	V	Opt	**Tar-rasque**		*Pouch of fossilised teeth*
Gunnspier	weapon (any polearm**)	1,400	R	—	**Mechakobold**		*Mechakobold gearing*
Gunnspier	weapon (any polearm**)	6,500	V	—	**Mechakobold**		*Mechakobold gearing*

*Includes club, greatclub, light hammer, mace, maul, and warhammer.

**This includes: halberd, glaive, lance, quarterstaff, spear, or pike.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Bonze's Bokken, Wind Ripper	weapon (any sword)	500	U	Req	Plant	Treant	*Bark*
Bonze's Bokken, Wind Ripper	weapon (any sword)	2,100	R	Req	Plant	Treant	*Bark*
Bonze's Bokken, Wind Ripper	weapon (any sword)	9,700	V	Req	Plant	Treant	*Bark*
Bonze's Bokken, Wind Ripper	weapon (any sword)	42,000	L	Req	Plant	Treant	*Bark*
Tail's End	weapon (any sword)	1,600	R	—	**Pygmy rakshasa**		*Pygmy sinew*
Tail's End	weapon (any sword)	6,400	V	—	**Pygmy rakshasa**		*Pygmy sinew*
Terrorasque	weapon (any sword)	2,600	R	Req	**Tar-rasque**		*Pouch of fossilised claws (2)*
Terrorasque	weapon (any sword)	9,900	V	Req	**Tar-rasque**		*Pouch of fossilised claws (2)*
Splinterspray Tommybow	weapon (any tommybow)	400	U	—	Construct	Animated	*Instruction matrix*
Splinterspray Tommybow	weapon (any tommybow)	1,750	R	—	Construct	Animated	*Instruction matrix*
Splinterspray Tommybow	weapon (any tommybow)	8,100	V	—	Construct	Animated	*Instruction matrix*
Claw of Corruption	weapon (claw)	500	U	Req	**Pygmy rakshasa**		*Pouch of pygmy claws*
Claw of Corruption	weapon (claw)	9,400	V	Req	**Pygmy rakshasa**		*Pouch of pygmy claws*
Flooze	weapon (flail)	600	U	Req	**Polyhedrooze**	Gargantuan	*Gooey wishbones (3)*
Flooze	weapon (flail)	9,600	V	Req	**Polyhedrooze**	Gargantuan	*Gooey wishbones (3)*
+1 Weapon	weapon (generic)	750	U	—	Beast		*Pouch of claws*
+2 Weapon	weapon (generic)	1,500	R	—	Monstrosity		*Pouch of claws*
+3 Weapon	weapon (generic)	6,200	V	—	Dragon		*Pouch of claws*
Berserker Axe	weapon (generic)	2,100	R	Req	Fiend		*Bone*
Dancing Sword	weapon (generic)	2,100	**R** [V]	Req	Construct		*Lifespark*[v]
Defender	weapon (generic)	24,000	L	Req	Construct		*Lifespark*[v]
Dragon Slayer	weapon (generic)	2,400	R	—	Dragon		*Heart*
Flame Tongue	weapon (generic)	9,400	**V** [R]	Req	Dragon	Brass, Gold, or Red	*Breath sac*[v]
Frost Brand	weapon (generic)	9,400	V	Req	Dragon	White or Silver	*Breath sac*[v]
Giant Slayer	weapon (generic)	2,400	R	—	Giant		*Heart*
Holy Avenger	weapon (generic)	150,000	L	Req+	Celestial		*Heart*
Luck Blade	weapon (generic)	170,000	L	Req	Fey		*Psyche*[v]
Nine Lives Stealer	weapon (generic)	9,400	V	Req	Beast	Cat	*Heart*
Sword of Life Stealing	weapon (generic)	2,100	R	Req	Undead		*Marrow*
Sword of Sharpness	weapon (generic)	2,100	**R** [V]	Req	Giant		*Tooth*
Sword of Wounding	weapon (generic)	2,100	R	Req	Humanoid		*Pouch of teeth*
Vicious Weapon	weapon (generic)	350	**U** [R]	—	Beast		*Pouch of teeth*
Vorpal Sword	weapon (generic)	24,000	L	Req	Monstrosity		*Pouch of teeth*
Kobold Wristbow	weapon (hand crossbow)	50	C	Req	Construct		*Gears*
Javelin of Lightning	weapon (javelin)	1,200	U	—	Elemental		*Primordial dust*
Oathbow	weapon (longbow)	9,400	V	Req	Fey		*Tongue*
Sun Blade	weapon (longsword)	12,000	**V** [R]	Req	Celestial		*Pouch of dust*
Pneuma Blade	weapon (longsword or greatsword)	1,600	R	—	**Mechakobold**		*Mechakobold lifespark*
Pneuma Blade	weapon (longsword or greatsword)	7,800	V	—	**Mechakobold**		*Mechakobold lifespark*
Mace of Disruption	weapon (mace)	7,000	R	Req	Undead		*Marrow*
Mace of Smiting	weapon (mace)	4,500	R	—	Construct		*Bone*
Mace of Terror	weapon (mace)	7,000	R	Req	Monstrosity		*Bone*
Hammer of Thunderbolts	weapon (maul)	16,000	**V** [L]	—	Celestial		*Bone*
Longspike	weapon (rapier)	850	U	Opt	**Fungal heart**		*Pouch of hyphae*
Longspike	weapon (rapier)	10,000	V	Opt	**Fungal heart**		*Pouch of hyphae*
Scimitar of Speed	weapon (scimitar)	9,400	V	Req	Fey		*Pouch of feathers*
Trident of Fish Command	weapon (trident)	700	U	Req	Beast		*Tentacle*
Dwarven Thrower	weapon (warhammer)	18,000	V	Req+	Giant		*Tooth*

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Wondrous Items							
Amulet of Health	wondrous item	7,000	R	Req	Beast		*Heart*
Amulet of Proof against Detection and Location	wondrous item	1,000	U	Req	Fey		*Antenna*
Amulet of the Planes	wondrous item	20,000	V	Req	Fiend		*Soul*[V]
Apparatus of Kwalish	wondrous item	12,000	**V**[L]	—	Construct		*Brain*
Astral Luggage	wondrous item	300	U	—	**Dreamholder**		*Dreamholder brain*
Astral Luggage	wondrous item	3,200	V	—	**Dreamholder**		*Dreamholder brain*
Bag of Beans	wondrous item	2,000	R	—	Plant		*Phial of sap*
Bag of Devouring	wondrous item	6,500	V	—	Monstrosity		*Pelt*
Bag of Holding	wondrous item	2,500	U	—	Aberration		*Hide*
Bag of Tricks, Gray	wondrous item	500	U	—	Fey		*Skin*
Bag of Tricks, Rust	wondrous item	500	U	—	Fey		*Skin*
Bag of Tricks, Tan	wondrous item	500	U	—	Fey		*Skin*
Bead of Force	wondrous item	960	R	—	Construct		*Phial of sap*
Belt of Cloud Giant Strength	wondrous item	96,000	L	Req	Giant	Cloud	*Skin*
Belt of Dwarvenkind	wondrous item	9,500	**V**[R]	Req	Monstrosity		*Pelt*
Belt of Fire Giant Strength	wondrous item	24,000	V	Req	Giant	Fire	*Skin*
Belt of Frost Giant Strength	wondrous item	16,000	V	Req	Giant	Frost	*Skin*
Belt of Hill Giant Strength	wondrous item	8,000	R	Req	Giant	Hill	*Skin*
Belt of Stone Giant Strength	wondrous item	16,000	V	Req	Giant	Stone	*Skin*
Belt of Storm Giant Strength	wondrous item	41,600	L	Req	Giant	Storm	*Skin*
Bomboozler	wondrous item	900	R	C	**Polyhedrooze**	Gargantuan	*Phial of biomantic acid*
Bomboozler	wondrous item	4,800	V	C	**Polyhedrooze**	Gargantuan	*Phial of biomantic acid*
Boots of Elvenkind	wondrous item	2,500	U	—	Plant		*Bark*
Boots of Levitation	wondrous item	4,000	R	Req	Fey		*Skin*
Boots of Speed	wondrous item	4,000	R	Req	Fey		*Pelt*
Boots of Striding and Springing	wondrous item	1,800	U	Req	Construct		*Gears*
Boots of the Winterlands	wondrous item	2,000	U	Req	Beast		*Pelt*
Bowl of Commanding Water Elementals	wondrous item	3,200	R	—	Elemental		*Elemental core of water*[V]
Bracers of Archery	wondrous item	1,500	**R**[U]	Req	Monstrosity		*Scaly hide*
Bracers of Defense	wondrous item	6,000	R	Req	Monstrosity		*Chitin*
Brazier of Commanding Fire Elementals	wondrous item	3,200	R	—	Elemental		*Elemental mote of fire*[V]
Brooch of Shielding	wondrous item	1,500	U	Req	Monstrosity		*Pouch of scales*
Broodmother's Embrace	wondrous item	3,500	R	Req	**Broodmother**		*Broodmother hide*
Broodmother's Embrace	wondrous item	12,000	V	Req	**Broodmother**		*Broodmother hide*
Broodmother's Embrace	wondrous item	41,600	L	Req	**Broodmother**		*Broodmother hide*
Broodslinger	wondrous item	800	U	Req	**Broodmother**		*Broodling sac*
Broodslinger	wondrous item	2,500	R	Req	**Broodmother**		*Broodling sac*
Broodslinger	wondrous item	9,500	V	Req	**Broodmother**		*Broodling sac*
Broom of Flying	wondrous item	8,000	**V**[U]	—	Plant		*Bundle of roots*
Caltrooze	wondrous item	180	U	C	**Polyhedrooze**	Gargantuan	*Phial of polyhedrooze ooze*
Candle of Invocation	wondrous item	5,600	V	Req	Celestial /Fiend		*Fat*[*]
Cape of the Mountebank	wondrous item	1,600	R	—	Monstrosity		*Pelt*
Carpet of Flying, 3 ft.—5 ft.	wondrous item	8,000	V	—	Plant		*Bundle of roots*
Carpet of Flying, 4 ft.—6 ft.	wondrous item	10,000	V	—	Plant		*Bundle of roots*
Carpet of Flying, 5 ft.—7 ft.	wondrous item	12,000	V	—	Plant		*Bundle of roots*
Carpet of Flying, 6 ft.—9 ft.	wondrous item	16,000	V	—	Plant		*Bundle of roots*

[+] The alignment of the creature from whom the component is extracted dictates item's alignment.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Censer of Controlling Air Elementals	wondrous item	3,200	R	—	Elemental		*Elemental mote of air*[V]
Chime of Opening	wondrous item	1,500	R	—	Humanoid		*Bone*
Circlet of Blasting	wondrous item	360	U	—	Monstrosity		*Pair of antlers*
Cloak of Arachnida	wondrous item	9.400	V	Req	Beast		*Chitin*
Cloak of Displacement	wondrous item	60,000	**L**[R]	Req	Fey		*Pelt*
Cloak of Elvenkind	wondrous item	5,000	**R**[U]	Req	Plant		*Phial of sap*
Cloak of Protection	wondrous item	3,500	**R**[U]	Req	Beast		*Chitin*
Cloak of the Bat	wondrous item	6,000	R	Req	Beast		*Pelt*
Cloak of the Manta Ray	wondrous item	5,000	**R**[U]	—	Beast		*Scaly hide*
Crawley Turrit	wondrous item	2,100	R	Req	**Mechakobold**		*Mechakobold instruction matrix*
Crystal Ball	wondrous item	28,000	V	Req	Celestial		*Eye*
Cube of Force	wondrous item	16,000	**V**[R]	Req	Construct		*Instructions*
Cubic Gate	wondrous item	40,000	L	—	Elemental		*Primordial dust*
Daern's Instant Fortress	wondrous item	75,000	**L**[R]	—	Construct		*Bone*
Decanter of Endless Water[+]	wondrous item	*	*	—	Elemental		*Volatile mote of water*[V]
Deck of Illusions	wondrous item	600	U	—	Celestial		*Soul*[V]
Deck of Many Things	wondrous item	60,000	L	—	Fiend		*Soul*[V]
Dimensional Doorknob	wondrous item	500	U	—	Construct		*Gears*
Dimensional Shackles	wondrous item	2,500	R	—	Aberration		*Fat*
Dreamy the Lucid	wondrous item	200	U	—	**Dreamholder**		*Dreamholder subeye*
Dust of Disappearance	wondrous item	250	U	—	Elemental		*Primordial dust*
Dust of Dryness	wondrous item	180	U	—	Celestial		*Pouch of dust*
Dust of Sneezing and Choking	wondrous item	480	U	—	Fiend		*Pouch of dust*
Efreeti Bottle	wondrous item	30,000	**L**[V]	—	Elemental		*Elemental mote of fire*[V]
Elemental Gem, Blue Sapphire	wondrous item	960	**R**[U]	—	Elemental		*Volatile mote of water*[V]
Elemental Gem, Emerald	wondrous item	960	**R**[U]	—	Elemental		*Volatile mote of earth*[V]
Elemental Gem, Red Corundum	wondrous item	960	**R**[U]	—	Elemental		*Volatile mote of fire*[V]
Elemental Gem, Yellow Diamond	wondrous item	960	**R**[U]	—	Elemental		*Volatile mote of air*[V]
Eversmoking Bottle	wondrous item	480	U	—	Plant		*Pouch of spores*[V]
Eyes of Charming	wondrous item	1,000	U	Req	Fey		*Heart*
Eyes of Googly	wondrous item	20	C	—	Monstrosity	Mimic	*Eye*
Eyes of Minute Seeing	wondrous item	850	U	—	Beast	Bird	*Eye*
Eyes of the Eagle	wondrous item	850	U	Req	Beast	Eagle	*Eye*
Feline's Fury	wondrous item	4,500	R	Req	**Handler**		*Infernal soul*
Felinobelix	wondrous item	2,100	R	Req	**Pygmy rakshasa**		*Pygmy soul*
Felinobelix	wondrous item	41,600	L	Req	**Pygmy rakshasa**		*Pygmy soul*
Figurine of Wondrous Power	wondrous item	**	**U-V**[U-V]	—	**		
Bronze Griffon	wondrous item	2,000	R	—	Monstrosity	Griffon	*Pouch of feathers*
Ebony Fly	wondrous item	4,000	R	—	Beast	Insect	*Chitin*
Golden Lions	wondrous item	600	**U**[R]	—	Beast	Lion	*Pelt*
Ivory Goats	wondrous item	17,400	**V**[R]	—	Beast	Goat	*Horn*
Marble Elephant	wondrous item	6,000	R	—	Beast	Elephant	*Pair of tusks*
Obsidian Steed	wondrous item	24,000	V	—	Beast	Horse	*Bone*
Onyx Dog	wondrous item	3,000	R	—	Beast	Dog or Wolf	*Pouch of teeth*
Serpentine Owl	wondrous item	7,000	R	—	Beast	Owl	*Eye*
Silver Raven	wondrous item	1,000	U	—	Beast	Bird	*Beak*
Folding Boat	wondrous item	3,000	R	—	Plant		*Bark*
Gauntlets of Ogre Power	wondrous item	5,000	**R**[U]	Req	Giant		*Bone*

* The rarity of this item affects the amount of water this can produce each day (recharging at dawn). U: 60 gallons, 300 gp; R: 300 gallons, 1300 gp; V: 1500 gallons, 6,200 gp; L: unlimited, 28,800 gp.
**Cost depends on figurine.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Gem of Brightness	wondrous item	5,000	**R**[U]	—	Celestial		*Fat*
Gem of Seeing	wondrous item	8,000	R	Req	Celestial		*Eye*
Gloves of Missile Snaring	wondrous item	1,500	U	Req	Fey		*Scaly hide*
Gloves of Swimming and Climbing	wondrous item	900	U	Req	Beast	Marine	*Pouch of scales*
Goggles of Night	wondrous item	1,000	U	—	Monstrosity		*Eye*
Grill of Barbecuing	wondrous item	350	U	—	Elemental		*Volatile mote of fire*
Hat of Disguise	wondrous item	1,200	U	Req	Fiend	Shapechanger	*Skin*
Headband of Intellect	wondrous item	5,000	**R**[U]	Req	Humanoid		*Brain*
Heliana's Guide to Monster Hunting	wondrous item	300	U	—	Humanoid		*Brain*
Heliana's Guide to Monster Hunting	wondrous item	6,200	V	—	Humanoid		*Brain*
Helm of Brilliance	wondrous item	25,000	V	Req	Celestial		*Skin*
Helm of Comprehending Languages	wondrous item	500	U	—	Construct		*Brain*
Helm of Telepathy	wondrous item	2,000	U	Req	Aberration		*Brain*
Helm of Teleportation	wondrous item	23,000	**V**[R]	Req	Fey		*Tentacle*
Handy Haversack	wondrous item	1,500	**U**[R]	—	Aberration		*Hide*
Horn of Blasting	wondrous item	450	**U**[R]	—	Dragon		*Horn*
Horn of Valhalla, Brass	wondrous item	8,400	R	—	Beast	Large	*Horn*
Horn of Valhalla, Bronze	wondrous item	14,000	V	—	Beast	Mammoth	*Tusk*
Horn of Valhalla, Iron	wondrous item	28,800	L	—	Fiend	Balor	*Horn*
Horn of Valhalla, Silver	wondrous item	5,600	R	—	Beast	Medium	*Horn*
Horseshoes of Speed	wondrous item	5,000	R	—	Beast		*Pouch of claws*
Horseshoes of a Zephyr	wondrous item	6,200	V	—	Monstrosity		*Pouch of claws*
Infested Cultist's Skull	wondrous item	500	U	—	Humanoid	Cultist	*Bone*
Infested Cultist's Skull	wondrous item	7,000	V	—	Humanoid	Cultist	*Bone*
Ioun Stone, Absorption	wondrous item	4,800*	V	Req	Aberration		*Chitin*
Ioun Stone, Agility	wondrous item	9,400	V	Req	Fey		*Psyche*[v]
Ioun Stone, Awareness	wondrous item	9,400	R	Req	Dragon		*Heart*
Ioun Stone, Fortitude	wondrous item	9.400	V	Req	Fiend		*Soul*[v]
Ioun Stone, Greater Absorption	wondrous item	41,600	L	Req	Construct		*Lifespark*[v]
Ioun Stone, Insight	wondrous item	9,400	V	Req	Celestial		*Soul*[v]
Ioun Stone, Intellect	wondrous item	9,400	V	Req	Fey		*Psyche*[v]
Ioun Stone, Leadership	wondrous item	9,400	V	Req	Celestial		*Soul*[v]
Ioun Stone, Mastery	wondrous item	41,600	L	Req	Fiend		*Soul*[v]
Ioun Stone, Protection	wondrous item	2,100	R	Req	Material		*Adamantine*
Ioun Stone, Regeneration	wondrous item	9,400	**V**[L]	Req	Undead		*Undying heart*[v]
Ioun Stone, Reserve	wondrous item	4,200	R	Req	Humanoid		*Brain*
Ioun Stone, Strength	wondrous item	9,400	V	Req	Dragon		*Horn*
Ioun Stone, Sustenance	wondrous item	2,100	R	Req	Elemental		*Volatile mote of water*[v]
Iron Bands of Binding	wondrous item	4,000	R	—	Plant		*Bundle of roots*
Iron Flask	wondrous item	28,800	L	—	Construct		*Metal plating*
Kobbold Flaymfrower	wondrous item	750	U	Req	**Mechakobold**		*Arcanothermic core*
Kobbold Flaymfrower	wondrous item	9,800	V	Req	**Mechakobold**		*Arcanothermic core*
Lantern of Revealing	wondrous item	900	U	—	Fey		*Eye*
L'Arsène's Quadnoculars	wondrous item	1,500	R	—	Construct		*Brain*
Mantle of Spell Resistance	wondrous item	19,000	**V**[R]	Req	Fiend	Rakshasa	*Skin*
Manual of Bodily Health	wondrous item	14,000	V	—	Giant		*Liver*
Manual of Clay Golems	wondrous item	8,200	V	—	Construct		*Stone*
Manual of Flesh Golems	wondrous item	6,200	V	—	Construct		*Flesh*

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Manual of Gainful Exercise	wondrous item	14,000	V	—	Humanoid		*Liver*
Manual of Iron Golems	wondrous item	12,200	V	—	Construct		*Metal plating*
Manual of Quickness of Action	wondrous item	14,000	V	—	Fey		*Phial of blood*
Manual of Stone Golems	wondrous item	9,200	V	—	Construct		*Stone*
Medallion of Thoughts	wondrous item	1,200	U	Req	Aberration		*Phial of blood*
Mirror of Life Trapping	wondrous item	18,000	V	—	Undead		*Bone*
Mycelial Cloak	wondrous item	2,300	R	Req	**Fungal heart**		*Fungal membrane*
Necklace of Adaptation	wondrous item	1,200	U	Req	Monstrosity		*Poison gland*
*Necklace of Fireballs**	wondrous item	400 / bead	**U-R**[* U-R]		Dragon	Brass, Gold, or Red	*Breath sac*[V]
Necklace of Prayer Beads	wondrous item	**	**U-V**[U-V]	Req+			
Prayer Bead, Bless	wondrous item	300	U				
Prayer Bead, Curing	wondrous item	600	U				
Prayer Bead, Favor	wondrous item	3,200	V		Celestial		*Pouch of teeth*
Prayer Bead, Smiting	wondrous item	600	U				
Prayer Bead, Summons	wondrous item	6,400	V				
Prayer Bead, Wind Walk	wondrous item	6,400	V				
Marvelous Pigments	wondrous item	8,600	V	—	Plant		*Phial of wax*
Oozemat Coat	wondrous item	3,500	R	Req	**Polyhedrooze**	Gargantuan	*Polyhedrooze membrane*
Orb of Dragonkind	wondrous item	4,000,000	A	Req	Dragon		*Heart*
Pearl of Power	wondrous item	1,000	U	Req[S]	Dragon		*Pouch of teeth*
Periapt of Health	wondrous item	400	U	—	Monstrosity		*Heart*
Periapt of Proof against Poison	wondrous item	5,000	R	—	Fey		*Poison gland*
Periapt of Wound Closure	wondrous item	800	U	Req	Ooze		*Phial of mucous*
Pipes of Haunting	wondrous item	800	U	—	Fey		*Bone*
Pipes of the Sewers	wondrous item	700	U	Req	Monstrosity		*Bone*
Portable Hole	wondrous item	2,500	R	—	Aberration		*Hide*
Quaal's Feather Token, Anchor	wondrous item	50	**C**[R]	—	Plant		*Bundle of roots*
Quaal's Feather Token, Bird	wondrous item	3,000	R	—	Beast		*Beak*
Quaal's Feather Token, Fan	wondrous item	300	U	—	Monstrosity		*Pouch of feathers*
Quaal's Feather Token, Swan Boat	wondrous item	1,400	R	—	Monstrosity		*Beak*
Quaal's Feather Token, Tree	wondrous item	50	**C**[R]	—	Plant		*Bark*
Quaal's Feather Token, Whip	wondrous item	600	**U**[R]	—	Aberration		*Tentacle*
Quiver of Ehlonna	wondrous item	1,000	U	—	Fey		*Pouch of teeth*
Restorative Ointment	wondrous item	360	U	—	Plant		*Pouch of leaves*
Robe of Eyes	wondrous item	4,000	R	Req	Monstrosity		*Eye*
Robe of Scintillating Colors	wondrous item	9,400	V	Req	Plant		*Pouch of pollen*[V]
Robe of Stars	wondrous item	18,000	V	Req	Aberration		*Eye*
Robe of Useful Items	wondrous item	300	U		Humanoid		*Skin*
Robe of the Archmagi	wondrous item	41,600	L	Req+	Multiple		*Celestial (Evil), Humanoid (Neutral), or Fiend (Good) skin*
Robes of Beaurêve	wondrous item	1,600	R	Req	**Dreamholder**		*Dreamholder hide*
Robes of Beaurêve	wondrous item	32,000	L	Req	**Dreamholder**		*Dreamholder hide*
Rolly Turrit	wondrous item	9,400	V	Req	**Mechakobold**		*Mechakobold instruction matrix*
Rope of Climbing	wondrous item	900	U	—	Monstrosity		*Pair of talons*
Rope of Entanglement	wondrous item	2,000	R	—	Monstrosity		*Pincer*
Scarab of Protection	wondrous item	41,600	L	Req	Undead		*Undying heart*[V]
Shard Crown	wondrous item	2,800	R	Req	**Magnetite**		*Magnetite horn*
Shard Crown	wondrous item	10,000	V	Req	**Magnetite**		*Magnetite horn*

* A single frail essence (uncommon rarity) can enchant up to three beads while a robust essence (rare rarity) can enchant up to six.
** The price of necklace equals cumulative cost of beads. The essence required for the necklace depends on the highest rarity of bead crafted.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Shard Crown	wondrous item	41,600	L	Req	**Magnetite**		*Magnetite horn*
Slime-in-a-Skull	wondrous item	700	U	Req	**Polyhedrooze**	Gargantuan	*Polyhedrooze vesicle*
Slime-in-a-Skull	wondrous item	10,000	V	Req	**Polyhedrooze**	Gargantuan	*Polyhedrooze vesicle*
Slippers of Spider Climbing	wondrous item	1,500	U	Req	Beast	Spider	*Pouch of claws*
Snow Wolf Cowl	wondrous item	900	U	Req	Beast	Wolf	*Pelt*
Snow Wolf Cowl	wondrous item	3,500	R	Req	Beast	Wolf	*Pelt*
Snow Wolf Cowl	wondrous item	11,500	V	Req	Beast	Wolf	*Pelt*
Sovereign Glue	wondrous item	4,800	**V**[L]	—	Ooze		*Phial of mucous*
Spelleater Tome	wondrous item	850	U	Req	**Tavern Mimic**		*Tavern brain*
Spelleater Tome	wondrous item	2,700	R	Req	**Tavern Mimic**		*Tavern brain*
Sphere of Annihilation	wondrous item	15,000	**V**[L]	—	Fiend		*Eye*
Stone of Controlling Earth Elementals	wondrous item	3,200	R	—	Elemental		*Elemental mote of earth*[V]
Stone of Good Luck	wondrous item	1,500	U	Req	Humanoid	Halfling	*Heart*
Sunfeather Shroud	wondrous item	500	U	Req	**Suneater**		*Pouch of suneater feathers (4)*
Sunfeather Shroud	wondrous item	2,100	R	Req	**Suneater**		*Pouch of suneater feathers (4)*
Sunfeather Shroud	wondrous item	9,400	V	Req	**Suneater**		*Pouch of suneater feathers (4)*
Talisman of Pure Good	wondrous item	72,000	L	Req+	Celestial		*Heart*
Talisman of Ultimate Evil	wondrous item	62,000	L	Req+	Fiend		*Heart*
Talisman of the Sphere	wondrous item	15,000	**V**[L]	Req	Celestial		*Eye*
Tarrobe	wondrous item	2,500	R	Req	**Tar-rasque**		*Volatile mote of tar*
Tarrobe	wondrous item	42,000	L	Req	**Tar-rasque**		*Volatile mote of tar*
Tome of Clear Thought	wondrous item	9,200	V	—	Construct		*Phial of blood*
Tome of Leadership and Influence	wondrous item	9,200	V	—	Celestial		*Horn*
Tome of Living Memories	wondrous item	750	U	Opt+	**Broodmother**		*Broodmother eye*
Tome of Living Memories	wondrous item	2,300	R	Opt+	**Broodmother**		*Broodmother eyes (2)*
Tome of Living Memories	wondrous item	10,000	V	Opt+	**Broodmother**		*Broodmother eyes (3)*
Tome of Understanding	wondrous item	9,200	V	—	Aberration		*Brain*
Universal Solvent	wondrous item	22,400	L	—	Ooze		*Phial of acid*
Ventilation Unit D-20	wondrous item	2,100	R	Req	**Polyhedrooze**	Gargantuan	*Phial of biomantic acid, phial of polyhedrooze ooze*
Viscous Symbiote	wondrous item	2,100	R	Req	**Tar-rasque**		*Elemental mote of tar*
Viscous Symbiote	wondrous item	9,400	V	Req	**Tar-rasque**		*Elemental mote of tar*
Viscous Symbiote	wondrous item	41,600	L	Req	**Tar-rasque**		*Elemental mote of tar*
Well of Many Worlds	wondrous item	96,000	L	—	Aberration		*Hide*
Wind Fan	wondrous item	700	U	—	Monstrosity		*Pouch of feathers*
Winged Boots	wondrous item	6,000	**R**[U]	Req	Fiend		*Pouch of feathers*
Wings of Flying	wondrous item	6,000	R	Req	Celestial		*Pouch of feathers*
Wyrm's Breath Grenade	wondrous item	*	R-L	Req+	Dragon	*	*Breath sac*
Brass, Sleep	wondrous item	1,100	R	—, C		Brass	
Bronze, Repulsion	wondrous item	1,100	R	—, C		Bronze	
Copper, Slow	wondrous item	3,600	V	—, C		Copper	
Gold, Weakening	wondrous item	3,200	V	—, C		Gold	
Silver, Paralysing	wondrous item	18,000	L	—, C		Silver	

*Price and metatag depend on grenade.

Opposite: Luciano Javier Carreira

Cooking can be delicious, nutritious, and, when you introduce magical aboleth tentacles, a little bit suspicious... They never seem to stop twitching. I love a hearty owlboar steak as much as the next person, but cooking with magical components is a whole different kettle of broodlings. Magical meals are more than just food. If you can get them right, they're like slow-acting potions: once you digest them, things get weird!

— Heliana, Toast Burner

Cooking

Cooking is a subcategory of crafting that allows players to use their downtime to prepare for the conflict ahead in a whole new way. This section explores cooking magical food. It first describes the rules for cooking food, then details the 22 staple recipes and 11 boss-monster-specific recipes, before finishing by diving into the myriad different effects of edible monster components.

Magical Cuisine

Like crafting, cooking uses harvested monster components to impart magical effects on food, known as magical meals. When consumed and digested, magical meals have long-lasting magical effects. These effects vary based on two factors: the type of component (for example, *eye* vs *blood*), and the creature type that the component came from (an aberration's *eye* has different properties to a dragon's *eye*). Different recipes call for different types of ingredients; a *black pudding* requires just *blood*, while *offal stew* needs a *liver*, *heart*, and *brain*. The more ingredients a magical meal calls for, the more effects it imparts simultaneously, and the harder it is to cook.

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 (see Ingredients and Recipe DC table). Depending on the difference between the DC and the result of the check, a magical meal can have quirks (see page 147).

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.

Mushroom Melange

Recipes

This book presents two types of recipes: staple ones which can be cooked with monster components of any type, and 'boss recipes' which require components specific to the boss monsters in the hunts in this book. It is up to the GM whether player characters know these recipes, or must discover them. You could introduce recipes in ancient tomes, give them to a character whose grandfather was a famous chef, or make them purchasable from magical restaurants or culinary schools. Discuss this with your table before you introduce this ruleset.

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.

Edible Components. The components in the Harvesting chapter marked with a superscript 'E' (ᴱ) 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*. Not all creature types supply every type of edible component. For a breakdown each component type's effects, see pages 142 - 146. Any unlisted nonmagical ingredients are supplied from a player character's normal rations, and don't require detailing.

Difficulty. The more ingredients a recipe has, the more magical effects it imparts to those who consume it, and the higher the DC is to craft it. There are four tiers of difficulty:

Ingredients and Recipe DC

Recipe Tier	Number of Ingredients	DC
Novice	1	12
Journeyman	2	16
Expert	3	20
Artisan	4	24

Jesse Jackdaw Burns & Ognjen Sporin

Staple Recipes

Novice Recipes - DC 12

Recipe	Ingredient
Keyebob	*Eye*
Tempura	*Fat*
Steak	*Flesh*
Blood curd	*Blood*
Bone broth	*Bone*
Egg dumpling	*Egg*
Hearty stew	*Heart*
Liverwurst	*Liver*

Journeyman Recipes - DC 16

Recipe	Ingredients	
Meaty masala	*Flesh*	*Spice*
Tofeye apple	*Bone*	*Eye*
Dwarven scotch	*Egg*	*Flesh*
Gobbois gras	*Fat*	*Liver*
Devilled egg	*Egg*	*Spice*
Black pudding	*Blood*	*Fat*
Bloody gazpacho*	*Blood*	*Spice*
Carrion delight	*Bone*	*Fat*

*No heat source required

Expert Recipes - DC 20

Recipe	Ingredients		
Chronomancer's slow cooked joint	*Bone*	*Fat*	*Flesh*
Offally good stew	*Brain*	*Heart*	*Liver*
Draconic delight	*Egg*	*Flesh*	*Spice*
Brain barbacoa	*Bone*	*Brain*	*Eye*

Artisan Recipes - DC 24

Recipe	Ingredients			
Scarlet eye flan	*Blood*	*Brain*	*Eye*	*Fat*
Beastial bourguignon	*Flesh*	*Heart*	*Liver*	*Spice*

Omitting Ingredients. A cook can replace a magical ingredient with a nonmagical one. If they choose to do so, they don't get the associated magical effect of the nonmagical component, but can still attempt to craft the meal. For example, if a creature wants to make a *scarlet eye flan,* but has no magical *blood*, they can use the blood of any creature (provided it hasn't spoiled) to complete the recipe. The DC for the recipe doesn't change, and the magical meal only imparts the effects of the three magical components used: *brain*, *eye*, and *fat*.

Boss Monster Recipes

Boss Monster recipes confer unique effects in addition to the effects of the components that make up the recipes. For example, *aboleth ramen* gives you the effect of aboleth *flesh* (bonus psychic damage) **and** the increased reach of the boss dish.

Boss Monster Recipes

Recipe	DC	Boss Ingredients	Other Ingredients		
Aboleth Ramen	12	*Flesh - Broodmother tentacle*			
Jello Shot	16	*Blood - Phial of polyhedrooze ooze*	*Fat*		
Mushroom Mélange	16	*Spice - Pouch of spores*	*Fat*		
Rakoyaki	16	*Brain - Pygmy brain*	*Blood*		
Skrapyard Sosig	16	*Flesh - Mechakobold tubing*	*Egg*		
Tongue Twister Tart	16	*Flesh - Tavern tongue*	*Brain*		
Magnetite Curry	20	*Flesh - Magnetite flesh*	*Liver*	*Spice*	
Dumpleyengs	20	*Eye - Dreamholder subeye*	*Blood*	*Heart*	
Sunmouth Steak and Eggs	20	*Flesh - Suneater flesh*	*Blood*	*Egg*	
Tar-rasque Marrow Broth	24	*Bone - Tar-rasque marrow*	*Heart*	*Liver*	*Spice*

Jello Shot

Tongue Twister Tart

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:

Aboleth Ramen. When you make a melee weapon attack on your turn, your reach with it is greater than normal. This distance increases with rarity.

Jello Shot. Immediately after you take damage, you gain **resistance** to that damage type for the next **minute**. The number of resistances you can have from this effect simultaneously increases with rarity. When you are at the limit of resistances this effect can sustain, you can't gain more.

Mushroom Mélange. You know the direction and distance of all corpses within a certain radius of you. This radius increases with rarity. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Rakoyaki. You can't be affected or detected by spells of a certain level or lower unless you wish to be. The level of spells affected increases with rarity.

Skrapyard Sosig. Your power of self belief is so strong that, at the start of each of your turns, you gain a number of temporary hit points equal to your Charisma modifier (minimum 1). The minimum number of temporary hit points gained increases with rarity.

Tongue Twister Tart. You can use an action to transform into a piece of furniture equal to your size or back to your normal form. While transformed, you have a walking speed of **5 feet**, can't take any action other than the Dash action or the action to change back into your normal form, and otherwise retain your game statistics. A creature can use its action to make an **Intelligence (Investigation)** check to inspect you, realising you are a transformed creature on a success. The DC for this check increases with rarity.

Boss Monster Effect Scaling

Rarity	Aboleth Ramen	Jello Shot	Mushroom Mélange	Rakoyaki	Scrapyard Sosig	Tongue Twister Tart	Magnetite Curry	Dumpleyengs	Sunmouth Steak & Eggs	Tar-rasque Marrow Broth
Uncommon	5 ft.	1	60 ft.	Cantrip	Cha mod*	DC 13	1d6	DC 13	1d6	1d4
Rare	5 ft.	1	240 ft.	1st level	Cha mod* + 2	DC 15	1d8	DC 15	2d6	2d4
Very rare	10 ft.	2	960 ft.	2nd level	Cha mod* + 4	DC 16	1d10	DC 16	3d6	3d4
Legendary	10 ft.	2	1 mile	3rd level	Cha mod* + 6	DC 17	1d12	DC 17	4d6	4d4

*Minimum 1

Bottom: Jesse Jackdaw Burns & Mohammed "Aggi" Bellafquih, Top: Jesse Jackdaw Burns & Michelle Mueller

Magnetite Curry. When you are hit by a non-magical, ferrous weapon, the damage you take is reduced. The value of the reduction increases with rarity. This damage reduction occurs before resistance is calculated.

Dumpleyengs. You can cast the *daydream* (see page 501) spell once, without requiring any components, and regain the ability to cast it this way after **1 hour** has passed. The DC of the saving throw increases with rarity.

Sunmouth Steak and Eggs. You regain a number of hit points at the end of each hour you spend in sunlight. The number of hit points increases with rarity.

Tar-rasque Marrow Broth. If you take damage from a spell or other magical effect, you become empowered. The next attack you make within the next **minute** that hits a target deals additional necrotic damage. This damage increases with rarity.

Optional Rule: Extra Recipes. You can choose to make these boss monster recipes available as staple recipes, as well. If you do so, the boss monster ingredient can be replaced with another ingredient of the same type (for example, a different flesh instead of the *broodmother tentacle*). If this replacement occurs, the additional effect of the dish (the one based on the boss monster ingredient) is not conferred to a creature that eats the meal.

Magnetite Curry

Dumpleyengs

Tar-rasque Marrow Broth

Edible Effects

This section lists the ten types of edible components alphabetically, breaking down the effects by creature type. If a creature type isn't listed for an edible component, that component isn't magical for that creature. For example, humanoid flesh has no magical effects, and thus isn't listed as a harvestable component, but could still be acquired as a non-magical foodstuff.

The effects are worded as addressing the creature that has consumed and digested the magical meal. If an effect puts the creature 'under the effect of a spell', this spell does not require concentration, but can be dispelled. The following table describes the types of edible magical components available from each creature type.

Bottom Two: Jesse Jackdaw Burns & Mohammed "Aggi" Bellafquih, Top: Jesse Jackdaw Burns & Michelle Mueller

Edible Monster Component Summary

Component	Aberration	Beast	Celestial	Construct	Dragon	Elemental	Fey	Fiend	Giant	Humanoid	Monstrosity	Ooze	Plant	Undead
Blood	✓	✓	✓	✓	✓	–	✓	✓	✓	✓	✓	✓	✓	✓
Bone	✓	✓	✓	✓	✓	–	✓	✓	✓	✓	✓	–	✓	✓
Brain	✓	–	✓	✓	–	–	✓	✓	–	✓	–	–	–	–
Egg	✓	✓	–	–	✓	–	✓	–	–	–	✓	–	–	–
Eye	✓	✓	✓	–	✓	–	✓	✓	–	–	✓	–	–	✓
Fat	✓	✓	✓	✓	✓	–	✓	✓	✓	–	✓	✓	✓	✓
Flesh	✓	✓	✓	✓	✓	–	✓	✓	✓	–	✓	–	✓	✓
Heart	✓	✓	✓	✓	✓	–	✓	✓	✓	✓	✓	–	✓	✓
Liver	✓	✓	✓	✓	✓	–	✓	✓	✓	✓	✓	✓	✓	–
Spice	–	–	✓	–	–	✓	–	✓	–	–	–	–	✓	✓

Blood

Blood gives its ingester a taste for certain creature types. For the duration, the first time each turn that you hit a creature whose type matches the creature type of the blood you consumed, the attack deals bonus damage to the target. The damage is of the same type as the attack and increases with rarity: uncommon, **1d4**; rare, **1d6**; very rare, **1d8**; legendary, **1d10**.

Bone

The vitality stored within bones reinforces a creature's resilience to certain types of effects. Except for celestial and undead bones, the effects don't change with rarity. For the duration, you:

Aberration. Have **advantage** on saving throws against the **stunned** condition.

Beast. Have **advantage** on saving throws against the **blinded** condition.

Celestial. Gain temporary hit points at the start of each minute, which increases with rarity.

Construct. Have **advantage** on saving throws against gaining levels of exhaustion.

Dragon. Have **advantage** on saving throws against the **frightened** condition.

Fey. Have **advantage** on saving throws against the **charmed** condition.

Fiend. Have **advantage** on saving throws against the **poisoned** condition.

Giant. Have **advantage** on saving throws against the **restrained** condition.

Humanoid. Have **advantage** on saving throws against **diseases**.

Monstrosity. Have **advantage** on saving throws against the **paralysed** condition.

Plant. Can't be put to sleep by magic.

Undead. Have **advantage** on saving throws against **diseases**. Additionally, you immediately regain a number of hit points, which increases with rarity.

Bone Effect Scaling

Rarity	Celestial	Undead
Uncommon	1d6	1d4 + 1
Rare	2d6	2d4 + 2
Very rare	3d6	3d4 + 3
Legendary	4d6	4d4 + 4

Brain

Digesting brains imparts enhanced mental faculties. Of the edible brains, aberrations and humanoids have particularly unique abilities. For the duration, you:

Aberration. Can communicate telepathically with creatures within a certain radius of you, which increases with rarity. You must be able to see the creature and share a language to communicate in this way. In addition, higher rarities grant you **advantage** on **Insight** checks (very rare and legendary) and put you under the effects of the *detect thoughts* spell (legendary).

Celestial. Gain a bonus to **Charisma** checks, which increases with rarity.

Construct. Gain a bonus to **Intelligence** checks, which increases with rarity.

Fey. Gain a bonus to **Wisdom** checks, which increases with rarity.

Fiend. Gain a bonus to **Charisma** checks, which increases with rarity.

Humanoid. Gain a bonus to ability checks using a single randomly determined skill (see the Random Skill table on pages 120). The bonus increases with rarity.

Brain Effect Scaling

Rarity	Aberration	Check Bonus
Uncommon	30 ft.	+1
Rare	90 ft.	+2
Very rare	300 ft.	+3
Legendary	900 ft.	+4

Egg

Eggs contain the primed biomantic material for creatures of the component's type. When you ingest a meal that contains *egg*, your body undergoes interesting morphological changes that last for the effect's duration.

Egg Effect Scaling

Rarity	Aberration	Beast	Dragon	Fey	Monstrosity
Uncommon	+0	Environmental adaptation	1d6	*Chameleon skin*	12 + Dex mod
Rare	+2		1d8		13 + Dex mod
Very rare	+4		1d10		14 + Dex mod
Legendary	+6		1d12		15 + Dex mod

Aberration. You grow a tentacle that can be used to hold non-armour items, or to grapple a creature, but not to make other attacks. You use the tentacle's Strength modifier instead of your own when grappling with it. The Strength modifier of the tentacle increases with rarity.

Beast. Your morphology changes to adapt to the current environment. You have **advantage** on saving throws against environmental effects of the GM's discretion. For example, if you are in a cold biome, you might grow fur and have **advantage** on saving throws against the effects of the cold.

Dragon. You grow a fanged maw, a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to a value that increases with rarity + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Fey. You shimmer while standing still, becoming hard to see. You are under the effects of the *chameleon skin* spell.

Monstrosity. You grow scales that grant you a new way to calculate your AC. The calculation increases with rarity. You can use the calculation to determine your AC if the armour you wear would leave you with a lower AC.

Jesse Jackdaw Burns

Eye

Eyes are strong receptacles of divination magic, and they tend to impart effects that help with perception and detection. For the duration, you:

Aberration. Are under the effects of the *detect magic* spell. The radius of the sense increases with rarity.

Beast. Gain a bonus to your Perception checks. The bonus increases with rarity.

Celestial. Are under the effects of the *detect evil and good* spell. The radius of the sense increases with rarity.

Dragon. Gain a bonus to your Intimidation checks. The bonus increases with rarity.

Fey. Are under the effects of the *see invisibility* spell, out to a certain range. The range of the vision increases with rarity.

Fiend. Can see normally in dim light and darkness, both magical and nonmagical. The radius of the vision increases with rarity.

Monstrosity. Gain darkvision or, if you already have darkvision, its range is increased. The range of the vision increases with rarity.

Undead. Know the location of any undead within a radius around you that isn't protected from divination magic. The radius increases with rarity.

Eye Effect Scaling

Rarity	Aberration	Beast	Celestial	Dragon	Fey	Fiend	Monstrosity	Undead
Uncommon	10 ft.	+1	10 ft.	+1	10 ft.	10 ft.	30 ft. or +15 ft.	10 ft.
Rare	20 ft.	+2	20 ft.	+2	20 ft.	20 ft.	60 ft. or +30 ft.	20 ft.
Very rare	60 ft.	+3	60 ft.	+3	60 ft.	60 ft.	90 ft. or +45 ft.	60 ft.
Legendary	180 ft.	+4	180 ft.	+4	180 ft.	180 ft.	120 ft. or +60 ft.	180 ft.

Jesse Jackdaw Burns

Fat

Fat inures creatures to particular types of damage, decreasing the trauma caused when a creature takes damage of that type. Whenever you take damage of the type associated with the creature type whose fat you ingested, roll a die and subtract the result from that damage. The die is determined by the rarity: uncommon, **1d4**; rare, **1d6**; very rare, **1d8**; legendary, **1d10**. This damage reduction occurs before resistance is calculated.

Aberration. Psychic.

Beast. Cold.

Celestial. Radiant.

Construct. Lightning.

Dragon. Meta; the same as the damage type of the dragon's breath weapon. If a dragon possesses breath weapons that deal multiple damage types, the damage type is randomly determined from among the available options. If it doesn't have a breath weapon, its fat has no effect.

Fey. Poison.

Fiend. Fire.

Giant. Meta; the same as the damage type with which the giant is associated (GM's discretion). If a giant is associated with more than one damage type, the damage type is randomly determined from among the available options. If a giant possesses no additional damage type, its fat has no effect.

Monstrosity. Thunder.

Ooze. Acid.

Plant. Poison.

Undead. Necrotic.

Flesh

Flesh fortifies the body with power. The first attack you make each turn that hits deals bonus damage of a type associated with the creature type of the flesh you ingested. The damage increases with rarity: uncommon, **1**; rare, **2**; very rare, **3**; legendary, **4**.

Aberration. Psychic.

Beast. Cold.

Celestial. Radiant.

Construct. Lightning.

Dragon. Meta; the same as the damage type of the dragon's breath weapon. If a dragon possesses breath weapons that deal multiple damage types, the damage type is randomly determined from among the available options. If it doesn't have a breath weapon, its flesh has no effect.

Fey. Poison.

Fiend. Fire.

Giant. Meta; the same as the damage type with which the giant is associated (GM's discretion). If a giant is associated with more than one damage type, the damage type is randomly determined from among the available options. If a giant possesses no additional damage type, its flesh has no effect.

Monstrosity. Thunder.

Plant. Acid.

Undead. Necrotic.

Heart

Eating the magical heart of a creature lets you detect the presence of other hearts of that creature type. You know the direction (but not distance) of living (or, in the case of undead, unliving) hearts belonging to that creature type within a certain radius, which increases with rarity. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Heart Effect Scaling

Rarity	Detection Radius
Uncommon	60 ft.
Rare	240 ft.
Very rare	960 ft.
Legendary	1 mile

Spice

Spice incorporates everything from celestial and fiend dust to the primordial remains of elementals, ethereal ichor, and the pollen and spores of plants. The effects of spice are disparate, and last for the duration:

Celestial. At uncommon rarity, you are continuously under the effects of the *feather fall* spell. At rare and higher rarities, you also gain a flying speed, which increases with rarity.

Fiend. You gain temporary hit points at the start of each minute. The number of temporary hit points increases with rarity.

Elemental. You can cast a random elemental cantrip at will. Roll on the Random Cantrip table to determine which cantrip. The caster level at which the cantrip is cast increases with rarity.

Liver

Ingesting the magically-preserved liver of a creature repulses creatures of that creature type. When a creature of the same type as the liver you ingested hits you with a melee attack, that creature takes necrotic damage. This necrotic damage increases with rarity: uncommon, **1d4**; rare, **1d6**; very rare, **1d8**; legendary, **1d10**. Once a creature takes this damage, the effect can't occur again until the start of your next turn.

Random Elemental Cantrip

d6	Cantrip
1	*acid splash*
2	*concussion**
3	*fire bolt*
4	*ray of frost*
5	*shocking grasp*
6	*water whip**

*See Appendix B

Plant. You are under the effects of the *speak with plants* spell.

Undead. Your maximum and current hit points increase. This value increases with rarity.

Spice Effect Scaling

Rarity	Celestial	Elemental	Fiend	Plant	Undead
Uncommon	*feather fall*	Base level	2d4	*speak with plants*	2d4
Rare	Fly 15 ft.	5th-level	4d4		4d4
Very rare	Fly 30 ft.	11th-level	6d4		6d4
Legendary	Fly 60 ft.	17th-level	8d4		8d4

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns

Quirks

As with other crafting checks, there are degrees of success and failure. A well or badly made magical meal can end up with quirks—properties that grant additional favourable or detrimental effects. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons.

The greater the margin by which a crafting check is failed or succeeded, the greater the number of quirks acquired. The number of boons a magical meal can gain is limited by the power of the *essence* used to craft it: the rarer the *essence*, the more boons it can sustain. A food's quirks are rolled by the GM and aren't known by those who consume the food until they become apparent. Cooking quirks are described later in this section (page 148).

Quirks Gained

Cooking Check Result Minus Recipe DC	Number of Quirks	Minimum Essence Rarity
-13 or less	Four flaws	—
-12 to -9	Three flaws	—
-8 to -5	Two flaws	—
-4 to -1	One flaw	—
0 to 4	None	—
5 to 8	One boon*	Rare
9 to 12	Two boons*	Very rare
13+	Three boons*	Legendary

*The number of boons is limited by the rarity of the meal being cooked.

Repeated Results. Cooking quirks don't stack; if you roll the same quirk more than once, re-roll until you get a different result.

Jesse Jackdaw Burns

Cooking Flaws

To determine which flaws the meal has, roll on the Cooking Flaws table. Unless otherwise stated, any effects last for the duration of the magical meal's effects.

Cooking Flaws

d8	Flaw
1	**Rottworth's Revenge.** Explosive emissions from both ends leave you **poisoned** and unable to benefit from short or long rests. Spells and magical effects that remove poison instead suppress the effect for **1 hour**.
2	**Nauseating Nightmare.** Visual and audible hallucinations cause you to become distracted. You have **disadvantage** on Intelligence, Wisdom, and Charisma checks, and on initiative rolls.
3	**Tongue Tied.** Your tongue becomes enchanted; you can speak only in a language associated with one of the creature types whose magical component you ingested (GM's choice). For example, if you ate a fey's component, you might speak only Sylvan.
4	**Flatulence.** Foetid gases erupt from your bowels uncontrollably. You have **disadvantage** on **Charisma** checks against creatures within **30 feet** of you that can smell and you have **disadvantage** on **Stealth** checks against creatures that can smell or hear.
5	**Borborygmus Bomb.** Your stomach convulses in painful cramps. You have **disadvantage** on saving throws made to maintain your concentration. After **1d8** hours (known only by the GM), you release a pungent miasma with the effects of the *cloudkill* spell, centred on yourself. This cloud lasts for **1 minute**.
6	**High Glycemic Index.** After **1d4** hours (known only by the GM), you have a sugar crash. Once you crash, you have **disadvantage** on **Dexterity** checks and **Dexterity saving throws**.
7	**Allergic Reaction.** Your skin puckers into an irritating rash. You must succeed on a **DC 10 Constitution saving throw** at the start of each of your turns or use your action or bonus action to scratch uncontrollably.
8	**Food Baby.** The meal leaves you bloated. Your speed is reduced by **5 feet**.

Cooking Boons

To determine which boons the meal has, roll on the Cooking Boons table. Unless otherwise stated, any effects last for the duration of the magical meal's effects.

Cooking Boons

d8	Boon
1	**Iron Gut.** You have **resistance** to poison damage and **advantage** on saving throws made against the **poisoned** condition.
2	**Sweet Breath.** The aroma of the delicious food perfumes your breath. You have **advantage** on **Charisma** checks against creatures within **30 feet** of you that can smell.
3	**Linguistic Learning.** You gain the ability to speak one language associated with the creature type of each magical component you consumed (GM's choice). For example, if you ate an elemental's component, you might be able to speak Primordial.
4	**Slow Release Energy.** The steady trickle of energy from your meal maintains your blood sugar. You have **advantage** on saving throws made to maintain your concentration.
5	**Fearless Fancy.** You become extraordinarily brave. You are **immune** to the **frightened** condition.
6	**Hearty Harvest.** You feel as if you could move mountains. You have **advantage** on **Strength** checks and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
7	**Peaceful Digestion.** The next time you finish a short rest, you regain one additional hit point per Hit Die you roll to regain hit points. The next time you finish a long rest, you recover an additional number of expended Hit Dice equal to your proficiency bonus.
8	**Fast Food.** The meal leaves you energised. Your speed increases by **5 feet**.

Jesse Jackdaw Burns

Worked Example

In this example, Gurf cooks his grandma's secret sausage recipe for Mizzard.

Gurf: Time for grandma's secret sausages!

Mizzard: Ah, another tradition from your barbaric homelands, is it? Very well.

Gurf: For sausages I need flesh for eatin' and egg for bindin'. I've got this giant flesh from Charlie, our friend you accidentally roasted, and the egg from that owlboar. Plus we have all this frail essence and my grandma's favourite cooking pot!

Mizzard: Accidentally is the key phrase… I'll light a fire.

GM: Ok, that's all five requirements: recipe, components, essence, cook's utensils, and heat. Sausages are a journeyman recipe so the DC is 16.

Mizzard: I'll provide what help I can. My proficiency bonus is +4.

GM: Great. You have no proficiency with cook's utensils so we add half that value to the result: +2.

Gurf: Okay, that's an 11, plus my Constitution modifier of +5 and my proficiency bonus of +4 'cos I am proficient with cook's utensils. That's 20!

GM: 20 plus 2, 22. The DC is 16 so you beat it by 6! If you had used stronger essence, you would have got a boon, but alas, the meal you create is of uncommon rarity and can't carry boons.

Gurf: Grandma would be proud.

RACES
CHAPTER 6
HUMANOID BITS
AND WHY YOU
HAVE THEM

Cnidaran

> "Don't. Break. The. Coral. No souvenirs, no trinkets, no keepsakes. That's someone's grandparent."
>
> – Jack Kusto, oceanographer

From nomadic, floating cities whose coral exoskeletons stretch down into the dark ocean depths to mile-long reefs and small atolls, cnidaran (NI-dar-an) settlements can be found wherever salt meets water. Their unique, bipartite lifecycle sets them apart from most other humanoids and fosters a zealous loyalty between cnidaran and home.

Disperse and Deploy

Cnidarans have two distinct phases to their lifecycle: the medusozoa and the polyp. An adventuring cnidaran—one that can speak, has a vaguely humanoid shape, and can manipulate tools—is a medusozoa. These individuals are responsible for interacting with the outside world (in other words, anything beyond their home reef).

When medusozoa mate, an event that can involve dozens of individuals, the thousands of larvae that are conceived settle on the nearest substrate, often the cnidarans' own coral home. Once rooted, the larvae develop into polyps with two tasks. The first is to grow a single new medusozoa over a single moon's cycle and then birth this inch-long, instinct-driven youngster into the waters surrounding its home. The second is to secrete a calcareous exoskeleton, fusing their body with the reef and growing the cnidarans' coral home.

Life for a young medusozoa is tenuous; it must fend for itself, drifting in open waters and feeding on plankton and other medusozoa until it reaches at least a foot in length, usually by the end of its third year. During this juvenile stage, a time known as the *uko'ulush* (the 'wild time'), a medusozoa is largely ignored by other cnidarans, who believe that *"trial by ocean makes the hardest pearls."* Once a cnidaran completes this juvenile stage, it is brought into the reef, a utilitarian and communal space where the customs, culture, and values of that reef are passed on, the *uko'malang* (the 'time of waiting').

Commune and Community

Cnidarans live communally. With the practices of mass mating and random dispersal, no single medusozoa knows which individuals are their parents. In fact, the entire concept of 'parentage', 'hereditary titles', and 'inheritance' is foreign to most cnidarans.

When a cnidaran medusozoa reaches maturity, it is given the choice to leave the reef with the blessing of the whole community, a once-in-a-lifetime event known as the *uko'fa* (the 'time of exploration'). Individuals that start on the *uko'fa* do so for a multitude of reasons. Some seek to bring back treasures from the world beyond and enhance their own community. Others feel a need to disperse, finding other reefs to join or even forming new reefs with like-minded medusozoa met on their travels. A very few become enraptured by wanderlust and spend the rest of their days among winding ocean currents, delving into damp dungeons, and cavorting in ports with other seadogs.

Mohammed "Aggi" Bellafquih; Opposite: Jesse Jackdaw Burns

No Place Like Home

Cnidaran settlements are alive. Made of the bodies of millions of calcified polyps—cnidaran ancestors—a reef is more than just a home; it is the collective memory of a thousand generations, a traceable web of genealogical history, and an esteemed and holy sanctuary. Intentionally damaging a reef carries grave consequences: death, exile, or even being perceived as a declaration of war are all sanctions a cnidaran colony might employ. It isn't unusual for trade unions to pay handsome reparations if a ship damages a cnidaran reef when blown off course by wild winds. To do otherwise might result in ships foundering even in fair and pleasant conditions, such is the whim of an enraged cnidaran reef.

Cnidaran Traits

As a cnidaran, you have the following racial traits.

Ability Score Increase. Your Constitution score increases by 1.

Age. A cnidaran medusozoa reaches maturity at around 20 years of age and can live up to 200 years.

Languages. You can speak, read, and write Common and one other language of your choice.

Size. A cnidaran stands between 5 and 7 feet tall. Your size is Medium.

Speed. Your base walking speed is **30 feet** and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Subrace. When a polyp produces a medusozoa, it can birth one of two morphs: a nematocyst or a shimmerskin. The former is adapted for confrontation, combat, and conflict; and carries with it an innately toxic weapon. The latter relies on diplomacy, subterfuge, and enchantment to charm antagonists and avoid conflict. Together, these two morphs are capable of pursuing two very different strategies in interspecies interactions. Choose one of these subraces.

Nematocyst

Named after their whip-like appendage which can secrete a potent neurotoxin, such individuals form the warriors of a cnidaran reef.

Ability Score Increase. Your Dexterity and Constitution scores both increase by 1.

Nematocyst. You have a long, barbed appendage, a natural weapon which you can use to make unarmed strikes. If you hit with this finesse weapon, you can deal piercing damage equal to 1d4 + your Strength or Dexterity modifier (your choice), instead of the bludgeoning damage normal for an unarmed strike.

Neurotoxin. As a bonus action, you can secrete a toxin and apply it to one weapon or piece of ammunition, which lasts for **1 hour**. The first time you hit a creature with this weapon or ammunition, the creature must succeed on a **Constitution saving throw** (DC equals 8 + your Constitution modifier + your proficiency bonus) or be **paralysed** until the start of its next turn. Alternatively, you can use a bonus action to inject the toxin when you hit a creature with your nematocyst. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Toxic Adaptation. You have **advantage** on saving throws against being poisoned, and you have **resistance** to poison damage.

Shimmerskin

Diplomats and traders of a cnidaran reef are often shimmerskin morphs; their propensity to mesmerise makes them skilled negotiators.

Ability Score Increase. Your Charisma score increases by 2.

Shimmerskin. As a bonus action, you can cause your skin to shimmer in a pleasing array of colours for **10 minutes**. For the duration, you have **advantage** on all Charisma checks. Once you use this trait, you can't do so again until you finish a long rest.

Hypnotic Phosphorescence. You know the *minor illusion* cantrip. Starting at 3rd level, you can cast the *charm person* spell once with this trait, and you regain the ability to do so when you finish a long rest. Starting at 5th level, you can cast the *suggestion* spell once with this trait, and you regain the ability to do so when you finish a long rest. You can also cast these spells using any spell slots you have.

Charisma is your spellcasting ability for these spells. When you cast them with this trait, they don't require material or somatic components.

Cyclopian

"Okay, ready? Left eye. Right eye. Left eye. Righ– oh I do beg your pardon."

– Sia Lottaize, opthamologist

The pursuit of knowledge, the acquisition of secrets, and the hoarding of trinkets with storied histories are common practices among any creature raised by cyclopians (sy-CLO-pee-ans). From dog tags to tapestries, musical manuscripts to carved tablets, magical *memory orbs* to worthless heirlooms, their 'libraries' (as cyclopians refer to their homes) are filled with knowledge. With their physical adaptation to climbing, cyclopian homes are often found high up in cliffsides, within abandoned wizards' towers, or deep in The Low.

Monocular and Myopic

A cyclopian's singular eye is the perfect metaphor for this race's almost-myopic tendency to focus on one thing to the exclusion of all others. When a cyclopian finds a topic that interests them, little can stop their manic and feverish efforts to acquire any relevant documents, information, or answers. Indeed, the famed cyclopian researcher Roza "Thanks" Thanklinds is rumoured to have forgone sleep for more than two months while analysing the crystallised mut-x from the former laboratory of Dr Frank N. Stein. Of course, this feat was made all the easier thanks to cyclopians' ability to metabolise knowledge into actual, physical, nutritional value.

Arcanists Analogue

Cyclopians are often mistaken for shadowy aberrations of the Shadow Plane known as skulks. While both cyclopian and skulk share a hulking monocular physiology and a hunger for knowledge, a brief observation yields one significant difference: the skulking simulacra leave a trail of rot and necrosis wherever they travel, while no true cyclopian would ever risk damaging a book in this way.

Jesse Jackdaw Burns

Pilgrimage of Huge Discovery

Cyclopians of a certain age often embark on a Pilgrimage of Huge Discovery, or PHD. During this time, they venture out into the world, seeking to bring new and significant knowledge back to their library. For some individuals, the natural compulsion to explore is all the impetus they need to leave the comfort of their homes. On the other hand, more reticent cyclopians might have to be forced out by their family, fulfilling this rite of passage based on a sense of duty. Cyclopians who fixate on the acquisition of artifacts, rather than the joy of studying them, are regarded as rare and valuable assets to any family; cyclopian adventurers are always warmly welcomed back to their library.

Sharing is Caring

Cyclopians have an unusual lifecycle. Though they can reproduce sexually, cyclopians are also capable of a form of asexual budding. When a cyclopian is beyond inundated by the volume of knowledge awaiting its analysis (such as after it gains entry into an abandoned, book-filled wizard's tower), it can spontaneously and unexpectedly undergo entire body mitosis. This produces a smaller, similar, genetically distinct, individual—an assistant with whom the research can be more manageably catalogued.

Cyclopian Traits

As a cyclopian, you have the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2, and either your Dexterity score or Wisdom score increases by 1 (your choice).

Age. Cyclopians reach maturity in their early teens and typically live as long as humans.

Creature Type. You are a humanoid. You are also considered an aberration for any prerequisite or effect that requires you to be an aberration.

Languages. You can speak, read, and write Common, Undercommon, and one other language of your choice.

Size. With their crouched and hulking posture, Cyclopians typically appear smaller than they are. At full stretch, a cyclopian stands between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is **30 feet**.

Darkvision. Accustomed to life in dimly-lit libraries, you have superior vision in dark and dim conditions. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Knowledge Seeker. Learning is an almost irresistible compulsion amongst cyclopians and often leads them to dangerous locations. You have proficiency in your choice of two of the following skills: Arcana, History, Insight, Investigation, Medicine, Perception, Religion, and Stealth.

Savant of Secrets. You can tap into your ancestral ability to spot the telltale signs of hidden traps, passages, and secrets. As an action, you can enter a cyclotrance for **1 minute**. For the duration, you have **advantage** on Perception, Investigation, and Insight checks. Once you activate this trait, you can't do so again until you finish a long rest.

Thought for Food. Information is nourishing for cyclopians, in the truest sense of the word. Each day that you discover significant new information (GM's discretion), you need only half as much food and water as normal and you have **advantage** on Constitution saving throws. These benefits last until you finish a long rest.

Top Shelf. Generations spent climbing to the top shelves of tall libraries have led to a selective pressure on the ability to climb within cyclopians. You have a climbing speed of **20 feet**.

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Gobboc

> "I think I'll call you McNugget."
>
> – Ur-Gahl, orc adventurer

Nestled in secluded clearings in the woods, on hilltops with extraordinary vantages, or in easily collapsible canyons, gobbocs seek safety above all else. Survival is a gobboc's watchword; their own survival is their number one goal on expedition—treasure, glory, and saving the world be damned.

Brave Cowards

You'll likely recognise the back of a gobboc's head more than the front, given their propensity to run away at the first sign of danger. While this is the epitome of cowardice, it is a specifically brave kind of cowardice; life is scary and living another day is the bravest thing you can do. At least, this is what is taught to gobboc from the moment they can walk, a few hours after they're born.

A typical gobboc is never the first to enter a room nor the last in a line of dungeon delvers. They aim to keep bodies firmly before and behind them, a tactical meat shield to ward off harm. Indeed, gobbocs are the ultimate hit-and-run fighters, retreating from a foe before it can retaliate against their precise and lightning-quick attacks. This method of fighting, taught to all gobbocs, is known as the Klucking Fighting Creed.

Fit and Sit

Gobbocs have a peculiar tendency to sit on things. The pinnacle of this innate desire is the Festival of Brooding, sometimes known as the Eggstravaganza. This annual event finds all the gobbocs in a town creating the most comfortable thrones, bean bag chairs, and bundles of straw possible before sitting on them around a huge bonfire. There are no fireworks; sudden, loud noises are frowned upon in gobboc society.

Avian Ascendency

Gobbocs worship other birds. The bigger the bird, the more holy it is. In fact, similarly to kobolds, gobboc belief is innately magical. It is so potent that gobboc belief causes birds to become more intelligent. In times of war, gobboc hosts are often accompanied by flocks of birds, including mounted divisions of razor-clawed and quick-witted cassowaries and flying contingents of super-intelligent hippogriffs. It is widely posited that the famous gobboc playwright Owlfred Hatchcluck based his play, *The Birds*, on this uniquely gobboc occurrence.

Gobboc Traits

As a gobboc, you have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and either your Charisma score or Wisdom score increases by 1 (your choice).

Age. Gobbocs grow quickly and die young. They walk hours after hatching, reach adulthood by age 7, and live around 30 years.

Languages. You can speak, read, and write Common and one other language of your choice.

Size. Gobbocs are a diminutive race and stand on average 2 to 3 feet tall. Your size is Small.

Speed. Your base walking speed is **25 feet**.

Commune with Fowl Folk. You have the ability to communicate in a limited manner with feathered beasts and monstrosities. They can understand the meaning of your words, though you have no special ability to understand them in return. You have **advantage** on all checks you make to influence them.

Coward's Creed. After successfully hitting with a melee attack, you can take the Disengage action as a bonus action.

Feathered. Your light bones and feathered form reduce the impact of gravity; you take only half damage from falling.

Gallus Domesticus. You can cast the *polymorph* spell on yourself with this trait, using Charisma as your spellcasting ability. When you use this version of *polymorph*, you always assume the form of a Tiny chicken (see statblock below). Once you cast the spell, you can't cast it again with this trait until you finish a long rest.

Headless Chicken. When you are reduced to 0 hit points, but not killed outright, you don't immediately fall unconscious. Instead, you can immediately move up to your speed without provoking opportunity attacks. You then fall unconscious as if you had been reduced to 0 hit points in the space where you finish this movement.

Chicken

Tiny beast, unaligned

Armour Class 12
Hit Points 1 (1d4 - 1)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	8 (-1)	1 (-5)	12 (+1)	7 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Nimble Escape. The chicken can take the Disengage or Hide action as a bonus action.

Actions

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

Jesse Jackdaw Burns

Golynn

> "I was just out watering my prize-winnin' gourds when a blasted mole the size of my house took the whole lot of them! Sure they left a generous helping of gold, but I wasn't gonna till my garden for another week!"
>
> – Pottleberry Tom, garden gnome extraordinaire

The rich scent of freshly-turned earth may be a sure indicator that a group of nomadic golynn is in the area. Vivacious wanderers, golynn are creatures of nature and have little use for the trappings of modern society. Their shovel-like hands, scaly exterior, and insect-devouring constitution ensure their survival wherever the earth is soft and the soil is fertile.

Hearth and Heartbeat

Golynn adore rhythm. They find joy in the thrum of a lightning-rail, the clip-clop of a riding goat's hooves, and the heartbeats of their kith and kin. From these everyday occurrences, golynn make wonderfully complex polyrhythms, music whose restorative vibrations can reinvigorate the melancholy and afraid. Indeed, the lead percussionist for the legendary opteran band, Wings of a Butterfly, was Hopo Aman, a golynn maestro of the dwarven tablah.

Golynn legend tells of a single, pulsing rhythm that drives all life in the world, the *golo'apa*, or 'Heartbeat of the World'. Many golynn's nomadic existence is a singular quest to explore all the nooks and crannies of the world, searching for this rhythm. In their never-ending pilgrimage, golynn leave a plethora of hidden burrows—warm, safe spaces whose locations are passed on by word of mouth.

Dig a Hole Lotta' Trouble

This constant burrowing can sometimes bring golynn into conflict with the *uto monké*, or 'those that live under the sky'. Golynn have ruined many a quality murderbowl pitch and have even inadvertently undermined castles while searching for the

Jesse Jackdaw Burns

rhythmic clanking of a prisoner's chains. Conversely, some farmers, recognising their natural aptitude for digging, engage passing golynn as farmhands whenever possible, promising them all the grubs they can eat in exchange for a day's work.

Happenstance

Not all golynn are raised by their own kin. Rumours of the magical healing properties of golynn scales are still abound, leading unsavoury and desperate individuals to hunt them for these entirely-mundane components. Fortunately, orphaned golynn have been taken in by all manner of parents, from halflings, dwarves, and gnomes to lotol and kobolds who regard them as huge, scaled, dragon-kin.

With their fondness for exploration, golynn make natural adventurers. A burrowing golynn might accidentally fall into an underground sepulchre, find a long-buried artifact, or stumble upon the machinations of an evil necromancer bent on raising an army of the undead.

Golynn Drum

Golynn Traits

As a golynn, you have the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Golynn grow rapidly and reach maturity at 10 years of age. On average they live about 150 years.

Languages. You can speak, read, and write Common and one other language of your choice.

Size. Golynn stand between 7 and 8 feet tall and average between 300 and 400 pounds. Your size is Medium.

Speed. Your base walking speed is **30 feet**.

Natural Armour. Your body is covered in thick, keratinous scales. When you aren't wearing armour, your AC is 13 + your Dexterity modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Shovel Talons. Your wide, powerful claws are perfect for creating tunnels and burrows. You have a burrowing speed of **15 feet**, but can only use it to tunnel through soft earth, or loose stone.

Drill Dervish. While burrowing underground, you can shift the ground under a creature's feet, potentially causing it to fall over. If you burrow directly under a Large or smaller creature that is standing on the ground, the creature must succeed on a **Strength saving throw** or be knocked **prone**. The DC for this saving throw equals 8 + your Strength modifier + your proficiency bonus.

Tremorsense. Knowing where the next meal—like a juicy, giant earthworm—can be found while underground requires a specific adaptation. You have tremorsense out to a range of **5 feet**. As an action, you can hone your senses, increasing the range of this sense out to **20 feet** until the end of your next turn.

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns

LOTOL

> "You'd think the perpetual grin would be a cute thing, but you haven't seen them on the battlefield. Stuff of nightmares, this kid."
>
> – Grenhogg the Barricade, barbarian adventurer

Creatures of swamp, river, and lake, these salamander-kin go with the flow—literally. Where the water wends, lotol make their home. Despite their shorter lives, lotol rarely rush; they have little to prove and trust in the currents of fate to take them where they need to be. Masters of adaptation, it is the lotol's propensity to find joy in all things that sets them apart from other races: the croak of a bullfrog, the death of an elder, or the sweet scent of petrichor after a long hot summer; all are accepted with an open, wholesome grace.

Lizard Legend

In lotol legend, the first lotol ancestor, Ablon the Stoney, had magnificently hard scales but was a stoic and unfeeling creature. To teach him a lesson, the great Platinum Dragon cursed him to be more sensitive. Ablon's scales fell from his body, and his kin would forever bear this soft-skinned nature as a reminder to always be aware of how your actions might affect the world around you. In their own tongue, lotol are known as the 'lizards without scales'.

Consequently, lotol often remark when they meet humanoids that do have scales, such as dragonborn, lizardfolk, or golynn. This reaction varies, from awe to envy, or from open infatuation to a fearful expectation of insensitivity or brutishness (stereotypes some lotol individuals hold). A sect of lotol, The Platinum Apology, dedicate their lives to ending this curse and restoring themselves as scale-wearing reptiles. Whether or not this curse is real, let alone possible, is unknown.

Water Waders

The few times lotol ever come into conflict with neighbours, it is almost always to do with water. A growing lotol population creates new wetlands by damming up rivers, sometimes to the chagrin of local trappers and woodsfolk. Following floods, whole pods of lotol can find themselves washed downstream into an entirely new (and often recently-drowned) habitat. Fortunately for those that may be reconstructing their lives following such an inundation, lotol are more than keen to help. Lotol with innate aqueous adaptations can prove a blessing to washed-out villages and offset the enmity villagers may feel towards this newly-arrived population of semi-nomadic salamander-folk.

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With their supple, permeable skin, lotol are extremely sensitive to pollutants. If a black dragon poisons the water upstream or heavy metals from a dwarven mine begin to leech into the groundwater, lotol are often the first to know. The only record of lotol going to war is recorded in the oral chant *The Cleansing Tide*. With the help of a bronze dragon, Chionthan the Forgetful, lotol of the Chion Valley snuck upon the cruel and pernicious Ulvik the Black. There they delivered a mighty electric current into his lair, causing him to flee in fear. Lotol believe that their ability to generate electric currents through their skin is a blessing from the great Chionthan.

Adaptive and Atypical

To call lotol adaptive is an understatement. When required, lotol can change their very physiology, growing gills, improving their eyesight, or even developing long, elastic tongues. Adapting quickly to different environments allows them to explore a gamut of potential habitats, despite their sensitive skin. Some lotol even embark on quests, seeking to put themselves in the most unusual and atypical situations imaginable in order to unlock as-yet-undiscovered adaptations.

Lotol Traits

As a lotol, you have the following racial traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. Newborn lotol metamorphose into their adult form in 1 year and reach full maturity after 10 years. They typically live between 40 and 50 years.

Lotol Trinket

Languages. You can speak, read, and write Common and one other language of your choice.

Size. Lotol never stop growing; the larger the lotol, the older it probably is! Lotol typically range from 4 feet to 5 feet tall. Your size is Medium.

Speed. Your base walking speed is **30 feet**.

Oblivious. Your mind is a simple place, the influence of outside forces washing over it like crashing waves over smooth sea glass. You have **advantage** on **Wisdom saving throws**.

Slippery Skin. You have **advantage** on ability checks and saving throws made to avoid or end the **grappled** or **restrained** conditions on yourself.

Adaptive Polymorphism. Each lotol's lineage is unique, and certain traits follow clans or families, or mutate by chance in individuals. Choose two of the following adaptations. When you gain a level, you can choose to replace one of these adaptations with another when you finish your next long rest.

- **Aqueous Adaptation.** You gain a swimming speed equal to your walking speed and can breathe underwater.
- **Gecko Cling.** You gain a climbing speed of **20 feet** and you have **advantage** on ability checks and saving throws made to maintain grapples and prevent yourself from being disarmed of an object you are holding.
- **Darkvision.** Accustomed to life in the murky underbrush, you have superior vision in dark and dim conditions. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Prehensile Tongue.** Your long, extendable tongue can be used to grab Tiny objects out of arm's reach. As a bonus action, you can use your tongue to grab a Tiny object within **20 feet** of you. If the object weighs less than 10 pounds, isn't being worn or carried, and isn't fixed to any surface, you pull the object back to you.
- **Shocking Skin.** You learn the *shocking grasp* cantrip. Constitution is your spellcasting ability for this spell. When a creature within **5 feet** of you hits you with a melee attack, you can use a reaction to cast the *shocking grasp* cantrip, targeting the attacker. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Mycelian

> "You know that feeling when you spot a recently-departed loved one out of the corner of your eye? That's been happening more and more ever since the mycelians moved into town."
>
> – Roul Todogh, baker

Reusing and recycling are key tenets in the life of any mycelian. Nothing is waste; rotten food can fatten a pig, a ruined shirt is a bandage waiting to happen, and corpses are new homes waiting for a little bit of reinvigoration. Marginalised and persecuted by most societies, mycelians' propensity to recycle the recently deceased often brings them into conflict with other humanoids. That being said, graverobbers and less scrupulous grey market traders have been known to make a pretty penny out of selling ageing mycelians their next vessels.

Reuse and Recycle

Mycelians reanimate the bodies of the recently deceased. Understandably, many more 'civilised' races disagree with this practice—it's difficult to meet your uncle again a few hours after interring him. Moreover, mycelians don't have the same regenerative abilities as the body's original inhabitant; wounds are patched over with a web of hyphae, the skin takes on a pale pallor, and the body wears out fairly quickly, lasting six to seven years.

Much like hermit crabs wear shells, mycelians inoculate corpses with microscopic spores, before growing a web of hyphae through the body. Nerves are co-opted, muscles are repaired, and fungal organs replace the internal viscera of the host. The process is entirely biological, but less tolerant denizens of the world often believe these reanimated bodies to be the work of necromancers, treating mycelians as infectious, living dead.

The key to distinguishing a mycelian from a zombie, of course, is the smell. Mycelians carry a hearty, musky aroma like that of a vivacious forest floor. Undead, on the other hand, carry the putrid-sweet scent of decay. After several unfortunate interactions with necromancer-hunters, the Sisters of Mercy began employing dogs, with their keen sense of smell, to help differentiate between innocent mycelians and undead artifice.

Ancestors and Aging

With each new host, a mycelian's psyche changes a little, moulded by the brain, body, and abilities of the host it co-opts. In moving from one host to another, a mycelian also leaves behind some of its own memories, forever lost to the decay of time. Despite being potentially thousands of years old, the longest-living communities of mycelians often have memories stretching back only a few decades. For this reason, mycelians conduct a ritual shortly before death, where they recant a rhythmic history of their exploits in this host, adding it to the oral history of their community. These oral histories can be days long, and minor word changes (or 'linguistic decay' as scholars refer to it) have resulted in tales becoming more and more outlandish the further back in time they occurred.

Legend of the Mothershroom

Every mycelian oral history has one thing in common: its beginning. These stories all start with the 'Mothershroom', a behemoth fungal organism and progenitor to all mycelians. In some stories, the Mothershroom takes the form of a giant, multi-coloured tree. In others, it is a miles-wide web of interconnecting, pulsing hyphae that thrum with thought and feeling. Despite their best efforts, no mycelian, explorer, or scholar has ever found the mothershroom. Any knowledge of its location—if it even exists—has been lost to the grinding wheel of time.

Many mycelians have embarked on quests to find their ancient ancestor. For some such adventurers, the desire to find this holy figure is the only memory they retain between bodies.

Mycelian Traits

As a mycelian, you have the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1 (which is typically indicative of your host corpse).

Age. In the right conditions, a corpse inoculated with mycelial spores can rise as a newly-formed, adult mycelian in under a month. Mycelians tend to wear out a host in less than 7 years, and periodically redeploy their personal spores to animate a new, fresher corpse. Theoretically, a mycelian can live on indefinitely, their minds and personalities changing with each rebirth.

Creature Type. You are a humanoid. You are also considered a plant for any prerequisite or effect that requires you to be a plant.

Languages. You can speak, read, and write Common and one other language of your choice.

Size. Mycelians run the full gamut of humanoid races, from 2-foot-tall gnomes to 8-foot-tall golynns. Your height, weight, and size are determined by the race to which your host corpse belonged in life. It is typically Small or Medium.

Speed. Your base walking speed is dictated by the race to which your host corpse belonged in life. It is typically **25** or **30 feet**.

Symbiotic Assimilation. Your unique lifecycle allows you to co-opt some of the adaptations of your host corpse. Choose two of the following adaptations; the race to which your host corpse belonged must have had this racial trait in order for you to choose it (GM's discretion).

- **Damage Resistance (Multiple).** You have **resistance** to one damage type determined by your host body's race.
- **Darkvision (Multiple).** The darkened chambers of The Low are your home. You have superior vision in dark and dim conditions. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Dwarven Resilience (Dwarf).** You have **advantage** on saving throws against poison, and you have **resistance** against poison damage.
- **Halfling Nimbleness (Halfling).** You can move through the space of any creature that is of a size larger than yours.
- **Muscle Memory (Any).** You gain proficiency in one skill of your choice. You can take this option multiple times.
- **Natural Weapon (Multiple).** You have a physical characteristic, such as horns, claws, or teeth, that acts as a natural melee weapon which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning, piercing, or slashing damage (depending on the body part) equal to your Strength modifier plus a damage die determined by your host body's race, instead of the bludgeoning damage normal for an unarmed strike.

- **Powerful Build (Multiple).** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Relentless Endurance (Half-Orc).** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this trait again until you finish a long rest.

Racial Traits Not in This List

A GM has great latitude in deciding whether traits not in this list are available from other host races. If a trait is especially powerful, such as a flying speed, the GM could consider permitting a character to select only that feature and no others (i.e. the character gains one option from this list instead of two).

Spore Spray. As a reaction when a creature within **10 feet** of you hits you with a melee attack, you can attempt to poison it with a burst of spores. The target must succeed on a **Constitution saving throw** (DC = 8 + your Constitution modifier + your proficiency bonus) or take **1d8** poison damage and become **poisoned** until the end of its next turn. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. This damage increases to **2d8** at 5th level.

Insporeation. When you die within **100 feet** of a humanoid corpse that has been dead no longer than 24 hours, and that hasn't been subjected to magic that accelerates decay or prevents decay (such as the *gentle repose* spell), you can use your dying breath to eject spores to inhabit that corpse. Roll percentile dice. If you roll a number equal to or higher than the distance between your body and the corpse in feet, your spores take hold. For example, a target 30 feet away requires a roll of 30 or higher to succeed.

On a success, the new body rises again in **2d6** days. You gain the benefits of a long rest and lose your previous Symbiotic Assimilation adaptations, gaining new ones according to the race of the target corpse. On a failure, you die as normal.

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Ombrask

> "By the gods... and I thought that hooded figure in the back o' the tavern was dark. It don't get shadier than this."
>
> – Plens Donsu'us, barista, Wizards of the Roast

Those who wander the Shadow Plane are doomed to twisted fates and mired minds. These fading, lost souls begin to manifest monstrous forms, although some especially resilient individuals manage to pull themselves from this dark path before their essence is wiped clean. Known as ombrasks, these translucent creatures hail from a variety of heritages; from elf to dwarf, dragonborn to lotol, and rakin to goblin. All struggle to recall even the simplest memory, such as their former name, and all have a ghostly, colourless appearance.

Shadow Memories

One of the first things an ombrask forgets is its voice. Though it knows and can understand the meaning of words, its cadence, pitch, and patterns of speech fade from lack of use; the dreary, joyless experience of the Shadow Plane leaves little to talk about. However, ombrasks become especially sensitive to the psychic burst of emotion that accompanies death, the freeing of a soul from its shadow-numbed body. Ombrasks can latch onto the shreds of this psyche and adopt its speech patterns, learning to mimic them perfectly.

Next lost is the ability to feel, love, and smile; any emotion associated with joy or excitement is nullified. With prolonged distance from the Shadow Plane, or exposure to realms of strong emotion, such as the Plane of Fey or Springarden, these sensations can make a slow return for a lucky few. What is never lost is the memory of mundane tasks, such as ploughing, chopping wood, or polishing armour. Muscle memory is scarred into the minds of ombrasks, making them particularly deft at tiny, detailed work.

Almost Unseen

If an ombrask doesn't find a way to exit the Shadow Plane or isn't summoned by some novice wizard, it can fade entirely, becoming an invisible, skulk-

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ing creature bent only on survival. In fact, there is strong evidence to suggest that the creature summoned by the *unseen servant* spell is one of these invisible creatures, temporarily pulled from the Shadow Plane. The fate of those too far gone is enough to stop most explorers from staying long in that dull and lifeless expanse.

Momento

A sense of adventure, a magical mishap, or a cruel curse, there are a multitude of reasons why a native of the Material Plane might find itself shunned to the Shadow Plane. Discovering who they used to be is a motivator for many ombrasks. Do they have parents? Cultural traditions? What is their history? On the other hand, some ombrasks, perhaps those with a foreboding sense of their past misdeeds, choose to ignore what might have come before and focus on living life anew. That is, if their previous life doesn't come calling...

Ombrask Traits

As an ombrask, you have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score based on your former race increases by 1, as described in the table below.

Ombrask Former Race Boons

Former Race	Ability Increased
Cnidaran	+1 Con
Cyclopian	+1 Int
Dwarf	+1 Con
Elf	+1 Wis
Half-Orc or Dragonborn	+1 Str
Gnome	+1 Int
Gobboc	+1 Wis or Cha
Golynn	+1 Con
Half-Elf, Halfling, or Tiefling	+1 Cha
Human	+1 any ability except Dex
Oozekin	+1 Con
Opteran	+1 Cha
Rakin	+1 Int, Wis, Cha, or Con*

*Choose one that the rakin subrace had a choice of.

Age. Ombrasks live as long as the race from which they originated.

Languages. You can read and write Common and Undercommon, but can speak only using your Voice Thief feature.

Size. Ombrasks retain the general shape of their former race. Your size is either Medium or Small, based on your former race.

Speed. Your base walking speed is **30 feet**.

Darkvision. Accustomed to life on the Shadow Plane, you have superior vision in dark and dim conditions. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Fade Away. When you reach 5th level, you can cast the *invisibility* spell on yourself once with this trait, requiring no material components, and you regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for this spell. You can also cast this spell using any spell slots you have of the appropriate level.

Lightbender. Light naturally sculpts around your skin. You have **advantage** on saving throws against being blinded, and you have **resistance** to radiant damage.

Trackless. The Shadow Plane is a dangerous place and ombrasks quickly learn to move in the shadows, leaving scarce tracks in their wake. You have proficiency in the Stealth skill.

Voice Thief. While an ombrask can potentially understand any number of languages, it is a naturally mute creature. When a creature that can speak dies within **30 feet** of you, you can use your reaction to absorb a piece of its psyche. After you have used this reaction, you can't do so again until you finish a long rest.

After you have absorbed a psyche, you can perfectly mimic the creature's voice, cadence, and speech patterns indefinitely. You can hold a number of pieces of psyche (and mimic a number of voices) equal to your proficiency bonus. If absorbing a new piece of psyche would put you over this limit, you must choose one psyche to be replaced.

Oozekin

"Did that cube just try to wink at me? I should really watch what I drink."

– Dr. Stein, Data Log 0290

Naturally curious, oozekin do not have a culture of their own; instead, they tend to assimilate with whoever is ready to accept their slimy, invertebrate form. From the bodyguards of mighty, stone-willed nobles, to adopted playmates of excitable halflings, oozekin are found everywhere, though in small numbers. Taking on the values of those that surround them, oozekin are hard to pigeonhole and have but one thing in common: a delight in immersing their new-found consciousness in the habits and customs of other sapient creatures.

Biomantic Origins

Oozekin are the odd by-products of Dr Stein's biomancy experiments—biomantic oozes that gained consciousness and self-replicate through asexual reproduction. When the time is right, an oozekin produces a larval sludge: a juvenile, biomantically-altered ooze not dissimilar to those one might find in a dungeon. After this larva consumes enough sentient grey matter, it exhibits a sudden cognitive and physiological metamorphosis, rising as a humanoid-shaped oozekin.

These unmoulded, newly-formed consciousnesses are extremely susceptible to the psyches of creatures near them both in space and time. An oozekin that develops in the former lair of a red dragon might take on its avaricious and arrogant personality traits, while one that forms near a sleeping adventurer might be filled with wanderlust and risk-taking qualities. Indeed, the grey matter that a biomantic ooze consumes can have a significant influence on the subsequent oozekin's values, habits, and memories. Tales abound of oozey doppelgangers, facsimiles of fallen adventurers that believe themselves to be the deceased creature reborn.

Oozey Re-birth

If a player character dies in an area rich with biomancy, you can consider allowing their character to be reborn as an oozekin. A biomantic ooze may well consume the grey matter of their brain and adopt a plethora of their personality traits, memories, and class levels.

Willing and Able

Relatively new to the world, oozekin are keen to prove themselves the equal of any other race. Though most oozekin exist within the framework of other, established civilisations, pods of oozekin settlements have arisen in corners of The Low. These conglomerations mix the various assimilated cultures and traditions each oozekin has experienced or formed with, often with unpredictable consequences. Luckily, oozekin's propensity to get along with one another has resulted in the reconciliation of schisms between historically antagonistic races, such as grey dwarves and dark elves, even if only vicariously through their oozekin adoptees.

Most oozekin are more than happy to fulfil their role as helpful and productive citizens, contributing to society in any way they can. Others, perhaps those that accidentally harmed friends with their acidic skin, go to obscene lengths to disguise their true form, covering themselves head to toe in scraps of clothing, never staying in one place too long. An especially curious and introspective few live to discover the reason for their existence. How come they have no parents? Where is their history? Why do they exist?

Oozekin Traits

As an oozekin, you have the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. An oozekin's age is nearly impossible to discern. However, the compounds that sustain them appear to deteriorate quickly after 70 years.

Creature Type. You are a humanoid. You are also considered an ooze for any prerequisite or effect that requires you to be an ooze.

Languages. You can speak, read, and write Common and one other language of your choice.

Size. Your size can be Medium or Small. If you are Small, you grow to Medium size over **2d4** days. When you are Medium, you can use an action to discard a piece of yourself to become Small.

Speed. Your base walking speed is **30 feet**.

Darkvision. Accustomed to life in dark, wet caverns, you have superior vision in dark and dim conditions. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Acidic Flesh. You have **resistance** to acid damage, and you know the *acid splash* cantrip. If you cast the spell targeting a creature you're currently grappling or grappled by, the target automatically fails its saving throw. Constitution is your spellcasting ability for this spell.

Reshapeable. Starting at 3rd level you can, as an action, alter your body to assume the form of a cube or a puddle for up to **1 hour**. After you do so, you can't do so again until you finish a long rest. While in either of these forms, you can't talk; manipulate objects; make attacks; or cast spells. You can end this effect early as an action. The form you assume has the following effects:

Cube Form. Your walking speed is halved and your body becomes a 5-foot cube. You can safely store any items you are carrying, holding, or wearing in a vesicle within your body. Creatures directly behind you have three-quarters cover against attacks that originate on the opposite side of you. You also gain a new action option, the Engulf action:

Engulf. You move up to your speed and can attempt to move into the space of one creature of equal or smaller size than you, which must make a **Dexterity saving throw** (DC = 8 + your Strength modifier + your proficiency bonus). On a failure, if you aren't already grappling a creature, the creature becomes **grappled** by you. While grappled in this way, the creature is **restrained** and takes acid damage at the start of each of its turns as if it had failed a saving throw against your *acid splash* cantrip. On a success, you expend the movement but remain in the space from which your movement originated.

Puddle Form. Your walking speed is halved as you collapse into a 5-foot-diameter pool. You can't hold or carry items and any objects you are holding, carrying, or wearing when you transform fall to the ground in your space. While in this form, attack rolls by creatures further than 5 feet away from you have **disadvantage** to hit you, you non-magically gain the benefits of the *spider climb* spell, and you can travel through spaces as small as 1 inch wide without squeezing.

Opposite: Jesse Jackdaw Burns, Background: Daniel Comerci

Opteran

> "Oh, he's an absolute delight to have around. Just wish he would stop running into the driftglobe."
>
> – Lux Lumin, half-elf wizard adventurer

A sedentary life among the birds and insects of their treetop dwellings is the most adventurous goal of many opterans' lives. In shades of green and brown, these larval opterans are happy to avoid conflict, camouflaging into the canopy from which they acquire sustenance. But, with a brilliant flash of colour, an adult opteran injects this placid scene with a vivacious zest for life. Frantic flaps of its broad, multicoloured wings usher this metamorphosed form to and fro, a sparkling rainbow that nary takes a moment to rest.

Jesse Jackdaw Burns

Live Fast, Die Young

Opterans can, in theory, live forever. So long as they are never stressed (and have no goals for reproduction), a larval opteran doesn't age and can enjoy an indefinite life of sedentary bliss. However, should the need arise, such as during times of environmental catastrophe, war, or fits of passion, a larval opteran enters a chrysalis in which it metamorphoses into its winged, adult form. Once it emerges, the clock begins ticking; it lives no more than 2 or 3 years in this form, just long enough to find a mate and produce a new batch of larvae elsewhere in the world.

Because of this, larval opterans are extremely conflict-averse. If a predator comes a-calling, a larval opteran prefers to deploy its sticky 'string shot' and retreat to the safety of its tree-home, rather than potentially become overstimulated. Conversely, adult, winged opterans often lose this sense of self-preservation, a behaviour change that the uneducated might describe as 'disturbing'.

Natural Performers

Due to their brilliant colouration and short lives, opterans make some of the most renowned performers. Tales are told of the bard group Wings of a Butterfly's first and final world tour. So in-demand were tickets to this once-in-their-lifetime show, that monarchs even traded small earldoms in order to purchase a show for their courts.

Opterans that choose to venture into the wider world are often old, tired of the sedentary life, and ready for adventure. However, the destruction of an opteran's home, the search for a loved one, or the desire to be the next Wings of a Butterfly could all be worthy motivators to risk undergoing *the change*.

Opteran Traits

As an opteran, you have the following racial traits.

Ability Score Increase. Your Charisma score increases by 2.

Age. Opterans age based on their environment. They can live for centuries in their larval forms, but under great stress, they pupate and hatch into their adult forms. Tragically, they only live for 2 to 3 years after emerging as adults.

Creature Type. You are a humanoid. You are also considered a fey for any prerequisite or effect that requires you to be a fey.

Languages. You can speak, read, and write Common and one other language of your choice.

Size. Larval opterans stand between 2 and 3 feet tall, while adult opterans are between 5 to 6 feet. Your size begins as Small. When you become an adult opteran, you grow to Medium size. See the Metamorphosis trait for details.

Speed. Your base walking speed as a larval opteran is **25 feet**. Your base walking speed as an adult opteran is **30 feet**.

Metamorphosis. At 1st level, you are a larval opteran. When you reach 5th level, you can choose to undergo a metamorphosis over the course of 24 hours. After this period elapses, you emerge as an adult opteran: you lose the Many-Footed and String Shot traits, and you gain the Flight and Radiant Wing traits. You can delay this change until you reach 6th level, at which point it happens spontaneously.

Many-Footed (Larval Form Only). Having many legs and a low centre of gravity gives you extraordinary balance. You have **advantage** on ability checks made to maintain your balance and on ability checks and saving throws made to avoid the **prone** condition.

String Shot (Larval Form Only). As an action, you can fire a torrent of sticky string at a creature you can see within **15 feet** of you. The target must succeed on a **Dexterity saving throw** (DC equals 8 + your Constitution modifier + your proficiency bonus) or become **restrained** for **1 minute**. A creature can use its action to make a **Strength** check against the aforementioned DC, freeing itself or a restrained creature within its reach on a success. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Flight (Adult Form Only). As an adult opteran, you have a flying speed of **20 feet**. To use this speed, you can't be wearing medium or heavy armour.

Radiant Wing (Adult Form Only). Those wings would dazzle any performance. You have advantage on all **Charisma** checks.

Jesse Jackdaw Burns

Rakin

> "Stole this!? You think I STOLE this? No no no... it was on discount. The five finger discount. Look! A distraction!"
>
> – Harried Houdinky, voleur extraordinaire

Yells and chuckles are common sounds around the home of any rakin thanks to their shared love language: pranks. From sewer-side burrows to palatial penthouses, wattle-and-daub huts to intricate treetop villages, rakin can be found at all levels of society, a product of their ingeniousness and habit of getting into trouble. One is rarely bored around a rakin.

Deific Origins

The mistaken spawn of a passionate tryst between deities of trickery and nature, rakin hold a deep affinity for both domains. Since their creation, they have had little contact with either god, learning to rely on their own wits to survive.

Trickery. As rakin society progressed, their culture grew to value trickery and subterfuge. Good-natured pranks sprang from their paws as instinctively as breathing. Honed against the fearsome beasts of the forest, this innate talent to deceive helped the rakin bloom as a civilisation. Tales are still told of how Mack Gyver fought off a rampaging owlboar with nought but a *goodberry*, a silver needle, and a pig's bladder.

Pranks. Rakin politics, religion, and interpersonal relationships revolve around the idea of practical jokes. An atmosphere of one-up-manship and lighthearted merriment suffuses all of their wheelings and dealings. Even when faced with the most horrid of circumstances, a rakin's first instinct is to crack a joke.

Ideological Chasm

After centuries of living in chaotic mirth, an ideological battle split rakin culture in two when they first made contact with other humanoids. Many of the rakin were intrigued by cities—forests of stone and steel, organized, yet unpredictable, and full of opportunity. The elders forbade them to interact, alleging such civilization to be directly counter to the chaos that nature intended, the principle upon which rakin culture was built.

Ivy Dolamore

The debacle spiralled into a full-on feud between the opposing rakin factions, sundering the once united race. The urkin broke with tradition and followed their ambition into the cities, whilst the tanukin remained in their indigenous forests, adhering to their ancestral ways.

Rakin Traits

Rakin share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Rakin age slightly quicker than humans, reaching adulthood by 14. They live to be around 70 years old.

Size. Rakin are between 3 and a half to 4 feet tall. They have light gaits but sturdy frames, weighing between 50 and 90 pounds. Your size is Small.

Speed. Your base walking speed is **30 feet**.

Darkvision. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Deft Climber. You have a climbing speed equal to your walking speed.

Languages. You can speak, read, and write
Common and one other language of your choice.

Subraces. The physical and cultural differences that arose after the rakin's schism produced three subraces: the urkin, the posskin, and the tanukin. Choose one of these subraces.

Urkin

Urkin society values cunning, savvy, and—above all—the thrill of the heist. This leaves the urkin with a bit of a nasty reputation, a fact that utterly fails to curb their ambitions. Adaptable and resourceful, urkin excel as confidence tricksters and pickpockets.

Ability Score Increase. Your Intelligence or Charisma score increases by 1 (your choice).

Streetwise. You gain proficiency in your choice of the Stealth or Sleight of Hand skills. Additionally, you know thieves' cant.

Nimble Dodge. When you are forced to make a Dexterity saving throw against an effect you can see, you can use your reaction to gain **advantage** on the saving throw. Success or failure, immediately after the effect occurs, you can move up to your speed without provoking opportunity attacks. Once you use this trait, you must finish a short or long rest before you can use it again.

Urkin Names. Eager to fit in, urkin have adopted the first and last name format of other humanoid races. Typically, an urkin will name themselves, taking the name of a well-known figure and wringing from it the most humorous pun imaginable. Urkin pride themselves on having the cleverest name they know and will go through dozens in their lifetime.

Jesse Jackdaw Burns

Posskin

While the tanukin and urkin found homes in forests and cities, a third, smaller contingent embraced their wanderlust and a life of vagabondry. With the road as their home, posskin never settle in one place for long and are well adapted to the harsh conditions associated with constantly sleeping outdoors. Their ability to withstand disease enables them to act as scavengers, feasting on the left-to-rot remains of other carnivores. Should they ever find themselves the target of a territorial creature, their innate ability to play dead can often trick such aggressors into believing they are no longer a threat and leaving them alone, if a little bloodied.

Posskin might find employ in a variety of walks of life. From hedge knights to circus performers, travelling snake oil salesmen to chronic dumpster divers, so long as the job keeps moving, a posskin stays happy.

Ability Score Increase. Your Constitution score increases by 1.

Bite. You have a maw of sharp teeth that you can use to make unarmed strikes. When you hit with it, the strike deals **1d6** + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Scavenger. You have **advantage** on saving throws against disease and poison, and you have **resistance** to poison damage.

Play Dead. When you take damage that reduces you to half your hit point maximum or lower, you can use your reaction to play dead, lowering your heart rate and relaxing your muscles as you fall **prone**. This lasts for **1 hour** or until you use your bonus action to end it early. A creature that uses its action to make an **Intelligence (Investigation)** check contested by your **Constitution (Deception)** sees through the trick on a success.

After you use this feature, you can't do so again until you finish a short or long rest.

Posskin Names. The words used to name a posskin are more than just sounds; they are a story. A posskin's name recounts its journey so far, a litany of major life events since birth. The more adventurous the life, the longer the name. The name Leo Charrburned Halfleg might specify a young (and unfortunate) posskin born under the sign of the lion, who was burned in a forest fire, and later lost their lower leg to a bear.

Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

Tanukin

Tanukin believe that civilization is a sacrilegious destruction of the beautiful chaos of nature. So rarely do tanukin venture into humanoid settlements that they are often mistaken for racoons, or worse, urkin. The times they do deign to enter the 'stone forests', it is to use their illusion magic to evoke the divine chaos and confusion that they associate with the natural world.

Ability Score Increase. Your Wisdom or Charisma score increases by 1 (your choice).

Adept Trickster. You gain proficiency in your choice of the Deception or Persuasion skills.

Wild Speech. You have the ability to communicate in a limited manner with beasts. They can understand the meaning of your words, though you have no special ability to understand them in return.

Tanukin Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *alter self* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma or Wisdom is your spellcasting ability for these spells (your choice when you gain this trait). You can also cast either of those spells using any spell slots you have of the appropriate level.

Tanukin Names. With deeper ties to their ancestry, tanukin stick to one name over the course of their lifetime. Tanukin regard family with uncharacteristic solemnity; their names are a portmanteau of their caregivers'. Because of this, gender plays little to no role in their naming conventions.

Jesse Jackdaw Burns

CLASSES
CHAPTER 7

ADAPTABLE ADVENTURERS AND HOW YOU CAN BECOME THEM

Classes

> So, who are you? What do you want? If you want a job, I have hunts and money. But do you have a particular set of skills; skills you've acquired over a long career? Skills that make you a nightmare for reckless monsters and malicious tyrants? If you walk away now, that'll be the end of it. There'll be no adventures for you... But if you accept this contract, you will explore virgin lands, you will track ghastly monsters, and you will harvest rare components. And then... then, we'll drink.
>
> — Heliana, Recruiter and Theatre Enthusiast

This book introduces several new themes to 5th Edition: tracking, harvesting, crafting, cooking, and the magical school of biomancy. The classes and feats presented in this chapter each expand on those themes, allowing your players to better integrate themselves into the world you build using this book.

Tracking. The cleric's hunt domain (page 179) and the trapper ranger (page 185) both revolve around finding and pursuing prey. You can think of the hunt domain cleric as a full caster version of a ranger that expands on the *hunter's mark* spell to focus a party's attention on a single enemy. The trapper's strength is in preparation; their ability to set and conceal traps rewards parties that plan their ambushes ahead of time!

Harvesting, Crafting, & Cooking. The college of cuisine bard (page 176) and oath of the harvest paladin (page 183) play on the theme of supporting your party through food and sustenance. The bard interacts directly with this book's cooking mechanics, allowing you to add additional effects to magical food. The paladin focuses on the time between combats, enhancing the nourishment their allies receive to better prepare them for the challenges ahead.

Biomancy. The circle of the hive druid (page 181) and parasite warlock (page 213) both derive their unique powers from symbioses with other organisms. From enhanced senses to natural defences, these symbiotes are invested in their host's survival, allowing for innovative roleplaying opportunities. The skinshifter sorcerer (page 191), splicer tamer (page 207), and school of biomancy wizard (page 216) all change their (or in the case of the tamer, their companion's) biology to best suit the obstacles they face. Where the tamer and wizard pick and choose their abilities ahead of time, the sorcerer gains adaptations with unpredictable consequences. All of these classes draw from new spells introduced in Appendix B (page 494).

Monster Tamer. The tamer class relies on their companions like no other class in 5th edition. Without a companion, a tamer has few ways of dealing damage. They are a support class whose ally-augmenting abilities are enhanced when they focus on their own companions. The subclasses achieve this in a variety of ways: the infuser (page 204) through elemental enhancements, the leader (page 202) with bard-like encouragement, the splicer (page 207) though biomantic alterations, and the necromancer (page 205) with hordes of living dead.

A tamer's strength lies in the variety of companions it can accumulate; no one companion is likely to ever be as powerful as a player character. However, this is hardly a weakness when you consider the breadth of abilities a roster of up to six companions has at its disposal.

Opposite: Jesse Jackdaw Burns

Bard

College of Cuisine

Food: it fuels thought, builds bones, and delights the senses. But more than that, breaking bread with a foe can be the beginning of a lasting peace, sculptures of sugar glass can inspire architects to design soaring cities, and the fusion of disparate culinary traditions can tie cultures together. Though we see food every day, it is truly the epitome of inspiration.

Bards from the College of Cuisine are as prized in the kitchens of nobles as in the mess halls of the rank and file. While peace treaties might be signed over hoisin-glazed duck with sides of spiced jackfruit and crispy shallots, it is the well-fed army that will win the war on a hearty oat and raisin porridge. Such bards never struggle to find employment; they travel where their work is appreciated, be their diners highborn or down-to-earth.

Culinary Exploration

3rd-level College of Cuisine feature

Years spent adapting recipes allows you to try unheard-of combinations of ingredients. You gain proficiency with cook's utensils, which you can use as a spellcasting focus, and your proficiency bonus is doubled for any ability checks you make that uses these utensils to prepare food. In addition, whenever you craft a food (see page 137), you can add one additional ingredient to the recipe, conferring the benefits of that ingredient to the dish on a successful Cooking check.

Petit Fours

3rd-level College of Cuisine feature

During a short or long rest, you can create a number of magical treats equal to your Charisma modifier (minimum one). Choose one of the flavours from the list below with which to imbue these treats, which remain magical until you finish a short or long rest.

A creature can use an action or bonus action to eat a treat, gaining a benefit based on the treat's flavour which, unless otherwise stated, lasts until the end of its next turn.

As a bonus action, you can expend one use of your Bardic Inspiration, teleporting any number of treats on your person next to creatures you can see within **60 feet** of you, where they remain, hovering near the creature's mouth. Such a creature can use its reaction to eat the treat, or it can do so on its next turn as normal. Otherwise, the treat falls to the ground.

- ***Bitter.*** The creature gains **resistance** to poison damage and has **advantage** on saving throws made to resist the **poisoned** condition.
- ***Salty.*** The creature gains **advantage** on **Wisdom saving throws** and is **immune** to the **charmed** condition.
- ***Sour.*** The creature's weapon attacks deal bonus acid damage equal to one roll of your Bardic Inspiration die.
- ***Sweet.*** The creature gains temporary hit points equal to one roll of your Bardic Inspiration dice plus your Charisma modifier (minimum 1) that last for **1 hour**.
- ***Umami.*** The creature gains a +2 **bonus** to its AC.

Culinary Specialisation

6th-level College of Cuisine feature

You pursue a particular style of cuisine, choosing from the list below and gaining its feature.

- ***Slow Cooking.*** You gain proficiency with medium armour, heavy armour, shields, and martial

Jesse Jackdaw Burns

weapons. At the start of each of your turns, you gain temporary hit points equal to your proficiency bonus.

- ***Fast Food.*** You gain proficiency with medium armour and you can attack twice, instead of once, whenever you take the Attack action on your turn.
- ***Patissier.*** You learn two spells of your choice from any spell list. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. These don't count against the number of bard spells you know.

  In addition, when you finish a short rest, you can expend one use of your Bardic Inspiration, rolling the die and recovering a number of levels of spell slots with a combined value equal to or less than the value rolled, and none of the spell slots can be 6th level or higher. Once you use this feature, you can't do so again until you finish a long rest.

Executive Chef

14th-level College of Cuisine feature

Your confidence and authority in the kitchen translates to battlefield command. When a creature that can hear you rolls one of your Bardic Inspiration dice or eats one of your Petit Fours, you can shout authoritative, verbal encouragement (no action required). The creature can immediately use its reaction to either make one weapon attack or move up to its speed without provoking opportunity attacks. A creature that eats a Petit Fours can attack or move as described as part of the same action or reaction used to eat the Petit Fours.

College of Fleshweaving

If leather is a material, then why not skin itself? Students of the College of Fleshweaving make works of art out of weeping wounds, transform disfigurement into displays of transcendent beauty, and mould flesh into innovative adaptations inspired by the flora and fauna around them. A fleshweaver bard down on their luck might find employment as a battlefield surgeon, while the epitome of a fleshweaver's career is to be the chief facemaker to royalty, altering their visage and physiology through biomantic rituals and deft needlework.

Malleable Visage

3rd-level College of Fleshweaving feature

Years spent mending, shaping, and adapting flesh have given you a preternatural ability to modify your own body. You are proficient with surgeon's tools, which you can use as a spellcasting focus, and you know the *alter self* spell, which counts as a bard spell for you, but it doesn't count against the number of bard spells you know. Over the course of **1 minute**, you can cast the spell without expending a spell slot, choosing only the Change Appearance option. When you cast the spell in this way, it doesn't require concentration.

In addition, over the course of **10 minutes**, you can use your surgeon's tools to change the appearance of a willing creature. It magically gains the benefits of the Change Appearance effect of the *alter self* spell, which lasts until it finishes a long rest. After you use your surgeon's tools in this way, you can't do so again until you finish a long rest.

Suturer

3rd-level College of Fleshweaving feature

You know the *spiritual weapon* spell, which is a bard spell for you, but doesn't count against the number

Mikhail Palamarchuk

of spells you know. You can cast this spell once without expending a spell slot, and you regain the ability to cast it in this way when you finish a long rest. When you cast it as a bard spell, the weapon takes the form of a giant needle and thread, and deals piercing damage instead of force damage.

You also learn different ways to use this spiritual weapon. You gain the Suture benefit below, and you gain an additional benefit below when you reach 5th level and 10th level in this class.

- ***Suture (3rd Level)***. As a bonus action or an action, you can expend one use of your Bardic Inspiration to move the weapon up to **20 feet** and grant temporary hit points equal to one roll of your Bardic Inspiration die to one creature within **5 feet** of the weapon. If the creature has 0 hit points, you can stabilise it, instead.
- ***Unspool (5th Level)***. As an action, you can expend one use of your Bardic Inspiration to move the weapon up to **20 feet** and force one creature within **5 feet** of the weapon to make a **Strength saving throw** against your **bard spell save DC**. On a failure, magical threads wrap around the creature, which is **restrained** for **1 minute**. The target can use its action to repeat the saving throw, ending the effect on a success.
- ***Acupuncture (10th Level)***. As an action, you can expend one use of your Bardic Inspiration to move the weapon up to **20 feet** and make a melee spell attack against one creature within **5 feet** of it. On a hit, the creature takes piercing damage equal to one roll of your Bardic Inspiration die plus your Charisma modifier, and must make a **Constitution saving throw** against your **bard spell save DC**. On a failure, the creature is **paralysed** until the end of its next turn.

Ritual Reskin

6th-level College of Fleshweaving feature

Over the course of **10 minutes**, you can perform a surgical ritual on creatures that you can see within **60 feet** of you (including yourself), up to a number equal to your Charisma modifier (minimum of one creature). The creatures gain one of the following adaptations for the next **hour**. You choose one adaptation to affect all creatures:

- ***Bull's Buns.*** The target has **advantage** on **Strength** checks, and counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.
- ***Cactus Skin.*** The target is covered in razor-sharp spikes. At the end of each of the target's turns, each creature grappling it must make a **Constitution saving throw** against your **bard spell save DC**. On a failure, a creature takes piercing damage equal to your Bardic Inspiration die and releases the target from its grapple. On a success, a creature takes half as much damage and doesn't have to release the target.
- ***Cat's Paws.*** The target has **advantage** on **Dexterity** checks. It also doesn't take damage from falling **20 feet** or less if it isn't incapacitated.
- ***Fish Form.*** The target can breathe underwater and gains a swimming speed equal to its walking speed.
- ***Owl's Sight.*** The target has **advantage** on **Wisdom** checks and initiative rolls.
- ***Rhino's Hide.*** The target has **advantage** on **Constitution** checks and gains temporary hit points equal to one roll of your Bardic Inspiration die plus you Charisma modifier (minimum 1), which are lost when the effect ends.

After you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use this feature again.

Soulsew

14th-level College of Fleshweaving feature

When a creature uses one of your Bardic Inspiration dice, or fails a saving throw against your Suturer feature's Unspool or Acupuncture effect, it becomes 'soulsewn' to you for the next **minute**. While soulsewn, an ethereal thread connects you to this creature via a straight line that only you and creatures with truesight can see. This thread breaks if the creature is ever more than **100 feet** away from you.

Spool. You can use a bonus action to teleport to the nearest unoccupied space of a soulsewn creature of your choice, or attempt to switch places with a soulsewn creature. If the creature is unwilling to switch places, you must succeed on a contested **Charisma** check against the creature. On a success, or if the creature is willing, you and the target teleport, switching places with one another. If there is not enough space for either of you to switch places, you automatically lose the contest.

You can teleport using this feature a number of times equal to your Charisma modifier (minimum 1), and you regain all expended uses when you finish a long rest.

Opposite: Ognjen Sporin

Cleric

Hunt Domain

From Artemis to Diana, Skadi, and Wōden - all gods of the hunt relish the chase. They promote the ideals of a journey: finding a quarry, learning its habits, and finishing it with a swift, precise blow. Clerics of these gods might bless nobles before a hunt, work as mercenaries tracking dangerous monsters through the wilderness, or be employed as scouts within armies. They are adept at finding their prey and, once located, use their magic to ensure they are never outrun. Such priests teach that all useful materials must be harvested and consumed to properly honour a quarry, and to ensure the gods' blessing during the next foray into the wilds.

Domain Spells

1st-level Hunt Domain feature

You gain domain spells at the cleric levels listed in the Hunt Domain Spells table. See the Divine Domain class feature for how domain spells work.

Hunt Domain Spells

Cleric Level	Spells
1st	*entangle, longstrider*
3rd	*locate animals or plants, pass without trace*
5th	*conjure animals, haste*
7th	*freedom of movement, locate creature*
9th	*commune with nature, hold monster*

Bonus Proficiencies

1st-level Hunt Domain feature

You gain proficiency with two martial weapons of your choice. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

Mark Prey

1st-level Hunt Domain feature

As a bonus action, you choose a creature you can see within **90 feet** and mystically mark it as your quarry for the next hour. For the duration, you deal an extra **1d6** damage to the target whenever you hit it with a weapon attack, and you have **advantage** on any **Wisdom (Perception)** or **Wisdom (Survival)** check you make to find it. If you use this feature to mark a new creature, any previous marks disappear.

Channel Divinity: Honed Instincts

2nd-level Hunt Domain feature

You can use your Channel Divinity to gain preternatural insights into one creature you can see within **120 feet** of you (no action required). You can choose one of the following lists of information to learn about the target when you use this Channel Divinity:

- **Proficiencies.** You learn the saving throws and skills with which the creature is proficient.
- **Physiology.** You learn the creature's damage resistances, immunities, and vulnerabilities, as well as its condition immunities.

In addition, the next time you hit the target with a weapon attack within the next **minute**, you deal the attack's maximum damage instead of rolling.

Pack Hunter

6th-level Hunt Domain feature

You learn to work with other hunters, helping them avoid your quarry's blows, or to strike with greater ferocity. As a reaction, you can embolden creatures friendly to you with your hunters' instincts, issuing either the Kill or Retreat command. You have a number of uses of this feature equal to your Wisdom modifier (minimum of once), and regain all expended uses when you finish a short or long rest.

- **Kill.** When a creature other than you hits a target which is currently affected by your Mark Prey feature, you can use your reaction to deal the feature's extra damage to the creature.
- **Retreat.** When the target of your Mark Prey feature targets a creature that you can see within **60 feet** of you with a melee attack, you can use your reaction to embolden the creature being attacked. If the attacked creature is willing, it can use its reaction to move up to half its speed without provoking opportunity attacks immediately before the attack occurs, imposing **disadvantage** on the attack.

Unflinching Mark

8th-level Hunt Domain feature

The bonus damage of your Mark Prey feature increases to **2d6**. When you reach 14th level, the extra damage increases to **3d6**.

Rite of the Hunt

17th-level Hunt Domain feature

At 17th level, you can compel a creature to chase or avoid you. As a bonus action while you can see the target of your Mark Prey feature and it is within **120 feet** of you, you can force the creature to make a **Wisdom saving throw** against your **cleric spell save DC**. On a failure, you choose whether the creature is afflicted by Chase or Avoid for the next **minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. These effects are suppressed while you can't see the creature, and the effects end early if the creature is no longer affected by your Mark Prey feature. A creature that succeeds on a saving throw against this ability is **immune** to its effects for the next 24 hours.

- **Chase.** The creature is drawn to you. For the duration, it has **disadvantage** on attack rolls against creatures other than you, and must make a **Wisdom saving throw** the first time it attempts to move to a space that is more than **30 feet** away from you on its turn. On a failed save, it can't move more than 30 feet away from you that turn. On a success, this effect doesn't restrict the target's movement for that turn.
- **Avoid.** The creature is repelled by you. For the duration, it has **disadvantage** on attack rolls against you, and must make a **Wisdom saving throw** the first time it attempts to move to a space within **30 feet** of you on its turn. On a failed save, it can't willingly move closer to you that turn. On a success, this effect doesn't restrict the target's movement for that turn.

Ognjen Sporin

Druid

Circle of the Hive

Druids of the Circle of the Hive share their body with a plethora of tiny arthropods—insects, arachnids, or even crustaceans. These symbiotes call such druids home, living within their skin, clothes, and hair. This habitation might manifest as a honeycomb-like hive, a silky subcutaneous trapdoor (below which lurks a spider), or butterfly chrysalids hanging from their hair.

Druids of this circle relish creating a moving biosphere that sustains a variety of organisms, often seeking out new and exotic species as symbiotic lodgers. These creatures are a part of the druid, nourishing and protecting the druid as the druid nourishes and protects its tenants.

Circle Spells

2nd-level Circle of the Hive feature

Your symbiotic link to arthropods and their versatility grants you access to certain spells. At 2nd level, you learn the *swarm* cantrip (see page 512).

At 3rd, 5th, 7th, and 9th level, you gain access to the spells listed for that level in the Circle of the Hive Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

All these spells use arthropods in their manifestation; for example, *arcane eye* or *mislead* could be a swarm of flies you conjure and imbue with different properties.

Circle of the Hive Spells

Druid Level	Spells
3rd	*blur, web*
5th	*fly, hypnotic pattern*
7th	*arcane eye, giant insect*
9th	*insect plague, mislead*

Swarm Shape

2nd-level Circle of the Hive feature

When you use your Wild Shape feature, you can turn into a swarm of creatures, adhering to the normal limitations on CR and speed.

Symbiotic Biosphere

2nd-level Circle of the Hive feature

The symbiotes that inhabit your body flit in and around you, harmless until threatened. As a bonus action, you can release pheromones, stimulating hyper-aggression in your symbiotes for the next **minute**. The first time you are hit by a melee attack by a creature within **15 feet** of you on its turn, the swarm retaliates, forcing the attacker to make a **Constitution saving throw** against your **druid spell save DC**. On a failure, the attacker takes **1d4** poison damage. The poison damage increases to **1d6** at 6th level, **1d8** at 10th level, and **1d10** at 14th level.

After you activate this feature, you can't do so again until you finish a short or long rest.

In addition, you can communicate with arthropods using pheromones, conveying basic emotions and ideas.

Protect the Monarch

6th-level Circle of the Hive feature

Your connection to the arthropods you host becomes deeper; they regard you as a worker bee would its queen, and they gladly sacrifice themselves to protect you. As a reaction when you take damage from a source you can see, you can command your insect symbiotes to swarm in front of you, deflecting some of the incoming energy. You gain a number of temporary hit points equal to your druid level, which take as much of the triggering damage as possible.

You lose any remaining temporary hit points at the end of the current turn. You can use this feature a number of times equal to your Wisdom modifier (minimum once) regaining all expended uses when you finish a short or long rest.

Honeydrenaline

10th-level Circle of the Hive feature

You have attracted a species of flying arthropod that produces a mixture of sugar and adrenaline with amazing, stimulating properties. As a bonus action, you can send these creatures to invigorate a willing creature you can see within **30 feet** of you. The creature regains hit points equal to your druid level and can immediately use its reaction to move up to its speed. This movement doesn't provoke opportunity attacks.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Swarmsense

14th-level Circle of the Hive feature

Hosting such a variety of tiny beings has permanently altered your personal biosphere. You gain the following benefits:

- **Blindsight** and **tremorsense** out to a range of **10 feet**.
- **Resistance** to poison damage.
- **Immunity** to the **poisoned** condition.
- **Advantage** on initiative rolls.

Ognjen Sporin

Paladin

Oath of the Harvest

The Oath of the Harvest attracts paladins who wish to nourish and heal the world. Often found on aid missions to war-torn lands, such paladins resort to harm only as a means of preventing further suffering. Paladins who swear this oath are more likely than not to heal, feed, and nuture a wounded foe, provided the defeated creature gives its word of honour that it will cease its nefarious activities. They are no fools, however. Typically versed in religion and medicine, these paladins are unlikely to believe the word of creatures inherently inclined to lie, or those that have previously broken their word.

Tenets of the Harvest

The tenets of the Oath of the Harvest inspire their followers to seek out potential harm and quell it before it blossoms.

Share Your Meal. Your powers are a gift to be shared; if someone is in need, you must use your power to meet those needs. To eat your fill while another goes hungry is selfish.

Nurture Over Cure. Act in the greatest interest of the many. Find ways to prevent harm before it must be healed.

Permit Prosperity. Whether in matters of love, politics, or war, always give your antagonist the opportunity to change and redeem themselves before casting a fatal judgment. A good meal can serve as the backdrop to such events.

Oath Tools

3rd-level Oath of the Harvest feature

Always keen to fortify others with flavourful food, you've spent hours slicing, dicing, and cooking. You gain proficiency with cook's utensils.

Oath Spells

3rd-level Oath of the Harvest feature

You gain the oath spells at the paladin levels listed in the Oath of the Harvest Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of the Harvest Spells

Paladin Level	Spells
3rd	*heroism, purify food and drink*
5th	*prayer of healing, warding bond*
9th	*beacon of hope, create food and water*
13th	*death ward, resilient sphere*
17th	*greater restoration, mass cure wounds*

Channel Divinity

3rd-level Oath of the Harvest feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Vow of Sustenance. As a bonus action, you can place a ward around one creature you can see within **60 feet** of you. When you use this bonus action, and at the start of each of its turns for the next minute, the creature gains temporary hit points equal to twice your Charisma modifier (minimum 2).

Share Vitality. As a bonus action, you can take any amount of necrotic damage up to your current number of hit points, which can't be reduced in any way. Up to **four** creatures you can see within **30 feet** of you regain hit points equal to half the necrotic damage taken.

Aura of Rejuvenation

7th-level Oath of the Harvest feature

You emanate an aura that increases the potency of magical healing and hearty meals. Whenever a creature of your choice within **10 feet** of you regains hit points from a spell, potion, magical effect, or food, it regains an additional **1d6** hit points*.

When a creature rolls one or more Hit Dice to regain hit points during a short rest, it regains **1** additional hit point for each Hit Dice expended in this way, so long as it spends the majority of the short rest within **10 feet** of you.

When you reach 18th level in this class, the range of the aura increases to **30 feet**.

*A paladin's Lay on Hands is not magical so doesn't trigger this effect.

Lay on Hands & Magic

The paladin's Lay on Hands feature is neither a spell nor a magical effect, thus it does not trigger the bonus healing from the Aura of Rejuvenation.

Host of Heroes

15th-level Oath of the Harvest feature

Over the course of an hour (which can be done during a short rest), you can magically create a delicious feast for you and up to nine other creatures, using 25 gp of rare spices and 25 gp of diamond dust. Once consumed, a creature that partakes of the feast gains the following benefits for the next **8 hours**:

- The creature has **advantage** on **Constitution saving throws**.
- The creature has **resistance** to poison damage.
- The creature is **immune** to the frightened condition.
- The creature gains **2d10** temporary hit points.

After you use this feature, you can't do so again until you finish a long rest.

Avatar of Nourishment

20th-level Oath of the Harvest feature

As a bonus action, you become a wellspring of lifeforce, gaining the following benefits for the next **minute**:

- At the start of each of your turns, each creature of your choice within **30 feet** of you (including you) regains hit points equal to your Charisma modifier (minimum 1) and gains temporary hit points equal to your Charisma modifier (minimum of 1).
- As bonus action, you can cast the *revivify* spell without having it prepared and without expending a spell slot (material components are still required).
- Whenever a creature within **30 feet** of you takes damage, you can use your reaction to grant the creature **resistance** to that damage.

After you use this feature, you can't do so again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

Ranger

Trapper

Through careful preparation, trappers can create both physical and magical traps to ensnare, explode, or enrapture those unlucky enough to find themselves in their vicinity. Trappers are found in all terrains where there are creatures to be hunted. With tact and guile as their companions, a trapper can lay low even the mightiest of prized beasts.

Trapper's Tools

3rd-level Trapper feature

Having learnt how to create traps, you've gained an understanding of how to thwart the traps of others. You gain proficiency with thieves' tools and you add double your proficiency bonus to any ability check you make using those tools to disarm or manipulate a trap.

Trapped Weapons

3rd-level Trapper feature

When you finish a short or long rest, you can augment one weapon or up to twenty pieces of ammunition that you are holding with a concealed, magical augmentation. You decide whether the augmentation deals acid, cold, fire, or lightning damage. The augmentation lasts until you finish a short or long rest.

Once per turn, when you hit a target with a weapon attack using the augmented weapon or ammunition, you can activate the concealed augment (no action required). The target of your attack takes **1d8** extra damage of the associated type. At 11th level, you can augment one additional item or up to 20 additional pieces of ammunition when you finish a short or long rest, and the damage increases to **2d8**.

Mikhail Palamarchuk

Set Trap

3rd-level Trapper feature

At 3rd level, and later at 5th, 9th, 13th, and 17th level, you learn how to makes new traps, as detailed on the Trapper Traps table, below. Details of these traps can be found on pages 188 - 189.

Physical Traps. Creating a physical trap takes **1 hour** (which can be done during a short or long rest) and uses a trap-making materials (valued in gp) specified in the trap's description. After a physical trap activates, its materials are consumed and the trap can't be used again. However, over the course of **10 minutes**, you can salvage half the trap-making materials used in the physical trap's construction if it hasn't activated yet.

Magical Traps. Immediately after you finish a long rest, you can create magical traps up to a number equal to your Wisdom modifier (minimum 1), choosing from the options in the Ranger Traps section on page 188. Some of these traps require you to expend spell slots in their creation. When you finish a long rest, all undeployed magical traps lose their effects.

While a physical trap's description specifies how it is activated, you have flexibility in activating your magical traps. When you deploy a magical trap, you can choose a size of creature and a distance of up to **30 feet**. When a creature of that size or larger comes within the specified distance, the trap activates. As another option, you can intentionally activate a magical trap within **150 feet** of you using a bonus action or a reaction (with no specific trigger).

Trapper Traps

Ranger Level	Trap Options
3rd	bear trap^{p}, *tanglevine*^{m}, snare trap^{p}, *solestriker*^{m}
5th	*immolation*^{m}, *miasma*^{m}, *soulbind*^{m}, pit trap^{p}
9th	*bewilderment*^{m}, net trap^{p}, *thunder charge*^{m}
13th	catapult trap^{p}, *infection*^{m}, *snapfrost*^{m}
17th	*banisher*^{m}, *fissure*^{m}

Superscript 'p' indicates physical; 'm' indicates magical

Deploying a Trap. As an action, you can throw a trap you have created to an unoccupied space you can see on the ground within **30 feet** of you, where it arms itself at the start of your next turn. A trap deployed in this way is plainly visible to all creatures. Over the course of **1 minute**, you can conceal a trap. A concealed trap can only be noticed by a creature that uses its action to make a **Wisdom (Perception)** check against your **ranger save DC** and succeeds.

Disarming a Trap. Attempting to move an armed trap causes it to activate, unleashing its effects. A creature within reach of a trap can use its action to make a **Dexterity (thieves' tools)** check (for physical traps) or a **spellcasting ability (Arcana)** check (for magical traps) against your **ranger save DC**. On a success, the trap is disarmed. On a failure, the trap activates and the creature has **disadvantage** on any saving throw it makes to resist the trap's effects. As an action, you can remotely disarm one of your traps that is within **150 feet** of you.

Trap Effects. Spell effects created by a trap don't require concentration. When a trap calls for a saving throw, the DC equals your **ranger spell save DC**. You can have multiple traps deployed, but any attempt to deploy a magical trap whose centre is within **40 feet** of the centre of another magical trap fails. Creatures with truesight or under the influence of the *detect magic* spell can notice a magical trap's presence, even if it has been concealed.

Trap-Making Materials

1 gp worth of trap-making materials weighs 1 lb.

Tracker

7th-level Trapper feature

You are an expert at detecting and obscuring tracks. When you make an ability check to find or follow tracks, you can add your proficiency bonus to the result of the check, even if you aren't proficient in the relevant skill. If you are already proficient in the relevant skill, your proficiency bonus is doubled for that check.

Trapper's Avoidance

7th-level Trapper feature

The merest hiss of escaping air, depression of a tile, or scent of ozone is all the warning you need to avoid traps' effects. When you are subjected to a trap's activation effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. In addition, if a trap makes an attack roll against you, that attack roll has **disadvantage**.

This feature doesn't function against a trap's ongoing effects. For example, you can mitigate the effect of a poisonous cloud as it is being released by holding your breath or covering your skin, but on subsequent rounds, the cloud's saving throw would affect you as normal on a success or failure.

Leave No Trace

11th-level Trapper feature

You've learnt to use magic to hide traps, allowing them to be concealed in the heat of battle. When you deploy a trap, you can expend a spell slot of 1st level or higher to disguise the trap with illusion magic, causing it to become invisible the moment it leaves your hands. Creatures don't see where the trap lands and, if it's a physical trap, have disadvantage on saving throws made to avoid the trap's effects.

In addition, you learn the *invisibility* spell, which counts as a ranger spell for you but doesn't count against the number of ranger spells you know. You can cast it once without using a spell slot, and you regain the ability to cast it in this way when you finish a short or long rest.

Booby Trap

15th-level Trapper feature

You trap your own body against unexpected demise. When you finish a long rest, you can choose one of the following magical effects with which to augment your body until you finish a long rest. After triggering an effect that activates when you are reduced to 0 hit points, that effect can't trigger again until you finish a long rest.

Defibrillate. Once per turn, when a creature hits you with a melee attack, you can trigger an electrical discharge (no action required). The creature is unable to take reactions until the start of its next turn unless it is **immune** to lightning damage, and you can immediately move up to **10 feet** without provoking opportunity attacks. After you move using this feature, you can't do so again until the start of your next turn.

When you are reduced to 0 hit points and not killed outright, you can instead drop to 1 hit point and immediately take an extra turn, interrupting the current turn. If you don't regain any hit points before the end of your next turn, you drop to 0 hit points, fall unconscious, and begin making death saving throws as normal.

Entomb. Once per turn, when a creature within **5 feet** of you hits you with a melee attack, you can trigger a burst of cold that ripples along the attacker's limb (no action required). The creature takes **1d4** cold damage and its speed is reduced by **15 feet** until the end of its next turn unless it is **immune** to cold damage.

When you are reduced to 0 hit points, you become entombed in a block of clear ice that has AC 15, 100 hit points, **immunity** to cold damage, and vulnerability to fire damage. This icy block lasts for **1 minute** or until it is destroyed. While the ice persists, you have total cover against all effects. If you regain 1 or more hit points, the icy block melts at the start of your next turn.

Erode. Once per turn, when a creature within **5 feet** of you hits you with a melee attack, you can trigger a spurt of acid to coat its weapon or limb (no action required). If the melee attack was a spell attack or made with a natural weapon, the creature takes **1d6** acid damage. If the attack was made with a nonmagical, non-natural weapon, the weapon takes a permanent and cumulative **-1 penalty** to its attack and damage rolls. If this penalty reaches **-5**, the weapon breaks.

When you are reduced to 0 hit points, all your concealed acid charges gush outward. Each creature within **10 feet** of you must make a **Dexterity saving throw** against your **ranger spell save DC**. On a failed save, a creature takes **10d4** acid damage and an additional **5d4** acid damage at the start of each of its turns for the next **minute** until it uses an action to wipe itself clean. In addition, on a failure, if the creature is wearing nonmagical armour or has natural armour, it takes a **-2 penalty** to its AC while wearing the armour until it is repaired, or until the creature finishes a long rest if it has natural armour. On a successful save, a creature takes half as much initial damage, no ongoing damage, and its AC isn't affected.

Self-Destruct. Once per turn, when a creature within **5 feet** of you hits you with a melee attack, you can cause a small, shaped charge to detonate (no action required). You take **1** fire damage and the creature takes **1d8** fire damage.

When you are reduced to 0 hit points, you erupt in an immense ball of fire and immediately fail one death saving throw. Each creature within **20 feet** of you must make a **Dexterity saving throw** against your **ranger spell save DC**. A creature takes **14d6** fire damage on a failed saving throw, or half as much damage on a successful one.

Ranger Traps

The Set Trap feature lets you use a variety of physical and magical traps. Each trap requires you to be a certain ranger level before you can create it. The traps are presented here by level.

Physical traps require trap-making materials (which can be purchased from most general goods stores), while magical traps require the expenditure of spell slots. When a trap calls for a saving throw, the DC equals your **ranger spell save DC**.

Bear Trap

3rd-level ranger; physical; 4 gp of trap-making materials

You trap a **5-foot square** with a mechanical, toothy-jawed trap. When a Large or smaller creature enters the trapped area, the trap activates and the creature must succeed on a **Dexterity saving throw** or take **2d8** piercing damage and its speed becomes 0, unless it's **immune** to being grappled. A creature can use its action to make a **Strength (Athletics)** check against your **ranger save DC**, freeing the trapped creature on a success.

Tanglevine

3rd-level ranger; magical; 1st-level spell slot

When activated, twisted, knotting roots burst through the ground creating an effect identical to the *entangle* spell within a **20-foot-radius circle** centred on the trap for the next minute.

Snare Trap

3rd-level ranger; physical; 2 gp of trap-making materials

The bear trap's non-lethal cousin, the snare trap, tangles a creature's feet, causing it to fall. You trap a **5-foot square** with ropes and vines. When a Large or smaller creature moves into the trapped area, the trap activates and the creature must succeed on a **Strength saving throw** or be knocked **prone** and its speed becomes 0, unless it's **immune** to being grappled. A creature can use its action to make a **Strength (Athletics)** check against your **ranger save DC**, freeing the trapped creature on a success.

Solestriker

3rd-level ranger; magical; 1st-level spell slot

When activated, hard spikes and thorns sprout in a **20-foot-radius circle** centred on the trap, creating an effect identical to the *spike growth* spell for the next minute.

Immolation

5th-level ranger; magical; 2nd-level spell slot

When activated, a **20-foot-radius sphere** of flame erupts, centred on the trap. Each creature in the area when the trap detonates must make a **Dexterity saving throw**, taking **6d6** fire damage on a failure, or half as much damage on a success.

Miasma

5th-level ranger; magical; 2nd-level spell slot

When activated, a **20-foot-radius sphere** centred on the trap fills with gas for the next minute or until strong wind disperses it. The gas spreads around corners, lightly obscures the area, and penetrates through creatures' skin, affecting them even if they hold their breath or don't need to breathe. When a creature enters the area for the first time on its turn or starts its turn there, it must make a **Constitution saving throw**. On a failure, a creature takes **3d6** poison damage and becomes **poisoned** until the start of its next turn. On a success, a creature takes half as much damage and isn't poisoned. While poisoned in this way, a creature has **disadvantage** on saving throws it makes to maintain its concentration.

Soulbind

5th-level ranger; magical; 2nd-level spell slot

When activated, there is a flare of brilliant octarine light, and each creature in a **20-foot-radius sphere** centred on the trap must succeed on a **Charisma saving throw** or become soulbound as per the *preserve* spell (see page 509). In addition, while a creature is soulbound in this way, it can't benefit from being invisible. Creatures possessing *robust* or more powerful *essence* within their bodies (typically, those of CR 7 or higher) automatically succeed on this saving throw.

You can expend a spell slot of 3rd level or higher to create this trap. When you do, the rarity of *essence* that automatically succeeds on the saving throw increases by one tier for each slot level above 2nd: creatures with *potent* or more powerful *essence* (typically CR 12 or higher) at 3rd level, *mythic* (typically CR 18 or higher) at 4th level, and *deific* (typically CR 25) at 5th level.

Pit Trap

5th-level ranger; physical; 2 gp of trap-making materials

Because of their nature, pit traps are deployed in the space in which they are created as soon as their construction is finished, and can't be moved. However, after the trap activates, it can still be used again.

You dig a 7-foot-deep hole in dirt, or another diggable surface, in a **5-foot square**. You can choose to fill the pit with sharpened stakes, spikes, or any other sharp materials.

When a Medium or smaller creature moves into the trapped area, it must make a **Dexterity saving throw**. On a failure, it falls into the pit, where it lands **prone**, taking **4d8** piercing damage if the trap is filled with spikes. On a success, it avoids the trap, falling **prone** in the nearest unoccupied space to the trap. A creature that succeeds on the save by **5 or more** doesn't fall prone.

Bewilderment

9th-level ranger; magical; 3rd-level spell slot

When activated, horrifying illusions abound and psychic energy twists the minds of creatures. Each creature in a **20-foot-radius sphere** centred on the trap must make a **Wisdom saving throw**. On a failure, a creature takes **3d10** psychic damage and becomes affected as per the *confusion* spell for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Net Trap

9th-level ranger; physical; 10 gp of trap-making materials;

With a large, concealed net of rope or vines, and an apparatus hidden in branches or a cave's ceiling, you create a **20-foot square** trapped area. Choose a **5-foot square** within the trapped area to act as the trigger. When a Small or larger creature enters this square, the trap activates and each creature in the area must succeed on a **Dexterity saving throw** or be **restrained** and hoisted **20 feet** up into the air (or as high as the canopy/ceiling allows).

A creature can use its action to make a **Strength** check against your **ranger save DC**, freeing itself or another creature within its reach on a success. Dealing **5** slashing damage to the net (**AC 10**) ends the effect and destroys the net.

If there is a Huge or larger creature in the trapped area when it triggers, the trap breaks and has no effect.

Chaouki "Ciao" Ttouhi & Jesse Jackdaw Burns

Thunder Charge

9th-level ranger; magical; 3rd-level spell slot

When activated, a **30-foot-radius sphere** centred on the trap erupts with deafening thunder. Each creature in the area must succeed on a **Constitution saving throw** or take **8d6** thunder damage and be **deafened** for the next **minute**. The noise can be heard 2,000 feet away, or even further in echoey locations or underwater.

Catapult Trap

13th-level ranger; physical; 15 gp of trap-making materials

Because of their nature, catapult traps are deployed in the space in which they are created as soon as their construction is finished, and can't be moved.

With bent trees, springs, or elastic rope, you create a **20-foot square** of tension. Choose a **5-foot square** within the trapped area to act as the trigger. When a Small or larger creature enters this square, the trap activates and each creature in the area must make a **Dexterity saving throw**. On a success, a creature can use its reaction to move up to its speed so that it is no longer in the area. If it's still in the area, it is affected as if it failed its save. A creature that fails the saving throw is flung **60 feet** in a direction you decide when you deploy the trap, landing **prone** and taking **6d10** bludgeoning damage.

If there is a Gargantuan creature in the trapped area when it triggers, the trap breaks and has no effect.

Infection

13th-level ranger; magical; 4th-level spell slot

When you create this trap, choose one of the diseases from the *contagion* spell. When activated, pustulant boils grow and erupt on surfaces in a **20-foot-radius sphere** centred on the trap. Each creature in the area must make a **Constitution saving throw**. On a failure, a creature is affected as if hit by the attack in the *contagion* spell (using the disease you chose).

Snapfrost

13th-level ranger; magical; 4th-level spell slot

When activated, the area within a **20-foot-radius sphere** centred on the trap suddenly drops to a debilitatingly low temperature for the next **minute**. When a creature enters the area for the first time on its turn or starts its turn there, it must make a **Constitution saving throw**. On a failure, a creature takes **6d6** cold damage, its speed is halved, and it can't take reactions until the start of its next turn. On a success, a creature takes half as much damage and isn't otherwise affected.

Banisher

17th-level ranger; magical; 5th-level spell slot

When activated, a **10-foot-radius sphere** centred on the trap flares into life, attempting to suck all creatures in it into a harmless demiplane. Each creature in the area when the trap activates must succeed on a **Charisma saving throw** or be transported to the demiplane for the next **minute**. At the end of this minute, the creature reappears in the space it left, or in the nearest unoccupied space if that space is occupied.

Gravity Well

17th-level ranger; magical; 5th-level spell slot

When activated, gravity begins accumulating in a **30-foot-radius circle** centred on the trap. The trapped area becomes difficult terrain until the end of the ranger's next turn. Each creature in the area when the trap activates must succeed on a **Dexterity saving throw** or be knocked **prone**. Furthermore, each creature in the area that is concentrating must make a **Constitution saving throw**. On a failed save, the creature's concentration is broken.

A creature that starts its turn in the area must succeed on a **Strength saving throw** or take **2d8** force damage and be pulled **15 feet** towards the trap's centre.

At the end of the ranger's next turn, the gravity reaches a critical mass and each creature in the area must make a **Strength saving throw**. On a failure, a creature is knocked **prone,** pulled to the trap's centre, and takes **6d8** force damage. On a success a creature isn't knocked prone or moved, and takes half as much force damage.

Sorcerer

Skinshifter

Whether it be some distant doppelganger heritage or over-exposure to biomantic magic, your body thrums with the potential for change. Though you may try to channel that power into those around you, the magic that inoculates your body is just as likely to change you, transforming your form into a myriad of magical morphs. Will you end up with two left feet and paper-thin skin, or rake through your enemies with toxic claws as spells bounce off of your reflective carapace?

Skinshifter Magic

1st-level Skinshifter feature

You learn additional spells when you reach certain levels in this class, as shown on the Skinshifter Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a biomancy or transmutation spell from the sorcerer, warlock, or wizard spell lists.

Skinshifter Spells

Sorcerer Level	Spells
1st	*chameleon skin*, inflict wounds*
3rd	*barkskin, protection from poison*
5th	*vampiric touch, zippit!**
7th	*freedom of movement, frogskin**
9th	*feverskin*, greater restoration*

Skinshift

1st-level Skinshifter feature

Your spellcasting stimulates the latent changeability of your body. Immediately after you cast a sorcerer spell of 1st level or higher, roll a d20. If the result is equal to or lower than one-third of your sorcerer level (minimum 1), roll on the Skinshift Adaptations table to magically alter your body in a random way until the end of your next turn. Immediately after you roll on this table, you can spend 1 sorcery point (no action required) to extend the duration of the effect to 10 minutes. If an effect calls for a saving throw, the DC equals your **sorcerer spell save DC**.

Mikhail Palamarchuk

Skinshift Adaptations

d20*	Effect
1	**Paper Skin.** You have vulnerability to piercing and slashing damage.
2	**Brittle Bones.** You have vulnerability to bludgeoning and thunder damage.
3	**Elemental Sensitivity.** You have vulnerability to acid, cold, fire, and lightning damage.
4	**Left Footed.** Your right foot becomes a left foot. You have a -1 penalty to your AC and your speed is reduced by **10 feet**.
5	**The Wobbles.** Your inner ear is filled with fluid. You have **disadvantage** on **Dexterity saving throws** and on **Perception** checks that rely on hearing.
6	**Sunlight Sensitivity.** You have **disadvantage** on attack rolls and on **Perception** checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive by sight is in direct sunlight.
7	**Pins and Needles.** You feel a stinging sensation in one of your limbs. You have **disadvantage** on attack rolls.
8	**Shrink.** You decrease one size category, as per the Reduce effect of the *enlarge/reduce* spell.
9	**Firefly.** You can cast the *light* cantrip with yourself as the target.
10	**Malleable Visage.** You change appearance, as per the effect in the *alter self* spell, to appear like a humanoid you've seen before (GM's choice).
11	**Natural Weapon.** You grow a natural weapon of your choice (e.g. claws, fangs, horns). Your unarmed strikes deal **1d8** bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose.
12	**Amphibisprings.** With enhanced muscles and a ratcheting mechanism in your tendons, your jumping distance is tripled.
13	**Aqueous Adaptation.** You can breathe underwater and gain a swimming speed equal to your walking speed.
14	**Tentacle Arm.** One of your limbs is replaced with an octopus-like tentacle. Your reach with this tentacle is **5 feet** greater than normal, and it can hold weapons and items as normal. You have **advantage** on ability checks made to grapple with it.
15	**Growth.** You increase one size category, as per the Enlarge effect of the *enlarge/reduce* spell.
16	**Aerial Adaptation.** You gain a flying speed equal to your walking speed.
17	**Elemental Resistance.** You gain **resistance** to an elemental damage type. Roll a d4 to determine which type: 1, acid; 2, cold; 3, fire; 4, lightning.
18	**Rubber Skin****. You gain **resistance** to bludgeoning damage.
19	**Crystal Skin****. You gain **resistance** to piercing damage.
20	**Steel Skin****. You gain **resistance** to slashing damage.
21	**Tumour Skin****. At the start of each of your turns, you gain temporary hit points equal to your Charisma modifier (minimum 1).
22	**Stimulated Metabolism**†. Your speed increases by **10 feet** and, when you take the Attack action on your turn, you can attack twice instead of once.
23	**Empowered Strikes.** Your unarmed strikes are magical and have a **bonus** to attack and damage rolls equal to half your proficiency bonus, rounded down.
24	**Shimmerskin****. Your skin shimmers in a pleasing array of colours, or changes to match your background. For the duration, you have **advantage** on **Charisma** checks. For the duration, you can use a bonus action to swap between this effect and the effects of the *chameleon skin* spell (see page 500).
25	**Secreted Toxin.** Your unarmed strikes deal an additional **1d6** poison or acid damage on a hit (your choice when you gain this adaptation). In addition, a creature that is grappling you must succeed on a **Constitution saving throw** at the end of each of your turns or take this damage.
26	**Scaleskin****. While you're not wearing armour, you gain a **+2 bonus** to your AC.
27	**Relentless Metabolism**†. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead, and you lose this adaptation. If you benefit from this adaptation more than once before you finish a long rest, you gain one level of exhaustion each time you benefit from it after the first.
28	**Salamander Skin****. You have **resistance** to fire damage. As a bonus action while you are grappling or are grappled by a creature, you can make your skin fiery hot for a moment. Any creature touching you must make a **Constitution saving throw**, taking **3d6** fire damage on a failure or half as much damage on a success.
29	**Fortified Metabolism**†. You have **advantage** on **Constitution** checks and **Constitution saving throws**, as well as any checks or saves made to avoid the exhaustion condition.
30	**Reflective Carapace****. When you are targeted by a *magic missile* spell or a spell that requires a ranged attack roll, roll a **d6**. On a 4 to 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

*See Modify Shift, next page.

**You can only benefit from one of these adaptations at a time. If you gain one of these adaptations while you already benefit from one, the older one is lost.

†You can only benefit from one of these adaptations at a time. If you gain one of these adaptations while you already benefit from one, the older one is lost.

TEXT GOES THIS WAY

Modify Shift. When you reach 6th level in this class, you can add a bonus to the result of the d20 you roll on the Skinshifter Adaptation table equal to up to half your sorcerer level. For example, at 6th level, if you rolled a 19 on the d20, you could choose any result between 19 and 22.

Selective Shift

6th-level Skinshifter feature

As a bonus action, you can spend 1 or more sorcery points to magically transform your body for the next **10 minutes**. For each sorcery point you spend, you gain one adaptation of your choice from the Skinshift Adaptations table, the effects of which last until the transformation ends. The adaptation must have a value in the **d20** column equal to or lower than 20 plus half your sorcerer level. If you gain a random skinshift adaptation that replaces one you already had (for example, tumour skin replacing rubber skin), this new adaptation lasts for the duration of the transformation.

Reactive Mutations

14th-level Skinshifter feature

Immediately after you take damage, you can use your reaction to spend 1 sorcery point and gain resistance to that damage type for **10 minutes** or until you use this feature again. If you take multiple types of damage simultaneously, you choose one of the damage types to gain resistance to.

Shapeshift

18th-level Skinshifter feature

You unleash your inner shapeshifter, allowing your body to react to all manner of environmental stimuli. As bonus action, you can cause a metabolic cascade that transforms your body for **10 minutes** granting you the following effects:

- All grapple and restraining effects on you immediately end.
- You gain six adaptations of your choice from the Skinshifter Adaptations table. For these, you ignore the restrictions on which adaptations you can have simultaneously.
- You can't use the Reactive Mutations skinshifter feature, and it ends if it is active.
- Immediately after you take damage, you gain **resistance** to that damage type. You can simultaneously sustain three damage resistances in this way; if you gain another resistance from this feature while at your limit, the oldest one is lost.

After you activate this feature, you can't do so again until you finish a long rest.

Reactive Mutations

Looking for inspiration to describe how a skinshifter's reactive mutations might physically manifest? Try adapting the following examples!

- **Bludgeoning.** Spongy growths bloom, cushioning the blows of impact weapons.
- **Piercing.** Layer upon layer of pointy membranes overlap one another, dispersing the penetrating potential of piercing weapons.
- **Slashing.** A hard coating of angled crystal deflects blades.
- **Acid.** Secreted alkaline liquid neutralises acid near the skin.
- **Cold & Fire.** An insulating gel prevents the transfer of heat.
- **Force.** Pockets of antimagic dissipate incoming raw, magical energy.
- **Lightning.** Channels of conductive metals in the skin ground the flow of electricity.
- **Necrotic.** Pus-filled sacs of immunity-enhancing symbionts fortify the skinshifter against decay.
- **Radiant.** The skinshifter takes on a brilliant sheen, reflecting radiation of all descriptions.
- **Thunder.** A membrane expands out from the skinshifter's skin. A low-pressure void between the two membranes inhibits the propagation of sound waves.
- **Poison.** Vesicles rapidly excrete toxins before they can do significant harm.
- **Psychic.** A rush of bright purple hormones causes the skinshifter's psyche to relax, shedding the mental harm that might have been caused.

Text goes this way

Tamer

Flourishing a gilded skull snatched from within the folds of a cloak, a dwarf summons a fierce-eyed angel in a flare of blinding radiance, emphatically encouraging it to fantastical feats of fury.

Beaming from ear to ear, a chemical-stained gnome admires her handiwork amongst the clutter of her laboratory: a 'snektopus'; eight venom-fanged maws perfectly spliced with the intelligence of a cephalopod.

Coughing in the smoking ruins of the cultists' former hideout, a tiefling gives their fire-infused owlbear a playful rub behind the ears, contemplating a job well done and the rewards to be claimed.

Whether imbuing their companions with the primordial elements, enhancing them through the 'very tiny stitches' of biomancy, or inciting them with words of encouragement, tamers work through their captured friends. Alone, a tamer possesses little in the way of destructive ability. With carefully selected companions, a tamer can become an unstoppable menagerie of mayhem.

Creating a Tamer

What prompted you to begin taming creatures? Loneliness? A need to transport your favourite dragonling through customs? A pathological desire to catch 'em all?

The bond tamers experience with their companions are incredibly intimate; both are privy to the other's innermost thoughts. However, such bonds differ between tamers: where one tamer might view a companion as friend and equal, another might view the creature as a tool with which to fulfill their own goals. Have you lost a companion before? How did you react? Perhaps it was emotionally traumatising, or perhaps it was simply a mere incovenience.

Quick Build

You can make a tamer by following this suggestion: Choose Wisdom, Intelligence, or Charisma to be your highest ability score, followed by Constitution.

Jesse Jackdaw Burns

The Tamer

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	–Spell Slots per Spell Level– 1st	2nd	3rd	4th	5th
1st	+2	Pocket Familiar, Monster Trainer, Soul Bond, Tame Creature	—	—	—	—	—	—	—
2nd	+2	Bolster, Psychic Bond, Spellcasting	2	2	2	—	—	—	—
3rd	+2	Pocket Family I, Training Paradigm	2	3	3	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	—	—	—	—
5th	+3	Multiattack, Malleable Presence	2	4	4	2	—	—	—
6th	+3	Alpha Strike, Wilful Blows	2	4	4	2	—	—	—
7th	+3	Pocket Family II, Training Paradigm Feature	2	5	4	3	—	—	—
8th	+3	Ability Score Improvement	2	5	4	3	—	—	—
9th	+4	—	2	6	4	3	2	—	—
10th	+4	Training Paradigm Feature	3	6	4	3	2	—	—
11th	+4	Pocket Family III	3	7	4	3	3	—	—
12th	+4	Ability Score Improvement	3	7	4	3	3	—	—
13th	+5	Switcheroo	3	8	4	3	3	1	—
14th	+5	Training Paradigm Feature	4	8	4	3	3	1	—
15th	+5	Pocket Family IV	4	9	4	3	3	2	—
16th	+5	Ability Score Improvement	4	9	4	3	3	2	—
17th	+6	Magnificent Presence	4	10	4	3	3	3	1
18th	+6	Training Paradigm Feature	4	10	4	3	3	3	1
19th	+6	Ability Score Improvement, Pocket Family V	4	11	4	3	3	3	2
20th	+6	Summon the Horde	4	11	4	3	3	3	2

Class Features

Hit Points

Hit Dice: 1d8 per tamer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tamer level after 1st

Proficiencies

Armour: Light armour, medium armour, shields

Weapons: Simple weapons, nets

Tools: One type of artisan's tools or one musical instrument of your choice

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Insight, Medicine, Nature, Perception, and Persuasion

Equipment

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

- (a) scale mail or (b) leather armor
- A simple melee weapon, a net, and a shield
- A light crossbow and 20 bolts
- (a) a dungeoneer's pack or (b) an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with **5d4 × 10 gp** to buy your equipment.

Optional Rule: Multiclassing

If your group uses the optional rule on multiclassing, use the following prerequisites, proficiencies, and spell slots if you choose the tamer as one of your classes.

Ability Score Minimum: As a multiclass character, you must have at least an Intelligence, Wisdom, or Charisma score of 13 to take a level in this class, or to take a level in another class if you're already a tamer. The ability you use to qualify to multiclass into tamer must be your tamer spellcasting ability.

Proficiencies Gained. If tamer isn't your initial class, you gain the following proficiencies when you take your first level as a tamer: light armour, shields, simple weapons, and nets.

Spell Slots. Add half your levels (rounded down) in the tamer class to the appropriate levels from other classes to determine your available spell slots.

Pocket Familiar

1st-level Tamer feature

You become bonded to a companion that accompanies you on your adventures and is trained to fight alongside you. Choose a Small or smaller creature with a challenge rating of ½ or lower that isn't a humanoid, giant, or swarm. When a creature becomes your companion, it has a maximum number of hit points equal to the average of its Hit Dice, as indicated in its statistics, and it can't cast spells. Work with your GM to find a companion that suits your campaign world. This companion obeys your commands and is friendly to you and your allies.

Vessel. When not summoned, your companion exists inside a magical vessel of your own design, such as a painted animal skull, bejewelled egg, or crystal sphere. While in this vessel, the companion has full cover from all attacks and other effects, is unaffected by area of effects that originate from outside the vessel, and exists in stasis; it doesn't need to eat, drink, sleep, or breath, and it is **immune** to poison and disease, although a poison or disease already in its system is suspended, not neutralised. A companion at 0 hit points is instantly stabilised when it enters its vessel.

If a vessel is broken, or a companion is released from its vessel for any other reason, the creature within it ceases to be a tamer's companion. It acts according to its own wishes and retains any improvements it gained while a companion.

Home Planes

Some magical effects, like the *banishment* spell, have the ability to permanently banish a creature back to its home plane. When a creature becomes your companion, its home plane becomes the demiplane within its vessel. If the companion becomes permanently banished by such a spell, it simply reappears in this vessel.

As an action, you can summon your companion from this vessel, causing it to appear in an unoccupied space that you can see within **30 feet** of you, or any unoccupied space within **5 feet** of you. You can dismiss a companion within **30 feet** of you as a bonus action or action, drawing it back into its vessel. To summon or dismiss a companion, you must be holding its vessel in hand. You can only have one companion summoned at a time.

Dominated Companions

A companion that is controlled by another creature, such as by the *dominate monster* spell, can try to resist being recalled into its vessel. When you try to recall such a creature into its vessel, it can make a **Charisma saving throw** against your **tamer spell save DC**. On a failed saving throw, it is recalled, while on a success, it is not.

Combat. In combat, your companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action or action on your turn to command it to take a different action. That action can be one in its statistics or some other action. If you are incapacitated, the companion can take any action of its choice, not just Dodge. Your companion can't take the Multiattack action until you reach 5th level in this class, even if it would otherwise be able to.

Rest. A companion gains the benefits of a long rest when its tamer finish a long rest; if it has at least 1 hit point, it regains all its hit points when you finish a long rest. Unlike other creatures, a companion can't spend its own Hit Dice to recover hit points at the end of a short rest. See the Soul Bond feature for details on recovering hit points.

Items. Armour, barding, and weapons can be equipped to enhance your companion. A companion can wear or carry any equipment that their size and body shape permits. However, your companion must be proficient with the armour or weapon to make full use of it. If your companion wears armour that it lacks proficiency with, it has **disadvantage** on any ability check, saving throw, or attack roll that involves Strength or Dexterity. A companion that is not proficient with a weapon type does not add its proficiency bonus to attack rolls made with that weapon type.

Item Bonding. Over the course of an hour, you can bond a companion to one object that it can wear or carry that is not any sort of container or storage. When a companion is recalled, all items it is wearing or carrying that it is not bonded to are dropped in the space from which it was recalled. A companion can be bonded to up to 3 items at any one time. Companions can't attune to magic items, unless they have a specific ability that allows them to do so (e.g. mechakobold, page 237).

Companion Barding. You can purchase armour for your companion. Any type of armour can be purchased as barding. The cost and weight is doubled for each size category above Medium, and halved for each size category below Small. In addition, the cost is further doubled if the companion is not humanoid in shape.

Companion Barding Cost

Size	Humanoid Shape Cost	Abstract Shape Cost
Tiny	0.5x	1x
Small	1x	2x
Medium	1x	2x
Large	2x	4x
Huge	4x	8x

Soul Bond

1st-level Tamer feature

Companions make death saving throws, die, and can be revived like any player character. A companion that has been stabilised remains unconscious until it regains hit points, or until you finish a long rest. Companions that are stable and have 0 hit points when you finish a long rest regain half their maximum hit points.

Instead, you have a pool of healing power equal to five times your tamer level that replenishes when you finish a long rest. Whenever you finish a short rest, you can choose to draw power from that pool, restoring a total number of hit points amongst your companions up to the maximum amount remaining in your pool.

Monster Trainer

1st-level Tamer feature

As you gain levels in this 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 one additional Hit Dice. Increase your companion's hit point maximum by rolling this Hit Dice 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 of the following improvements. The familiars in Chapter 8 have unique improvements that can be taken instead of these.

Any newly gained companions receive these additional hit dice and improvements as if you had them since your 1st level in tamer.

Companion Improvement Training Table

Improvement	Effect
Speed Training	Increase one existing speed by **15 feet** 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 Dice 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 **+1 bonus** 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.

Tamer Companion Summary

Tamer Level	Maximum # of Bonded Companions	Maximum Companion Size	Maximum Companion CR	Improvements/Hit Dice Gained on Taming*						
				CR ½-	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6
1	1	Small	½	0/0	—	—	—	—	—	—
2	1	Small	½	1/0	—	—	—	—	—	—
3	2	Small	½	2/0	—	—	—	—	—	—
4	2	Medium	1	3/1	0/0	—	—	—	—	—
5	2	Medium	1	4/1	1/0	—	—	—	—	—
6	2	Medium	1	5/1	2/0	—	—	—	—	—
7	3	Medium	2	6/1	3/0	0/0	—	—	—	—
8	3	Medium	2	7/2	4/1	1/1	—	—	—	—
9	3	Medium	2	8/2	5/1	2/1	—	—	—	—
10	3	Large	3	9/2	6/1	3/1	0/0	—	—	—
11	4	Large	3	10/2	7/1	4/1	1/0	—	—	—
12	4	Large	3	11/3	8/2	5/2	2/1	—	—	—
13	4	Large	4	12/3	9/2	6/2	3/1	0/0	—	—
14	4	Large	4	13/3	10/2	7/2	4/1	1/0	—	—
15	5	Large	4	14/3	11/2	8/2	5/1	2/0	—	—
16	5	Huge	5	15/4	12/3	9/3	6/2	3/1	0/0	—
17	5	Huge	5	16/4	13/3	10/3	7/2	4/1	1/0	—
18	5	Huge	5	17/4	14/3	11/3	8/2	5/1	2/0	—
19	6	Huge	6	18/5	15/4	12/4	9/3	6/2	3/1	0/0
20	6	Huge	6	19/5	16/4	13/4	10/3	7/2	4/1	1/0

*For example, if a 10th level tamer trained a CR 1 creature, that creature would immediately gains 6 improvements (see previous page) and 1 Hit Dice. This is indicated by the value '6/1' in the 'CR 1' column and the level '10' row.

Tame Creature

1st-level Tamer feature

There's one way to defeat deadlier foes: have deadlier friends. As you explore, you will encounter new creatures which you may wish to make your companions. You can tame a Small or smaller creature of CR ½ or lower, as described below. As you gain levels in this class, the size and challenge rating of creatures you can tame increases, as shown in the Tamer Companion Summary table.

Vessel. To tame a companion, you must first prepare a vessel using special inks, gems, or other materials. Preparing the vessel takes 8 hours of work and components with a value in gold pieces equal to at least one hundred times the target creature's CR.

Vessels and Cost

At 4th level, you can capture creatures of CR 1 and below. To capture a CR ½ or CR 1 creature, you need a vessel worth 50 gp or 100 gp, respectively. If you try to use a vessel worth 50 gp to capture a CR 1 creature, the creature automatically succeeds on its saving throw, and the vessel can be recovered. You can always break down the components of an old vessel to craft a new one as part of the vessel preparation process.

Taming a Creature. As an action, you can throw an empty vessel at a creature you can see within

30 feet of you. The creature must succeed on a **Charisma saving throw** against your **tamer spell save DC** or be trapped within the vessel. A creature automatically succeeds on this saving throw if:

- It is a humanoid, giant, or swarm;
- It is larger than your maximum companion size (use a creature's unaltered size if it is under the influence of a size-changing magical effect such as *enlarge/reduce*);
- It has a higher CR than your maximum companion CR (see the Tamer Companion Summary table);
- It has a higher CR than the vessel can capture;
- It has more than half of its hit points.

If a creature doesn't automatically succeed on this saving throw for one of the above reasons, and has either fewer than ten hit points or one-quarter of its hit points, it automatically fails this saving throw. A creature that fails the saving throw is trapped in your vessel and becomes you companion when you next finish a long rest.

Lost Abilities. When a creature becomes your companion, it loses the following from its stat block:

- The ability to cast any spells (though it retains its spells known, see Psychic Bond, page 201).
- Any summoning actions or actions that create additional creatures (such as a wraith's Create Spectre or an ooze's Split reaction).
- The Regeneration, Rejuvenation, and Legendary Resistance traits.
- Any legendary actions and legendary action options.
- Any lair actions and regional effects.
- Any mythic traits and mythic action options.

Optional Rule: Non-Combat Taming

If a player impresses a celestial with an especially noble act, or rears a creature from an egg, that creature might be willing to become a tamer's companion. If so, feel free to ignore the usual rules regarding saving throws on taming, and let the beautiful story of companionship unfold!

Abilities and Proficiency

As your companions' ability scores change, often through Companion Improvement Training, their skill modifiers, saving throws, attack modifiers and saving throw DCs will also change. Working out what ability a creature's attack or saving throw uses can require a bit of detective work. First you have to know the creature's proficiency bonus (PB). Luckily this is quite easy - it all depends on the creature's CR and players' PB. A creatures' base PB is +2 at CR 0-4 and +3 at CR 5-6.

Firstly, subtract the creature's PB from its modifiers/save DCs. Next, for save DCs, subtract an additional 8 from the DC. Finally, match the remaining values to the ability score modifiers.

Let's use the CR 4 red dragon wyrmling's bite attack and breath weapon as an example. It has a PB of +2, a Strength of 19 (+4), a Dexterity of 10 (+0), and a Constitution of 17 (+3). Its bite attack has a +6 modifier, while its breath weapon has a DC 13 Dexterity saving throw. Subtracting the PB from these values (and 8 from the DC) we are left with +4 and DC 3. We can deduce that the bite attack uses Strength (the +4 matches the wyrmling's Strength modifier), and the fire breath uses Constitution (DC 3 matches the wyrmling's +3 Constitution modifier).

As a tamer can only tame a CR 4 creature at 13th level, the wyrmling's PB increases from +2 to +5 when it becomes a companion. This results in its attack modifier and save DC increasing to +9 and DC 16 respectively.

Spellcasting

2nd-level Tamer feature

By 2nd level, you have learned to harness your mental fortitude to augment the potential of others. You can cast tamer spells. See page 495 for the tamer spell list.

Cantrips

At 2nd level, you know two cantrips of your choice from the tamer spell list. You learn additional tamer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Tamer table.

Spell Slots

The Tamer table shows how many spell slots you have to cast your tamer spells of 1st level and higher. To cast one of these tamer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the tamer spell list.

The Spells Known column of the Tamer table shows when you learn more tamer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the tamer spells you know and replace it with another spell from the tamer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

When you gain your first level in this class, choose whether you use your knowledge (Intelligence), willpower (Wisdom), or force of personality (Charisma) as your spellcasting ability for your tamer spells. You use this spellcasting ability whenever a spell refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a tamer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Spellcasting Focus

You can use a creature's vessel as a spellcasting focus for your tamer spells.

Powerful Companion Abilities

Some monster features are very powerful, and aren't designed for use by players. The two most common are recharge actions and gazes. You can help make a companion more balanced by changing these features slightly. It's advised to approach this on a case-by-case basis, as each feature is different, and some might not require changing.

Recharge Abilities. Some creatures' actions have the addendum "Recharge (5-6)". This means that after a creature uses that action, it can't use it again until it has recharged. At the start of the creature's turn, you roll a d6, and if the result is a 5 or higher, the action recharges. No class has recharge abilities, in part because they add a lot of randomness to the game. Instead of using this recharge mechanic, you can simply change any ability with a recharge to one of the following:

Recharge Condition	Companion Recharge
Recharge (4-6)	Recharges after 1 minute
Recharge (5-6)	Recharges after 10 minutes
Recharge (6)	Recharges on a short or long rest

Perpetually Active Abilities. Some traits, like a medusa's Petrifying Gaze, which is perpetually active and has the power of a 6th level spell, have the potential to become overpowered and repetitive. To balance this, you can add the caveat that "after a creature makes a saving throw against this effect, it is **immune** to the effect for the next 24 hours". Work with your GM to find a balanced solution for your game.

Bolster

2nd-level Tamer feature

While your companion is within **100 feet** of you and you are holding its vessel, or if you are holding its vessel with it inside, you can use an action to expend one spell slot to restore hit points to your companion equal to your **spellcasting ability modifier** (minimum 1) plus an additional **2d4** per level of the spell slot expended.

Psychic Bond

2nd-level Tamer feature

While your companion is within **100 feet** of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

Spell Swap. While your companion is summoned, is within **100 feet** of you, and you hold its vessel, any spells your companion knows are added to your known spells. In addition, when you cast a spell with a range of self or touch, your companion can be the target of that spell.

Pocket Family

3rd-level Tamer feature

As you gain levels in this class, the number of companions and maximum size of companion to which you can become bonded increases. You can be bonded to two, three, four, five, or six creatures at 3rd, 7th, 11th, 15th, and 19th level, respectively. Your companions can be sized Medium at 5th level, Large at 9th level, and Huge at 13th level. If you are already bonded to your maximum number of companions and become bonded to a new companion, you must choose one existing companion to release from its vessel.

When you bond with a new companion, the companion gains improvements and Hit Dice based on its CR and your tamer level. See the Tamer Companion Summary table on the previous page for details.

Training Paradigm

3rd-level Tamer feature

You choose the type of Training Paradigm you follow from the list of available paradigms, which are detailed after the class's description. Your choice grants you features at 3rd level and again at 7th, 10th, 14th, and 18th level.

Ability Score Improvement

4th-level Tamer feature

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

Multiattack

5th-level Tamer feature

Through rigorous training, you can access the innate fury of your companions. When you take a bonus action or action to command your companion, you can command it to use its Multiattack action, if it has one.

Malleable Presence

5th-level Tamer feature

While your companion is within **100 feet** of you, you can order it to change its behaviour towards one creature you can see as part of the bonus action or action you use to command it. Choose either the aggressive or cautious behaviours. At the start of each of the target creature's turns for the next minute, it must succeed on a **Wisdom saving throw** versus your **tamer spell save DC** if it is within **30 feet** of your companion and can see your companion. On a failure, it suffers the effects of the associated behaviour until the start of its next turn. On a success, it is unaffected.

- ***Aggressive.*** The creature has **disadvantage** on attack rolls it makes against creatures other than your companion.
- ***Cautious.*** The creature has **disadvantage** on attack rolls against your companion if there is another creature hostile towards the attacker within **5 feet** of the attacker.

After you use this feature, you can't do so again until you finish a short or long rest.

Alpha Strike

6th-level Tamer feature

While summoning a companion, your psychic connection is at its closest, allowing you to quickly relay your intent. As part of the action to summon a companion, you can command it to take an action in its stat block or some other action, which it does so on its turn. You can use this feature a number of times equal to your tamer spellcasting ability modifier (a minimum of once). You regain all expended uses of this feature when you finish a long rest.

Wilful Blows

6th-level Tamer feature

Your magical potency is channeled through your companions' strikes. Your companions' attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Switcheroo

13th-level Tamer feature

You learn how to switch places with your companion in the nick of time. While you and your companion are within **100 feet** of each other, you can use a bonus action, or a reaction when you or your companion is the target of an attack by an attacker you can see, to magically switch places with your companion. If performed as a reaction, the creature that appears in the targeted creature's space becomes the new target of the attack. You have a number of uses of this feature equal to your tamer spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

Magnificent Presence

17th-level Tamer feature

While your companion is within **100 feet** of you, you can order it to change its behaviour as part of the bonus action or action you use to command it. Choose either the provoking poise or shrinking violet behaviours.

- ***Provoking Poise.*** For the next **minute**, your companion draws the attention of nearby creatures. While within **15 feet** of your companion, any creature that is hostile towards your companion and that can see it has **disadvantage** on attack rolls it makes against creatures other than your companion.
- ***Shrinking Violet.*** For the next **minute**, your companion appears small and unassuming, making little noise. Any creature that is hostile toward your companion has **disadvantage** on attack rolls against your companion if there is another creature hostile towards the attacker within **15 feet** of the attacker.

After you use this feature, you can't do so again until you finish a long rest.

Summon the Horde

20th-level Tamer feature

In times of great need, a tamer can summon many of its companions simultaneously. As an action, you can summon up to three companions whose vessels are on your person, which remain summoned for **1 minute**.

As an action on subsequent turns, you can issue mental commands to all your companions at once, allowing them to take an action in their stat block or some other action. You choose the order in which your companions act each round. After the minute elapses, all your companions bar one (which you choose) return to their vessels and a wave of lethargy sweeps over you; you can't move or take actions until the end of your next turn. Once you use this feature, you can't do so again until you finish a long rest.

Training Paradigms

Leader

Whether it be through a non-stop litany of encouraging aphorisms, exaggerated movements, and hands signals, or through a calm, telepathic reinforcement, a leader exhorts their companions to ever greater feats of brilliance. Leaders believe that with the right support and teamwork, no task is impossible for their menagerie of companions. Whether you swear by positive reinforcement, craft meticulous pre-fight gameplans, or ruthlessly punish mistakes, communication and motivation are your watchwords.

Inspire

3rd-level Leader feature

As an action, you can inspire your companion through shouts, gestures, and mental encouragement. Until the beginning of your next turn, whenever your companion makes a saving throw or attack roll, it can add a **d6** to its result.

You can use this feature a number of times equal to your tamer spellcasting ability modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

The die you grant when you use this feature changes when you reach certain levels in this class. The die becomes a **d8** at 6th level, a **d10** at 10th level, and a **d12** at 14th level.

Opposite: Jesse Jackdaw Burns

Leader Spells

3rd-level Leader feature

You learn additional spells when you reach certain levels in this class, as shown in the Leader Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

Leader Spells

Tamer Level	Spells
3rd	*divine favor, protection from evil and good*
5th	*inequality*, warding bond*
9th	*beacon of hope, haste*
13th	*death ward, freedom of movement*
17th	*dispel evil and good, endure**

*See Appendix B

Action Surge

7th-level Leader feature

You can push your companion beyond its normal limits for a moment. When you use an action or bonus action to command your companion, you can extol it to exert greater effort. On your companion's turn, it can take one additional action of your choice.

Once your companion has benefited from your use of this feature, you must finish a short or long rest before that same companion can benefit from it again. Starting at 18th level, your companions can benefit from Action Surge twice before a rest, but only once on the same turn.

Leader's Fortitude

10th-level Leader feature

When an attacker that you can see hits your companion with an attack, you can use your reaction to bolster your companion's resilience. As a reaction, you companion fortifies itself, halving the attack's damage against it.

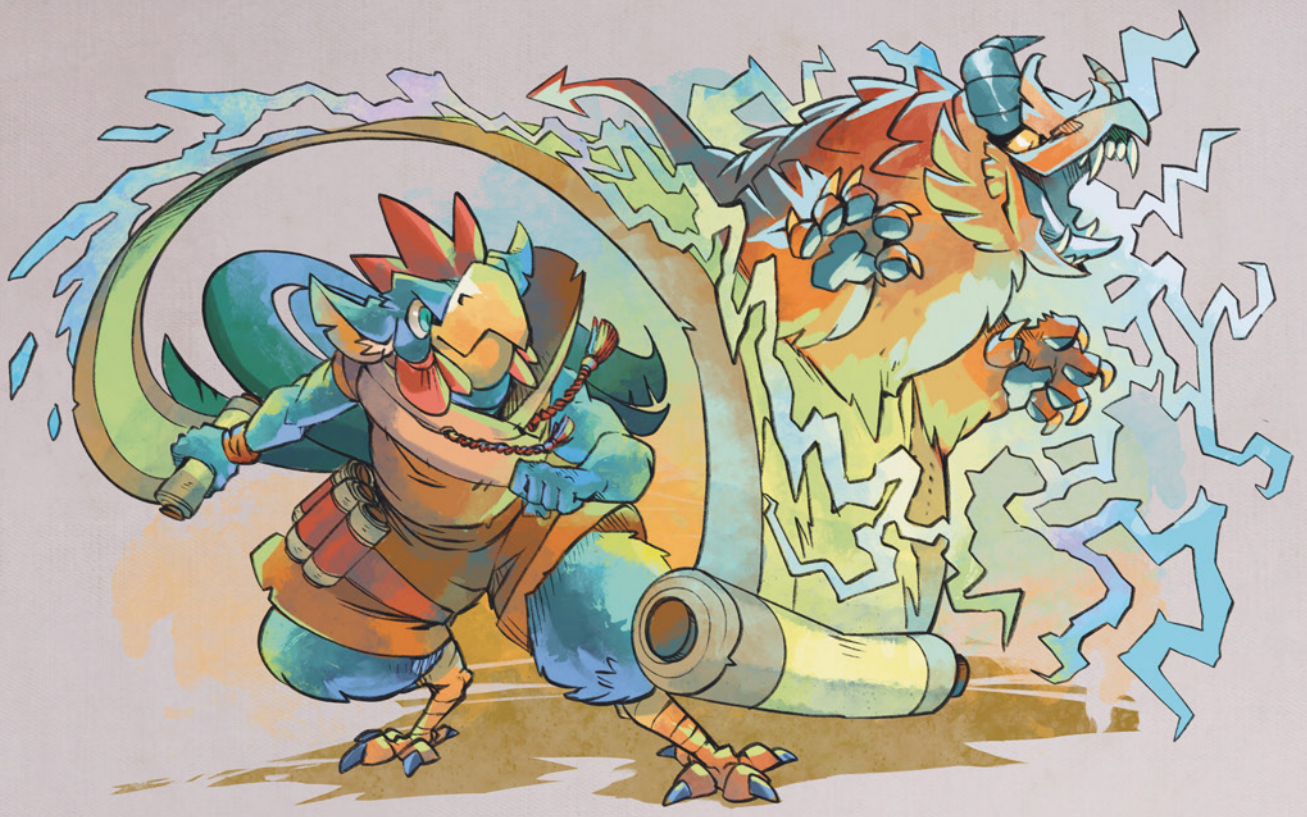
Combo

14th-level Leader feature

As an action, you can summon a second companion from a vessel you are holding to an unoccupied space you can see within **30 feet** of you. When you use an action or bonus action to command your companion, you can command both of them simultaneously, giving a different command to each.

The two companions take their turns simultaneously. At the start of their turn, you can mentally choose one creature you can see (no action required). Both your companions have **advantage** on attack rolls against this creature until the end of their turn.

After being summoned for 1 minute, or if your second companion is ever more than **100 feet** away from you, the second companion is dismissed. Once you use this feature, you can't do so again until you finish a long rest.



Infuser

Infusers meld the power of the elements with their companions through the act of summoning. How you came across this power is anyone's guess. Perhaps you took a tumble across the Elemental Flux during an inter-planar voyage, were born with some primordial heritage, or were tutored by an elementalist wizard. However it happened, you have the ability to empower those with which you are most closely bonded: your companions.

Infuse

3rd-level Infuser feature

You have a deep connection with the elements and can infuse your companions with primordial energy. When you finish a long rest, you can choose one of the following elements with which to individually infuse each of your companions: acid, cold, fire, or lightning. When you do so, any previous infusion on those companions end. The first time your companion hits a target with an attack on its turn, it deals **1d4** additional damage of the infused type. This damage increases when you reach certain levels in this class: **1d6** at 6th level, **1d8** at 10th level, and **1d10** at 14th level.

Infuser Spells

3rd-level Infuser feature

You learn additional spells when you reach certain levels in this class, as shown in the Infuser Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

Infuser Spells

Tamer Level	Spells
3rd	*hellish rebuke, peppermint plate**
5th	*eelskin*, riptide**
9th	*protection from energy, wind wall*
13th	*control water, fire shield*
17th	*feverskin*, wall of stone*

*See Appendix B

Elemental Discharge

7th-level Infuser feature

Your companions gain the ability to unleash a torrent of elemental energy in a devastating blow. When you infuse a companion at the end of a long rest, it gains an action option corresponding to the chosen element. The DC for the saving throw equals your **tamer spell save DC**.

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- ***Acid: Caustic Mist.*** Your companion disperses an acidic vapour into a **20-foot cube** originating from it that lasts for **1 minute**, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour). Each other creature that starts its turn in the area must make a **Constitution saving throw**, taking **4d4** acid damage on a failure, or half as much damage on a success.
- ***Cold: Snap Freeze.*** Your companion absorbs the heat in a **10-foot-radius sphere** around it. Each other creature in the area must make a **Constitution saving throw**. On a failed save, a creature takes **4d8** cold damage and its speed is halved until the end of its next turn. On a successful save, it takes half as much damage and its speed isn't affected.
- ***Fire: Flametongue.*** Your companion unleashes a raging inferno in a **25-foot cone**. Each creature in the area must make a **Dexterity saving throw**, taking **6d6** fire damage on a failure, or half as much damage on a success. The fire ignites any flammable objects in the area that aren't being worn or carried.
- ***Lightning: Sparkstep.*** Your companion discharges lightning in a **10-foot-radius sphere**. Each other creature in the area must make a **Dexterity saving throw**. On a failure, a creature takes **4d6** lightning damage and it can't take reactions until the start of its next turn. On a success, it takes half as much damage and can take reactions as normal. After the saving throws are resolved, your companion can immediately fly up to **30 feet** as part of this action.

Once a companion uses one of these actions, it can't use any action granted by this feature again until you finish a short or long rest. Starting at 18th level, a companion can use this action twice before a rest, but only once on the same turn.

Primordial Shield

10th-level Infuser feature

Your companion gains **resistance** to the element with which it is infused. When your companion takes damage of that type, you can use your reaction to bolster its defences, granting it **immunity** to that damage type, including against the triggering damage, until the start of your next turn. Once you use this reaction, you can't do so again until you finish a short or long rest.

Unstable Fusion

14th-level Infuser feature

Sometimes, more is better. As an action, you can infuse your companion with a second element for **1 minute**, choosing from the options in the Infuse feature. Your companion gains the benefits of the Infuse, Elemental Discharge, and Primordial Shield features for both of the elements with which it is infused. If you activate your Primordial Shield feature while Unstable Fusion is active, your companion gains **immunity** to both damage types. Once you use this feature, you can't do so again until you finish a long rest.

Necromancer

Whether through the tutelage of a lich, a career as a gravedigger, or an innate affinity for the world beyond, you have learnt to manipulate the very essence of life. You can strip it from those that would do you harm, and imbue it in those that serve your aims. Weaving threads of necromantic magic around bone, flesh, and sinew, you create gruesome facsimiles of life—undead puppets that move to the rhythm of the threads you pull.

Life Hack

3rd-level Necromancer feature

Your command of necromantic magic and affinity for the no-longer-living allows you to drain your companions' life force, converting it into a temporary boon. Once per turn, when your companion hits a creature with an attack, you can mentally command the companion to shed some of its life force (no action required). Your companion takes **1d4** necrotic damage that can't be reduced in any way, gains an equal number of temporary hit points, and deals an equal amount of necrotic damage to its target. This damage increases when you reach certain levels in this class: **1d6** at 6th level, **1d8** at 10th level, and **1d10** at 14th level.

Post-Mortem

3rd-level Necromancer feature

Death is no barrier to your taming magic. You can attempt to tame one creature within **1 minute** of it dying, adhering to the normal rules for taming a new companion, with the following changes:

- When you attempt to tame a dead creature, its soul makes a **Charisma saving throw** against your **tamer spell save DC**.

- Humanoids and giants don't automatically succeed on this saving throw.
- On a failure, the creature's soul becomes bound to its body; its type changes to undead and it becomes one of your companions.
- On a success, you fail to tame the creature and you can't attempt to tame the creature again until it has been brought back to life by other means.

Necromancer Spells

3rd-level Necromancer feature

You learn additional spells when you reach certain levels in this class, as shown in the Necromancer Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

Necromancer Spells

Tamer Level	Spells
3rd	*false life, inflict wounds*
5th	*blindness/deafness, ray of enfeeblement*
9th	*influenza*, vampiric touch*
13th	*confusion, death ward*
17th	*bone cage*, endure**

*See Appendix B

Animate Dead

7th-level Necromancer feature

You learn how to use your taming magic to temporarily raise new allies and bind them to your will. You learn the *animate dead* spell, you always have

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it prepared, it doesn't count against the number of spells you know, and you can cast it once without using a spell slot. After you do so, you can't cast it in this way again until you finish a long rest. Once you reach 18th level, when you cast this spell using this feature, the creature you animate has the statistics of a **ghast** (if Medium or smaller) or a **minotaur skeleton** (if Large or larger).

When you issue a command to your companion using either a bonus action or action, you can issue the same command to any creatures you have created with *animate dead* so long as the creatures are within **100 feet** of you.

Enervate

10th-level Necromancer feature

You learn to channel life force between you and your companions. As an action while your summoned companion is within **100 feet** of you, you can deal necrotic damage to your companion up to a value equal to twice your tamer level. This damage can't be reduced in any way. You then regain hit points equal to the damage dealt. Alternatively, you can deal the necrotic damage to yourself and restore hit points to your summoned companion equal to the damage you took.

Aura of Undeath

14th-level Necromancer feature

As an action, you tap into deep pools of necromantic energy, imbuing your companion with an aura of undeath for the next **minute**. While imbued with this aura, your companion can, as a bonus action on its turn, force one creature it can see within **15 feet** of it to make a **Constitution saving throw** against your **tamer spell save DC**. On a failure, the creature takes **4d8** necrotic damage and your companion gains a number of temporary hit points equal to half the damage dealt.

In addition, for the duration, when your companion would be reduced to 0 hit points, it doesn't fall unconscious. Instead, it is reduced to 1 hit point and gains one failed death saving throw. If your companion gains three failed death saving throws during the minute, or five failed death saving throws if it has the undead type, it immediately dies. At the end of the minute, your companion drops to 0 hit points, falls unconscious, and is stable.

Once you use this feature, you can't do so again until you finish a long rest.

Splicer

Through *really tiny stitches*, you alter the physiology of your subjec– er... companions, in an unending quest for perfection. Many Splicers delve into the world of adventuring in the hopes of discovering exciting new improvements with which to augment their companions. Your foray into the world of biomancy, whether through wizarding school, working with biosmith artificers, or as the surgical assistant to a mad scientist, has resulted in a singular observation: subjects are much more malleable when they're psychically bonded to you.

Augment

3rd-level Splicer feature

You can fiddle with the very essence of your companions, crafting minor improvements and modifications. When you choose this paradigm, you gain 3 splicer points. Each time you gain a level in the tamer class, you gain 1 additional splicer point. You can spend these points to modify your companions with the following augments—features and traits that take effect when you next finish a long rest. Splicer points are shared across all your companions. If a companion is ever released, it loses any augments it had and the splicer points are refunded. Augments can be gained only once unless otherwise stated. See the Splicer Augments table on the next page for more details.

Surgeon's Tools. You also gain proficiency with surgeon's tools (see page 121). You can spend **1 hour** removing all augments from one companion with your surgeon's tools, causing it to lose all the associated effects. You regain all splicer points spent on that companion and can re-allocate those points as you see fit.

Splicer Augments

Augment	Effect Summary	Splicer Point Cost
Cost: 0 Splicer Points		
Water Breathing	Can only breathe water	0
Cost: 1 Splicer Point		
Amphibious	Can breathe air and water	1
Darkvision	Gains or extends darkvision	1 per 60 ft.
Extra Limb*	Can grapple more creatures	1 per limb
Fins & Webbing	Gains 30-foot swimming speed	1
Illumination	Sheds light (10 ft./10 ft.)	1
Keen Hearing	Advantage on hearing	1
Keen Sight	Advantage on sight	1
Keen Smell	Advantage on smell	1
Powerful Build	Can push, drag, and carry more	1
Prehensile Tail	Gains 30-foot climbing speed	1
Slippery	Advantage to avoid grapples	1
Sure-Footed	Advantage to resist prone	1
Web Sense + Web Walk	Can sense and walk on webs	1
Cost: 2 Splicer Points		
Burrowing Claws	Gains 15-foot burrowing speed	2
Long Limbed	Increases reach of attacks	2
Mimicry	Can mimic sounds	2
Natural Armour**	Gains a +1 bonus to AC	2 per +1
Poisonous Touch***	Deals bonus poison damage	2
Spider Climb	Can climb without checks	2
Cost: 3 Splicer Points		
Camouflage	Has advantage to hide while motionless	3
Corrosive Touch***	Deals bonus acid damage	3
Tremorsense	Gains or extends tremorsense	3 per 15 ft.
Wings	Gains 30-foot flying speed	3
Cost: 4 Splicer Points		
Blindsight + Echolocation	Gains or extends blindsight	4 per 15 ft.
Decaying Touch***	Deals bonus necrotic damage	4
Flyby	Doesn't provoke opportunity attacks	4
Growth Hormone****	Increases size category and HP	4

* Each companion can take this augment 4 times.

** Each companion can take this augment up to 3 times.

*** A companion can benefit from only 1 of these three 'touch' augments, but can take them up to two times (see augment description).

**** This augment can be taken multiple times, but can never cause a companion's size category to increase beyond the maximum size dictated by tamer level (see Tamer Companion Summary table, page 198).

Splicer Spells

3rd-level Splicer feature

You learn additional spells when you reach certain levels in this class, as shown in the Splicer Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

Splicer Spells

Tamer Level	Spells
3rd	*chameleon skin*, disguise self*
5th	*barkskin, eelskin**
9th	*mass leech*, zippit!**
13th	*frogskin*, stoneskin*
17th	*contagion, feverskin**

*See Appendix B

Modular Upgrades

7th-level Splicer feature

You can upgrade each of your companions with exotic organs and appendages. At the start of a long rest, you can choose one of the following upgrades for each of your companions. At the end of the long rest, the biomantic meld completes, and your companion gains the associated action option. The DC for the saving throw equals your **tamer spell save DC**.

- ***Compelling Plumage.*** Each creature in a **25-foot cone** that can see your companion must succeed on a **Wisdom saving throw** or be **charmed** by your companion's dazzling display of colour for the next **minute**. While charmed in this way, the creature is **incapacitated** and has a speed of 0. The effect ends for an affected creature if it takes any damage, if someone else uses an action to shake the creature out of its stupor, or if the companion moves out of the creature's line of sight or is ever more than **25 feet** away from the creature.

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- ***Phosphoburst.*** Each other creature in a **10-foot-radius sphere** centred on your companion must make a **Constitution saving throw** against the dizzying burst of light your companion emits. On a failure, a creature takes **2d10** radiant damage and is **blinded** until the end of its next turn. On a success, a creature takes half as much damage and isn't blinded.
- ***Poison Web.*** Your companion launches an unfurling web of sticky silk in a **20-foot cube** originating from it. All surfaces in the area become lined with webbing for the next **minute**. Each creature that touches one of these surfaces for the first time on its turn or starts its turn doing so must succeed on a **Dexterity saving throw** or become **restrained** for the duration, or until it breaks free. A creature restrained by the webs takes **2d4** poison damage when it becomes restrained and at the start of each of its turns. A creature can use its action to make a **Strength** check against your **tamer spell save DC**, freeing itself or another creature restrained by this web on a success.
- ***Sirenshriek.*** Each other creature in a **15-foot-radius sphere** centred on your companion must make an **Intelligence saving throw** as your companion lets forth a brain-curdling mental shriek. On a failure, a creature takes **3d8** psychic damage and, if it is concentrating on a spell, loses its concentration. On a success, a creature takes half as much damage and makes saving throws to maintain its concentration as normal.

Once a companion uses one of these actions, it can't do so again until it finishes a short or long rest. Starting at 18th level, a companion can use this action twice before a rest.

Battlefield Harvester

10th-level Splicer feature

You augment your companions with a highly adaptive mutagen, allowing them to gain the strengths of foes they defeat and confer it to your other companions through a synchronous quantum biomantic link.

As an action, you can command your companion to consume the corpse of a non-swarm creature that has been dead for less than 1 minute. Choose one of the consumed creature's damage resistances, damage immunities, or condition immunities (except immunity to exhaustion). All of your companions gain resistance to one damage type to which the slain creature was **resistant** or **immune**, or gain immunity to one condition to which the creature was immune.

After you use this feature, you can't do so again until you finish a long rest. When you use this feature again, your companions lose any benefit they had previously gained from this feature. Consuming a corpse in this way prevents it from being harvested for components.

Adrenal Overload

14th-level Splicer feature

As an action, you trigger a hidden, internal switch within your companion, triggering a cascade of rapid mutations that lasts for the next **minute**, with the following results:

- It immediately grows to Huge size (if it isn't already).
- Its weight increases by a factor of 8 per size category increased.
- It gains temporary hit points equal to ten times your tamer level.
- Its Strength score increases to 22 (if it isn't already higher).
- It gains proficiency in the Athletics skill.
- It sprouts an appendage with which it can make melee weapon attacks with a reach of **5 feet** that deal bludgeoning, piercing, or slashing damage (your choice when you take the action), equal to **3d6** plus its Strength modifier (+6) on a hit.
- It gains the Multiattack action option: The companion makes three attacks with its appendage.

After the minute elapses, your companion falls unconscious for **1d4** hours and gains 2 levels of exhaustion. Once you use this feature, you can't do so again until you finish a long rest.

Splicer Augments

Splicer Point Cost: 0

Water Breathing

The creature can breathe only underwater.

Splicer Point Cost: 1

Amphibious

The creature can breathe air and water.

Darkvision

The creature gains darkvision out to **60 feet**. If it already has darkvision, the range is increased by 60 feet up to a maximum of 120 feet.

Extra Limb

The creature gains an additional limb, allowing it to have one additional target grappled. A creature can gain a total of four extra limbs from this augment.

Fins & Webbing

The creature gains a swimming speed of **30 feet**. If it already has a slower swimming speed, this speed is increased to 30 feet.

Illumination

The creature sheds bright light in a **10-foot radius** and dim light for an additional 10 feet.

Keen Hearing

The creature has **advantage** on **Wisdom (Perception)** checks that rely on hearing.

Keen Sight

The creature has **advantage** on **Wisdom (Perception)** checks that rely on sight.

Keen Smell

The creature has **advantage** on **Wisdom (Perception)** checks that rely on smell.

Powerful Build

The creature counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Prehensile Tail

The creature gains a climbing speed of **30 feet**. If it already has a slower climbing speed, this speed is increased to 30 feet.

Slippery

The creature has **advantage** on ability checks and saving throws made to escape a grapple.

Sure-Footed

The creature has **advantage** on **Strength** and **Dexterity saving throws** made against effects that would knock it **prone**.

Web Sense + Web Walk

While in contact with a web, the creature knows the exact location of any other creature in contact with the same web. The creature ignores movement restrictions caused by webbing.

Splicer Point Cost: 2

Burrowing Claws

The creature gains a burrowing speed of **15 feet**. If it already has a slower burrowing speed, this speed is increased to 15 feet. It does not leave an opening behind it while burrowing.

Long Limbed

When the creature makes a melee attack on its turn, its reach for it is **5 feet** greater than normal.

Mimicry

The creature 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 **Wisdom (Insight)** check. The DC equals 8 plus your proficiency bonus.

Natural Armour

The creature gains a **+1 bonus** to its AC. It can take this augment a maximum of 3 times, gaining an additional +1 bonus each time.

Poisonous Touch

The first time the creature hits with a weapon attack on its turn, it deals an additional **1d4** poison damage. A creature can take this augment again at 9th level, increasing the bonus to **2d4** poison damage. While a creature has this augment, it can't take the Corrosive Touch or Decaying Touch augments.

Spider Climb

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

Splicer Point Cost: 3

Camouflage

The creature has **advantage** on **Dexterity (Stealth)** checks made while not moving.

Corrosive Touch

The first time the creature hits with a weapon attack on its turn, it deals an additional **1d6** acid damage. A creature can take this augment again at 13th level, increasing the bonus to **2d6** acid damage. While a creature has this augment, it can't take the Poisonous Touch or Decaying Touch augments.

Tremorsense

The creature gains tremorsense out to **15 feet**. If it already has tremorsense, the range is increased by 15 feet up to a maximum of 30 feet. A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

Wings

The creature gains a flying speed of **30 feet**. If it already has a slower flying speed, this speed is increased to 30 feet.

Splicer Point Cost: 4

Blindsight + Echolocation

The creature gains blindsight out to **15 feet**. If it already has blindsight, the range is increased by 15 feet up to a maximum of 30 feet. A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. The creature can't use its blindsight while deafened.

Decaying Touch

The first time the creature hits with a weapon attack on its turn, it deals an additional **1d8** necrotic damage. A creature can take this augment again at 17th level, increasing the bonus to **2d8** necrotic damage. While a creature has this augment, it can't take the Poisonous Touch or Corrosive Touch augments.

Flyby

The creature doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Growth Hormone

The creature's size is increased by one category. In addition, the size of its Hit Dice is increased by 1; add 1 to the creature's maximum hit points for each Hit Dice it has when it gains this augment. Note, this augment can be taken multiple times but can't increase a companion's size beyond that permitted by your tamer level (see Tamer Companion Summary table, page 198).

Warlock

The Parasite

You have bonded, mind and body, with a rare and enigmatic being that calls your body home, whether you like it or not. Its origins are unknown; perhaps it came from a vat of biomantic mut-x, the nightmares of an astral projector, or a subterranean pool of primordial ooze. Survival is its watchword and you are its host.

Expanded Spell List

1st-level Parasite feature

The Parasite lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Parasite Expanded Spells

Spell Level	Spells
1st	*heroism, sanctuary*
2nd	*enhance ability, enlarge/reduce*
3rd	*haste, spirit guardians*
4th	*black tentacles, freedom of movement*
5th	*endure*, dominate person*

Flavouring Spells

Some of the spells in the Parasite Expanded Spells table have a divine flavour to them. Feel free to corrupt these to fit your parasitic patron! For example, *sanctuary* might be represented as part of your parasitic symbiont warding the target of your spell from damaging blows. *Spirit guardians* probably deals necrotic damage, even if you're not evil, and could manifest as viscous threads of corrupting ichor that whirl around you with a mind of their own. If you're especially into horror, you could even express *dominate person* as a part of your patron physically invading your target's cranium through a nostril!

Parasitic Weapon

1st-level Parasite feature

Your patron can manifest on and protrude from your body in the form of a parasitic weapon—claws, teeth, tendrils, or other appendages. As a bonus action, you can manifest this parasitic weapon; you gain a new attack option that you can use when you take the Attack action on your turn. This special at-

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tack is a melee weapon attack, with a reach equal to five times your proficiency bonus. You are proficient with this weapon and, when you make a weapon attack with it, you must use your Charisma modifier instead of your Strength modifier for the attack roll. The attack deals **1d12** bludgeoning, piercing, or slashing damage on a hit (your choice when you manifest the weapon). You don't add your ability modifier to the damage of the parasitic weapon.

The parasitic weapon retracts back into your body if you are incapacitated or you use a bonus action to end it.

Parasitic Flurry. The number of attacks you can make with your parasitic weapons when you take the Attack action on your turn increases when you reach certain levels in this class, increasing to two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level. If you have another feature that allows you to make multiple attacks as part of the Attack action (such as Extra Attack), making any of those extra attacks each replace one of these parasitic weapon attacks.

Magical Weapons. Starting at 6th level, your attacks with your parasitic weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Opportunity Attacks & Parasitic Weapon

This parasitic weapon can't be used for opportunity attacks; it specifies that it is only usable when you take the Attack action. Opportunity attacks are made using reactions. Opportunity attacks with a 30-foot-reach weapon are hard to keep track of!

Symbiotic Reinforcement

1st-level Parasite feature

Invested in your survival, your patron manifests in protective ways. You can use your Charisma modifier in place of your Strength modifier when making Strength saving throws. In addition, as a bonus action, you can cause your patron to manifest as a shield in your free hand, with which you are proficient. This shield disappears if you are incapacitated or if you dismiss it as a bonus action. The increase to AC rises to **3** when you reach 10th level in this class.

Liquefied Body

6th-level Parasite feature

As a bonus action, you can transform your body into a viscous, liquid form for **10 minutes**. You choose whether your equipment falls to the ground in your space or merges into your new form. For the duration, you can squeeze through a space as narrow as 6 inches wide, and moving through difficult terrain costs you no extra movement. After you use this feature, you can't do so again until you finish a short or long rest.

Birth Parasite

6th-level Parasite feature

Over the course of **1 minute**, you can extrude an independent piece of your patron, causing it to manifest in an unoccupied space within **5 feet** of you. This parasite acts as a familiar, as if with the *find familiar* spell. See this creature's game statistics in the **parasitic ooze** stat block (page 215), which uses your proficiency bonus (PB) in several places.

If you have the Pact of the Chain feature, the parasite counts as a familiar for you for the purpose of applying any benefits from that feature or your invocations.

After you birth a parasite, you can't do so again until you finish a short or long rest. If you use this feature while you already have a parasite, the previous one dissolves in a puddle of goo.

Transmit Parasite

10th-level Parasite feature

At 10th level, you learn new ways to use your parasitic ooze to aid your friends or harm your foes. As a bonus action while your parasitic ooze isn't incapacitated, you can command it to immediately use one of the options below.

Detonate Ooze. The ooze moves up to its speed and then explodes, causing it to drop to 0 hit points. Each creature within **10 feet** of the ooze must make a **Dexterity saving throw** against your **warlock spell save DC**. On a failed save, a creature takes **4d6** necrotic damage and is **blinded** until the end of your next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Opposite: Denis Zhbankov

Symbiote's Ward. The ooze moves up to its speed and attaches to the body of a willing creature within **5 feet** of it. While attached in this way, the ooze is **incapacitated**, has a speed of 0, and you can communicate telepathically with the creature it's attached to, whether or not you share a common language. Whenever the creature the ooze is attached to takes damage, the ooze takes the damage instead. As a bonus action, you can command the parasite to detach from the creature.

Virulent Form

14th-level Parasite feature

Your patron allows you to unleash a modicum of its true power as it envelops your form. As an action, you can gain the following benefits for **1 minute**:

- You grow in size by one category—from Medium to Large, for example. If you lack the room to grow, your size doesn't change.
- You gain a number of temporary hit points equal to your Charisma modifier (minimum 1) at the start of each of your turns.
- The damage dice of your parasitic weapon increases to **2d8**.
- Your parasitic weapon attacks score a critical hit on a roll of 19 or 20.
- Whenever you take damage from a creature within your parasitic weapon's reach, you can use your reaction to make an attack with the parasitic weapon against that creature.

Once you use this feature, you can't do so again until you finish a short or long rest.

Parasitic Ooze

Tiny ooze, unaligned

Armour Class 8 + PB (natural armour)
Hit Points 5 + three times your warlock level
Speed 5 + 5 × PB ft.; climb 5 + 5 × PB ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	16 (+3)	7 (-2)	10 (+0)	5 (-3)

Saving Throws Dex -2 plus PB, Con +3 plus PB
Skills Stealth -2 plus 2 × PB
Damage Resistances necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius)passive Perception 10
Languages understands the languages you speak
Challenge — **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

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

Actions

Pseudopod. *Melee Weapon Attack*: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* **1d6 + PB** bludgeoning damage

Eldritch Invocations

Parasitic Leech

Eldritch Invocation (Prerequisite: Parasite patron):

When you score a critical hit with your parasitic weapon or reduce a creature to 0 hit points with it, you gain a number of temporary hit points equal to the number rolled on the weapon's damage dice. If you later gain the Pact of the Blade feature, you gain this benefit to critical hits scored with your pact weapon.

Invocations & Parasitic Weapon

If you are the GM, consider allowing invocations that have the *eldritch blast* cantrip as a prerequisite to also benefit attacks the warlock makes with their parasitic weapon. For example, Repelling Blast would permit the parasitic weapon to push targets, while Agonizing Blast would allow the warlock to add their Charisma modifier to its damage rolls. However, take this with a pinch of salt; Eldritch Spear extends the weapon's reach by a factor of 2.5 only, not 180 feet!

Wizard

School of Biomancy

Practitioners of biomancy tend to have a growth mindset and an endless propensity for self-improvement. You likely bear symptoms of this continual desire to improve yourself: patches of scales, manes of peacock feathers, hawk's eyes, adhesive palms, gills... the list is as long as there are ideas to try. Biomancers are masters of biomantically-enhanced surgery, transplanting specially-grown (or amputated) appendages onto other creatures.

Biomancy Savant

2nd-level School of Biomancy feature

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a biomancy spell into your spellbook is halved. In addition, you gain proficiency with surgeon's tools, and the following spells are considered biomancy spells for you instead of their normal school.

Biomancy Spells*

Level	Spells
1st	*false life, longstrider*
2nd	*alter self, darkvision, spider climb*
3rd	*haste, water breathing*
4th	*stoneskin*
6th	*flesh to stone*
7th	*simulacrum*
9th	*shapechange*

*See page 494 for the full list of spells that can be from the school of biomancy.

Biostimulation

2nd-level School of Biomancy feature

You learn to channel biomantic magic into your cells, restoring your vitality. When you cast a biomancy spell of 1st level or higher, you can simultaneously redirect a strand of the spell's magic to energise and repair you or your target's body. You or your target (your choice) regains a number of hit points equal to twice the spell's level.

Self Improvement

6th-level School of Biomancy feature

You can perform minor surgery on your body, improving yourself in a very literal sense. Over the course of **1 hour** (which can be done during a rest), you can enhance yourself with one bio-magical improvement, choosing from the following options:

Denis Zhabankov

- **Amphibisprings.** With enhanced quads and a ratcheting mechanism in your achilles, your jumping distance is tripled.
- **Extra Appendage.** You gain a prehensile tail or an extra arm, allowing you to hold one more thing and conferring **advantage** on any ability checks you make to climb.
- **Detachable Hand.** As an action, you can detach your hand and imbue it with biomantic magic. The hand follows the rules of the *unseen servant* spell, except it is not invisible and waits patiently if ever more than 60 feet away from you. If your hand is ever reduced to 0 hit points, it is destroyed, and you grow a new one over the course of a short or long rest.
- **Firefly Skin.** You can cast the *light* cantrip at will with yourself as the target. As a bonus action, you can flash brightly for a moment; each creature within **5 feet** of you that can see you must succeed on a **Constitution saving throw** against your **wizard spell save DC** or be **blinded** until the end of your next turn. After you use this bonus action, you can't do so again until you finish a short or long rest.
- **Owl Eyes.** You gain darkvision out to a range of **120 feet**.
- **Slime.** You exude slime; checks made to grapple you have disadvantage.
- **Scales.** Your skin is covered in overlapping scales. You gain a **+1 bonus** to AC when you aren't wearing armour.
- **Spidersense.** You gain a **1d4** bonus to your initiative rolls.
- **Talon.** One of your hands is replaced with a wicked giant hawk's talon, a natural weapon that you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to **1d8** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you are grappling a creature with this talon, you can automatically deal this damage to the grappled creature once on each of your turns as a bonus action.
- **Third Leg.** Your speed increases by **10 feet** and you have **advantage** on ability checks and saving throws made against effects that would knock you **prone**.
- **Trimorphism.** You can cast the *enlarge/reduce* spell on yourself at will (no material components or concentration required).

Your body has enough latent biomantic magic to sustain one improvement at a time. When you reach 10th and 14th level, you can sustain up to two and three improvements at a time, respectively. If you gain a new improvement while you have your maximum number of sustainable improvements active, you must choose one improvement to lose; this improvement withers away and ceases to function the moment you finish the surgery on your new improvement.

Spell Splitter

10th-level School of Biomancy feature

Your focus, nay, obsession with self-improvement has led to the ability to benefit from the magic you create. When you cast a wizard spell that targets only one creature and doesn't have a range of self, you can choose to simultaneously target yourself with the same spell. You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all expended uses when you finish a long rest.

Endocrine Overload

14th-level School of Biomancy feature

Over the course of **1 hour** (which can be done during a rest), you can craft a capsule of potent stimulants, choosing from either the Brutish or Swift archetypes, and embed it within your adrenal gland. With a slight tensing of your brain muscles, you can crack this capsule as a bonus action, stimulating your body. For the next **minute**, you gain the following benefits based on the archetype you chose:

Brutish

- If you are smaller than Large, you become Large, and your weight increases proportionately. If you lack the room to become Large, your size doesn't change.
- Your **Strength** score increases to match your **Intelligence** score if it isn't already higher.
- You have **advantage** on **Strength** and **Constitution** checks and **Strength** and **Constitution saving throws**.
- You grow an appendage with which you can make melee weapon attacks. When you grow the weapon, you decide whether it deals bludgeoning, piercing, or slashing damage. You are proficient with this weapon and use your Strength modifier for attack and damage rolls. The weapon deals **2d10** damage.

- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.
- You gain temporary hit points equal to twice your Intelligence modifier (minimum of 2) at the start of each of your turns.

Swift

- Your **Dexterity** score increases to match your Intelligence score if it isn't already higher.
- You have **advantage** on **Dexterity** checks and **saving throws**.
- Your cantrips with a casting time of 1 action have a casting time of 1 action or 1 bonus action.
- You gain the benefits of the *haste* spell, which can't be dispelled:
  - ◊ Your speed is doubled.
  - ◊ You gain a +2 **bonus** to AC.
  - ◊ You can take one additional action on each of your turns, which can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Relapse. When the minute elapses, you gain one level of exhaustion, and you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you. You must craft another capsule before you can use this feature again.

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Feats

Combat Feats

Blade Barrier

Prerequisite: proficiency with haladies

Your expertise with the haladie allows you to turn your defensive flourish into an offensive strike.

- When you use a bonus action to flourish with a haladie, you can make one additional melee attack with the weapon. This attack uses the same ability modifier as the primary attack, and the weapon's damage die for this attack is a **d4**.
- When you use the flourish special action with a haladie, until the start of your next turn, other creatures provoke an opportunity attack from you when they enter your reach or make a melee attack against you.

Cat's Caress

Prerequisite: proficiency with claws

Manipulating your bladed digits with preternatural delicacy, you can switch from exsanguinating slash to soft caress with a deft flick.

- After you take the Attack action using a claw in one hand, you can use a bonus action to make either one or two melee attacks with a different claw that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack(s), unless that modifier is negative, or you have the two-weapon Fighting Style.
- You have **advantage** to hit a target you are grappling with an attack using a claw.
- You can equip or unequip either a single or a pair of claws using either a bonus action or action.

Fearsome Flourisher

Prerequisite: proficiency with nunchucks

Your deadly speed with nunchucks can strike fear into your foes.

- When you take the attack action and attack with a nunchuck, you can use a bonus action to make one additional melee attack with the weapon. This attack uses the same ability modifier as the primary attack and the weapon's damage die for this attack is a **d4**.
- When you flourish special action with a nunchuck, you can use a bonus action to make it especially intimidating towards one creature within your reach. If you don't fail on your Dexterity check to flourish the weapon, your target must succeed on a **Wisdom saving throw** or become **frightened** of you until the start of your next turn. The DC for the saving throw equals 8 + your Dexterity modifier. If you are proficient in the Intimidation skill, you can add your proficiency bonus to the DC.

Scourge Master

Prerequisite: proficiency with whips or tetherhooks

Your skill with whips and tetherhooks allows you to manipulate items at a distance.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you hit a creature with an attack using a tetherhook or whip, you can use a bonus action to attempt to disarm the creature of a shield, or of one item it is holding. Make a **Strength** or **Dexterity** check (your choice) contested by the target's **Strength** check. If you succeed, the item is dropped on the ground midway between you and the creature.
- You can use your whip or tetherhook to grab items weighing less than 1 lb within the reach of your weapon, pulling them back to your person.

Spray 'n' Pray

Prerequisite: proficiency with a magitech firearm or tommybow

You've learned to unleash a the full potential of mechanised ranged weapons, leaving aiming down to lady luck. You gain the following benefits:

- You can reload firearms as a bonus action or an action.
- Being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a one-handed firearm or tommybow you are holding.

- After you take the attack action with a tommy-bow or magitech firearm, you can use a bonus action to quickly make one or two additional ranged weapon attacks using the same weapon. If you choose to make two attacks, you take a **-5 penalty** to both attack rolls. You don't add your ability modifier to the damage of the bonus attack(s), unless that modifier is negative.

Crafting Feats

Expert Enchanter

You manipulate magical essence with a quick and subtle touch.

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- When you make an Enchanting check with a skill with which you are proficient, your proficiency bonus is doubled.
- When you roll for enchanting quirks, you can apply a bonus or penalty to the result of the roll equal to half your proficiency bonus.
- Each hour you spend enchanting an item counts as 2 hours towards the item's completion.

Expert Forger

An expert with your chosen tools, you can subtly alter an item's final form.

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- When you make a Manufacturing check with a tool with which you are proficient, your proficiency bonus is doubled.
- When you forge an item and roll for enchanting and/or manufacturing quirks, you can apply a bonus or penalty to the result of the roll equal to half your proficiency bonus.
- Each hour you spend forging an item counts as 2 hours towards the item's completion.

Field Cook

Able to whip up a tasty meal from the barest ingredients, your meals fuel the resolve of the most stalwart adventurers.

- You gain proficiency with cook's utensils.
- You can replace one ingredient in a recipe with any other once per recipe.
- Before rolling for quirks, you can choose to replace one roll on the boon table with inspiration, granting inspiration to each creature that consumes at least one portion of your meal.
- After rolling for quirks, you can remove one flaw of your choice, or add a boon to the dish by rolling on the boons table (your choice).

Forgemaster

Prerequisite: Expert Forger

Your deftness with your tools of choice is unparalleled.

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- When you make a Manufacturing check with a tool with which you are proficient, you have **advantage** on the roll.
- You gain proficiency with 2 tools of your choice.
- Each hour you spend forging an item counts as 3 hours towards the item's completion.

Jack of All Tools

You learn to wield tools with precision and efficiency, improvising where necessary.

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- You gain proficiency with 3 tools of your choice.
- When you make a manufacturing check using a tool with which you are not proficient, you can add half your proficiency bonus instead, and do not suffer any disadvantage due to not having proficiency with the tool.
- Each hour you spend manufacturing an item counts as 2 hours towards the item's completion.

Weavebonder

Prerequisite: Expert Enchanter

With a nuanced touch, you can manipulate even the smallest ebbs and flows of an item's magic.

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- When you make an Enchanting check with a tool with which you are proficient, you have **advantage** on the roll.
- When you roll for a quirk's random element (such as damage type, skill, or creature type), you can roll the die twice and choose either result.
- Each hour you spend enchanting an item counts as 3 hours towards the item's completion.

Harvesting Feats

Expert Harvester

You have a knack for retrieving exceptional components from the gnarliest of corpses.

- Increase your Dexterity or Intelligence by 1, to a maximum of 20.
- When you make a Harvesting check using a skill with which you are proficient, your proficiency bonus is doubled.
- When you attempt to harvest a creature for which you don't have the required skill proficiency, you can add half your proficiency bonus to the result of the roll.
- If you are helping with a Harvesting check, and you aren't proficient in the skill associated with the monster's type, you can still add half your proficiency bonus to the check's result.
- You do not suffer disadvantage on your Harvesting checks as a result of choosing to perform both the Assessing and Carving check alone.

Reapmaster

Prerequisite: Expert Harvester

Few hunters can match your knowledge and skill in obtaining pristine components.

- Increase your Dexterity or Intelligence by 1, to a maximum of 20.
- You gain proficiency in one skill from the following options: Arcana, Investigation, Medicine, Nature, Religion, or Survival.
- When you make a Harvesting check using a skill with which you are proficient, you have **advantage** on the roll.

Text goes this way

FAMILIARS
CHAPTER 8
NEW FRIENDS
AND HOW TO
MAKE THEM

Familiars

> No. I do not have a problem. What I have is an abundance of friends. Furry friends, scaly friends, ethereal friends, even some post-life friends. Zombo doesn't like the word 'undead'. If you're looking for something more bespoke, talk to Humperdink; he's gotten very proficient at that biomancy stuff. A couple of drops of unique blood and he'll be able to make you a companion unlike all the others out there.
>
> — Heliana, Doesn't Have A Problem

Find-a-Friend

This section details new familiars that can be crafted from the remains of the unique boss monsters found in this book, as well as other, exotic creatures. Using any of the creature's components, Humperdink, Loot Tavern's resident Warlock and Biomancer, can craft a new, smaller, cuter creature. While generally friendlier than their monstrous counterparts, these familiars often also have annoyingly adorable flaws.

Crafting Familiars

To craft a 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 familiar instead of one of the normal options.

Bespoke Companions

These crafted familiars are primed to be trained by monster tamers (see 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 bespoke familiar becomes a companion, it gains the 'Bonus Tamer Improvements' 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 gains one 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.

Bespoke Improvements. These crafted creatures 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 section instead of the normal ones available to all creatures tamed by a monster tamer.

Jesse Jackdaw Burns

Tamer Level			
1	**Genetic Memory** **Prerequisite:** Become companion *"I seem to know more now."*		
3	**Slime** **Prerequisite:** — *"They're a slippery one..."*	**Entrance** **Prerequisite:** — *"They're quite charming..."*	
5	**Inkjet** **Prerequisite:** — *"Ink! Run away..."*	**Rubbery Hide I** **Prerequisite:** — *"Tough as calamari..."*	**Multiattack** **Prerequisite:** — *"Tentacles everywhere."*
9		**Infectious Mucous** **Prerequisite:** Slime *"and... I wouldn't touch them."*	**Fortified Mind** **Prerequisite:** — *"A fortified mind palace."*
13		**Rubbery Hide II** **Prerequisite:** Rubbery Hide I *"...tanned in giant's piss."*	**Enthral** **Prerequisite:** Entrance *"...one might say... dominating..."*
17			**Probing Mind** **Prerequisite:** Enthral *"...and ever present."*

Aboling

A little bit of ze aboleth's knowledge lives on in ze aboling's biomantic code. Zis mind reader ist sehr persuasive, und has ein neat little trick to help it run avay. Just don't share it, unless you vant to dye your cloves black.

— Humperdink, Launderer

Type: aberration
Creature Component: aboleth or broodmother aboleth
Bonus Tamer Improvement: Genetic Memory and +2 Hit Dice

Encoded within aboleth ichor are the memories of its donor, secreted amongst the fluid's genetic code. In its base state, an aboling makes a functional amphibious companion, with a minor ability to sense the motives of other creatures. Upon bonding and training with a tamer, an aboling can fulfil its potential as a mind reader and repository of knowledge, sharing insights and information its progenitor acquired over its long life.

If any of the aboling's traits or actions require saving throws, it is always against the aboling's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the aboling's Constitution modifier

Monster Trainer

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

Genetic Memory

Prerequisite: become a tamer's companion
Type: Passive (tamer)

While the aboling is summoned, its tamer has **proficiency** in the History skill. If the tamer is already proficient in this skill, it can add double its proficiency bonus whenever it makes an ability check using this skill. It cannot benefit from a feature that doubles its proficiency bonus with a skill more than once. The aboling gains this improvement when it becomes a companion; it doesn't cost an improvement.

Entrance

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the aboling can target one creature it can see within **30 feet** of it. The target must succeed on a **Wisdom saving throw** or be magically **charmed** by the aboling for **1 hour**. This effect ends early if the aboling dies, is recalled, is on a different plane of existence from the target, or if you or your companions do anything harmful to the target. The charmed creature regards the aboling as a friendly acquaintance. When the effect ends, the creature knows it was charmed by the aboling.

Once the aboling uses this action, it can't do so again until its tamer finishes a short or long rest.

Slime

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The aboling has **advantage** on any ability checks or saving throws it makes to avoid or escape being grappled or restrained.

Inkjet

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the aboling can squirt ink at a creature within **10 feet** of it. The creature must succeed on a **Dexterity saving throw** or be **blinded** until the start of its next turn. The aboling can then move up to half its speed as part of the same action. If this action is taken underwater, immediately before the aboling moves, it creates a **5-foot-radius sphere** of heavily obscured water that lasts until the start of its next turn.

After the aboling uses this action, it can't do so again until **10 minutes** have passed.

When the aboling's tamer reaches 13th level in the tamer class, the aboling can choose to target all creatures within **10 feet** of it, instead of just one creature.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the aboling can make two tentacle attacks.

Rubbery Hide I

Prerequisite: 5th-level tamer
Type: Passive (companion)

The aboling gains a **+2 bonus** to its AC while it isn't wearing armour.

Aboling

Tiny aberration, neutral evil

Armour Class 12 (natural armour)
Hit Points 4 (1d4 + 2)
Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	14 (+2)	11 (+0)	13 (+1)

Skills Arcana +4, History +4, Insight +2, Perception +2
Senses darkvision 120 ft., passive Perception 12
Languages understands emotions and imagery but doesn't speak, telepathy 30 ft.
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Amphibious. The aboling can breathe air and water.

Actions

Tentacle. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) bludgeoning damage.

Detect Thoughts (1/Day). The aboling learns the surface thoughts of one creature it can see within **30 feet** of it for the next **minute**. It can attempt to probe deeper into the same creature's mind, using an action to force the target to make a **DC 12 Wisdom saving throw**. If it fails, the aboling gains insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the effect ends. Either way, the target knows that the aboling was probing deep into its mind.

Opposite: Jesse Jackdaw Burns

Fortified Mind

Prerequisite: 9th-level tamer
Type: Passive (companion & tamer)

The aboling gains proficiency in Intelligence saving throws. While it is summoned, its tamer also has **proficiency** in Intelligence saving throws. If its tamer already has this proficiency, the tamer instead gains proficiency in Charisma saving throws.

Infectious Mucous

Prerequisite: 9th-level tamer, Slime
Type: Active (bonus action)

As a bonus action, the aboling can secrete infectious mucous that lasts until the end of its next turn, choosing one of the diseases from the *contagion* spell. For the duration, each time the aboling hits a creature with a tentacle attack, the creature must succeed on a **Constitution saving throw** or be affected by the *contagion* spell for **1 hour** (concentration not required). In addition, a creature that is grappling the aboling, or a creature that the aboling has grappled, must make a **Constitution saving throw** at the start of each of the aboling's turns as if it had been hit by a tentacle attack.

Once the aboling uses this bonus action, it can't do so again until its tamer finishes a short or long rest.

Enthral

Prerequisite: 13th-level tamer, Entrance
Type: Active (action)

As an action, the aboling can target one humanoid or beast it can see within **30 feet** of it. The target must succeed on a **Wisdom saving throw** or be magically **charmed** by the aboling for **1 minute**. The charmed target follows the aboling's commands and can't take reactions. While charmed in this way, the aboling and the target can communicate telepathically with each other over any distance. The aboling can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from the aboling, it defends and preserves itself to the best of its ability.

On its subsequent turns, the aboling must use its action to maintain this effect, or the effect ends. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. This effect also ends early if the aboling dies, is recalled, or is on a different plane of existence from the target.

Once the aboling uses this action, it can't do so again until its tamer finishes a short or long rest.

Rubbery Hide II

Prerequisite: 13th-level tamer, Rubbery Hide I
Type: Passive (companion)

The aboling gains a **+2 bonus** to its AC while it isn't wearing armour. This improvement is in addition to the bonus from Rubbery Hide I.

Probing Mind

Prerequisite: 17th-level tamer, Enthral
Type: Passive (companion)

The aboling is always under the effects of the *detect thoughts* spell while it is summoned and can relay these read thoughts directly to its tamer while the aboling is within **100 feet** of the tamer.

Opposite: Jesse Jackdaw Burns & Michelle Mueller

Tamer Level			
1	**Growth I** **Prerequisite:** become companion *"Who's a big dragon! Who's a big dragon?..."*		
3		**Harden I** **Prerequisite:** — *"What shiny scales you have!..."*	
5	**Growth II** **Prerequisite:** Growth I *"...Wow! What have you been eating?"*	**Breath Weapon I** **Prerequisite:** — *"Stand back!..."*	**Multiattack** **Prerequisite:** — *"Sic 'em!"*
9	**Blindsight** **Prerequisite:** — *"Hide and seek is no fun anymore."*	**Harden II** **Prerequisite:** Harden I *"...They're actually quite abrasive."*	
13	**Growth III** **Prerequisite:** Growth II *"...Feeding this thing is bankrupting."*	**Breath Weapon II** **Prerequisite:** Breath Weapon II *"...Further back!"*	
17			**Wing Attack** **Prerequisite:** — *"You don't even always have wings..."*

Dragonling

I did mein best to downplay ze greed tendencies but zese adorable drakes just kan't help zemselves. If you need ein hot töddy or kold beer in a giffy, chuck von a gold or silver koin und vatch it get to vurk!

— Humperdink, Hot Chocolate Aficionado

Type: dragon
Creature Component: any dragon
Bonus Tamer Improvement: Growth I and +2 Hit Dice

Like a dragon, but a little less greedy and a little more pliant, dragonlings are Humperdink's attempt at retaining a dragon's useful characteristics and limiting the more... tyrannical ones. Able to shift its makeup depending on the metals to which it is exposed, the dragonling is an adaptable, if distractible, companion.

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

Save DC = 8 + the tamer's proficiency bonus + the dragonling's Constitution modifier

Monster Trainer

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

Growth I

Prerequisite: become a tamer's companion
Type: Passive (companion)

The dragonling'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). The damage die of its bite attack increases to a **d8**. The dragonling gains this improvement when it becomes a companion; it doesn't cost an improvement.

Dragonling

Tiny dragon, lawful good

Armour Class 14 (natural armour)
Hit Points 3 (1d4 + 1)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +2
Damage Resistances see Coin Character trait
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Coin Character. When the dragonling's tamer finishes a long rest, the dragonling gains an affinity for the element associated with the first coin it touches. This affinity grants the dragonling **resistance** to that damage type and lasts until its tamer next finishes a long rest. Copper gives acid affinity, gold gives fire, and magnetite & silver give cold.

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **immune** to the allure of that treasure for the next **24 hours**.

Actions

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

Harden I

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The dragonling gains a **+2 bonus** to its AC while it isn't wearing armour.

Breath Weapon I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the dragonling can unleash a torrent of elemental energy. Each creature in an area must make a saving throw, taking 17 (**5d6**) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Coin Character trait):

- **Copper.** A **30-foot line** that is **5 feet wide**, requires a **Dexterity saving throw**, and deals acid damage.
- **Gold.** A **20-foot cone** that requires a **Dexterity saving throw** and deals fire damage.
- **Magnetite.** A **20-foot cone** that requires a **Dexterity saving throw** and deals piercing damage.
- **Silver.** A **20-foot cone** that requires a **Constitution saving throw** and deals cold damage.

After the dragonling uses this action, it can't do so again until its tamer finishes a short or long rest.

When the dragonling's tamer reaches 9th level in the tamer class, this action's damage increases to 24 (**7d6**).

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the dragonling can make two bite attacks.

Growth II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The dragonling's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its bite attack increases from a d8 to a **d10**.

Blindsight

Prerequisite: 9th-level tamer
Type: Passive (companion)

The dragonling gains blindsight to a range of **15 feet**.

Harden II

Prerequisite: 9th-level tamer, Harden I
Type: Passive (companion)

The dragonling gains a **+2 bonus** to its AC while it isn't wearing armour. This improvement is in addition to the bonus from Harden I.

Breath Weapon II

Prerequisite: 13th-level tamer, Breath Weapon I
Type: Active (action)

The damage of the dragonling's Breath Weapon increases to 31 (**9d6**), the area of the cones increases to **30 feet**, and the length of the line increases to **90 feet**. The dragonling gains a **+1 bonus** to the **save DC** of this action.

When the dragonling's tamer reaches 17th level in the tamer class, the Breath Weapon's damage increases to 42 (**12d6**).

Growth III

Prerequisite: 13th-level tamer, Growth II
Type: Passive (companion)

The dragonling's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its bite attack increases from a d10 to **2d6**.

Wing Attack

Prerequisite: 17th-level tamer
Type: Active (action)

As an action, the dragonling can beat its wings. Each creature within **10 feet** of the dragonling must succeed on a **Strength saving throw** (DC = 8 + the tamer's proficiency bonus + the dragonling's Strength modifier) or take bludgeoning damage and be knocked **prone**. The damage equals **4d6** plus the dragonling's Strength modifier. Creatures larger than the dragonling automatically succeed on this saving throw. The dragonling can then fly up to half its flying speed.

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Tamer Level			
1	**Growth I** **Prerequisite:** Become companion *"Six sides!? Okay..."*		
3	**Engulf** **Prerequisite:** — *"He could use a hug..."*	**Reactive Mutations** **Prerequisite:** — *"Adapt!"*	
5	**Multiattack** **Prerequisite:** — *"Pseudopodia, everywhere!"*	**Spit** **Prerequisite:** — *"It's gross, but I'm cool with it."*	**Growth II** **Prerequisite:** Growth I *"...eight!? ..."*
9	**Turtle** **Prerequisite:** — *"Stay here and be a wall..."*	**Phalanx** **Prerequisite:** — *"Stay here and be spikey..."*	**Growth III** **Prerequisite:** Growth II *"...ten! C'mon, now."*
13	**Sanctuary** **Prerequisite:** Engulf *"...and now I could use a hug."*		**Growth IV** **Prerequisite:** Growth III *"...It's hardly cheaper by the dozen."*
17	**Erupt** **Prerequisite:** Turtle/Phalanx *"...and now go boom!"*		

Gelatinooze

You can pet it. But I'd wear gloves. And not your favourite, fancy-pants vons either; you never know when it's going to start oozing.

— Humperdink, No Longer Has Gloves

Type: ooze
Creature Component: any polyhedrooze
Bonus Tamer Improvement: Growth I and +2 Hit Dice

A relatively recent creation, the gelatinous polyhedrooze builds on its forebears' mere six sides. Able to more selectively dissolve the objects it engulfs, this companion makes use of the arms and armour found lying around dungeons to form impenetrable barriers of overlapping shields and phalanx-like spears.

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

Save DC = 8 + the tamer's proficiency bonus + the gelatinooze's Strength modifier

Monster Trainer

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

Growth I

Prerequisite: become a tamer's companion
Type: Passive (companion)

The gelatinooze's size increases to Small, it becomes shaped like a d6, 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 pseudopod attack increases to a **d6**. The gelatinooze gains this improvement when it becomes a companion; it doesn't cost an improvement.

Reactive Mutations

Prerequisite: 3rd-level tamer
Type: Active (bonus action)

As a bonus action, the gelatinooze activates its immune system for the next **minute**. Immediately after the gelatinooze next takes damage, it gains **resistance** to that damage type for **1 minute**.

After the gelatinooze uses this action, it can't do so again until its tamer finishes a long rest.

Engulf

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the gelatinooze can move up to its speed. While doing so, it can enter the space of creatures smaller than its size. Whenever the gelatinooze enters a creature's space, the creature must make a **Dexterity saving throw**.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the gelatinooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the gelatinooze enters the creature's space, stops moving an engulfs the creature which takes 7 (**2d6**) acid damage. The engulfed creature can't breathe, is **restrained**, and takes 7 (**2d6**) acid damage at the start of each of the gelatinooze's turns. When the gelatinooze moves, the engulfed creature moves with it. The gelatinooze can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make a **Strength** check against the gelatinooze's **save DC**. On a success, the creature escapes and enters a space of its choice within 5 feet of the gelatinooze.

Growth II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The gelatinooze's size increases to Medium, it becomes shaped like a d8, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its pseudopod and spit attacks increase from a d6 to a **d8**, and its Engulf action's damage increases to 10 (**3d6**).

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the gelatinooze can make two pseudopod attacks.

Gelatinooze

Tiny ooze, unaligned

Armour Class 12 (natural armour)
Hit Points 5 (1d4 + 3)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	4 (-3)	8 (-1)	4 (-3)

Damage Immunities acid
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Acidic Touch. At the start of the gelatinooze's turn, it can choose to secrete a small dose of acid (no action required). Each creature that is grappling it or that it is grappling takes acid damage equal to the gelatinooze's Constitution modifier.

Dissolve Metal (Recharges after a Short or Long Rest). Over the course of **1 minute**, the gelatinooze can dissolve up to 1 pound of nonmagical metal it is touching.

Actions

Pseudopod. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) acid damage.

Opposite: Jesse Jackdaw Burns & Michelle Mueller

Spit

Prerequisite: 5th-level tamer
Type: Active (action)

The gelatinooze gains a ranged weapon attack: Spit. The damage die of the spit attack increases with the specified die size in the gelatinooze's Growth improvements.

Spit. *Ranged Weapon Attack:* **Str or Dex modifier + PB** to hit, range 20/60 ft., one target. *Hit:* **2d6 + Str or Dex modifier** acid damage.

Phalanx

Prerequisite: 9th-level tamer
Type: Active (action)

As an action, the gelatinooze can brace itself in place, reducing its speed to 0 and presenting a phalanx of spiky things it has found. A creature that hits the gelatinooze with a melee attack while within 5 feet of it takes **2d6** piercing damage.

As a bonus action, the gelatinooze can return to normal, regaining its normal speed.

Turtle

Prerequisite: 9th-level tamer
Type: Active (action)

As an action, the gelatinooze can hunker in place, reducing its speed to 0 and presenting a wall of metal and wood on one of its faces. Choose a direction and project a cone as if casting a cone-shaped spell with infinite length; the gelatinooze gains a **+10 bonus** to AC against all attacks originating from within that cone.

As a bonus action, the gelatinooze can return to normal, regaining its speed and its normal AC.

Growth III

Prerequisite: 9th-level tamer, Growth II
Type: Passive (companion)

The gelatinooze's size increases to Large, it becomes shaped like a d10, and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its pseudopod and spit attacks increase from a d8 to a **d10**, and its Engulf action's damage increases to 14 (**4d6**). This growth improvement ignores the normal maximum companion size for a tamer.

Growth IV

Prerequisite: 13th-level tamer, Growth III
Type: Passive (companion)

The gelatinooze's size increases to Huge, it becomes shaped like a d12, and its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its pseudopod and spit attacks increase from a d10 to a **d12**, and its Engulf action's damage increases to 17 (**5d6**). This growth improvement ignores the normal maximum companion size for a tamer.

Sanctuary

Prerequisite: 13th-level tamer, Engulf
Type: Active (action)

As an action, the gelatinooze can move into the space of an object or willing creature that is smaller than it and encapsulate it within its body. The object or creature can be seen but has total cover. No energy or spell effects that either originate from or target the encapsulated object or creature can pass through the gelatinooze. The gelatinooze naturally diffuses air to the object or creature within it, allowing it to breathe. The gelatinooze can contain up to 1 creature of a size smaller than it, whether it has it engulfed (using the Engulf action) or encapsulated using this trait.

An encapsulated creature can exit the polyhedrooze by expending 2 feet of movement for each foot of gelatinooze that it passes through. As a bonus action, the gelatinooze can expel the object or creature into an adjacent, unoccupied space of the gelatinooze's choice.

Erupt

Prerequisite: 17th-level tamer, Phalanx or Turtle
Type: Active (action)

As an action, the gelatinooze can fire all the shrapnel, armour, and weapons it has accumulated in its body. It can choose to focus this in a **60-foot cone** or erupt in all directions in a **20-foot-radius sphere** centred on itself. Each creature in the area other than the gelatinooze must make a **Dexterity saving throw**. A creature takes 14 (**4d6**) bludgeoning damage, 14 (**4d6**) piercing damage, 14 (**4d6**) slashing damage, and 14 (4**d6**) acid damage on a failed save, or half as much damage on a successful one.

After the gelatinooze uses this action, it can't use its Erupt, Phalanx, or Turtle actions until it spends **1 hour** absorbing rocks, metal, and other bric-a-brac.

Opposite: Jesse Jackdaw Burns & Mohammed "Aggi" Bellafquih

Tamer Level			
1	**Helpful** **Prerequisite:** become companion *"Don't worry, it's not trying to mug you..."*		
3	**Detritivore** **Prerequisite:** — *"It's called composting,..."*		
5	**Growth** **Prerequisite:** — *"What a nourished toadstool."*	**Hallucispores** **Prerequisite:** — *"Yes, it is actually that cute."*	**Puffballs I** **Prerequisite:** — *"Oh, it brought friends!..."*
9	**Damp Dark Dweller** **Prerequisite:** Detritvore *"...it happens underground."*	**Fungal Fruits** **Prerequisite:** — *"Fruit? I guess you could call it that."*	
13	**Multihelp** **Prerequisite:** — *"...it's giving you the knife!"*		**Puffballs II** **Prerequisite:** Puffballs I *"...Mushy. This is too many friends."*
17		**Mycelial Reconstitution** **Prerequisite:** — *"Where's it go- oh, there it is."*	

Hyphan

A helpful fungal friend, the hyphan's climbing ability makes it especially useful for dusting those hard-to-reach corners. It's also very good at stopping bar fights, it has a real calming presence. I just have to remember to put him in the basement when we want to really let loose and break some furniture.

— Heliana, Tavern Brawler

Type: plant
Creature Component: fungal heart
Bonus Tamer Improvement: Helpful and +2 Hit Dice

Always keen to offer aid, hyphans make excellent support companions, both on the battlefield and emotionally. Able to calm intense emotions, charm aggressors, and disappear into the earth, they are experts in de-escalation and can aid a party's escape by lacing large areas with necrotising puffballs.

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

Save DC = 8 + the tamer's proficiency bonus + the hyphan's Constitution modifier

Monster Trainer

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

Helpful

Prerequisite: become a tamer's companion
Type: Active (bonus action)

As a bonus action, the hyphan takes the Help action. The hyphan gains this improvement when it becomes a companion; it doesn't cost an improvement.

Hyphan

Tiny plant, neutral good

Armour Class 11 (natural armour)
Hit Points 4 (1d4 + 2)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Medicine +3, Nature +3
Damage Resistance necrotic
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)

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

Sunlight Sensitivity. While in sunlight, the hyphan has **disadvantage** on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

Actions

Poison Spray. One creature within **15 feet** of the hyphan must succeed on a **DC 12 Constitution saving throw** or take 6 (**1d12**) poison damage.

Calming Spores (1/Day). One creature within **30 feet** of the hyphan must succeed on a **DC 12 Charisma saving throw** or have its emotions calmed for the next **minute**. A willing creature can choose to fail this saving throw. The hyphan can choose to suppress any effect causing the target to be **charmed** or **frightened**. When this effect ends, any suppressed effect resumes, provided that its duration hasn't expired in the meantime. Alternatively, the hyphan can make the target indifferent about creatures of its choice that the target is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, the creature becomes hostile again, unless the GM rules otherwise.

Detritivore

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the hyphan can drain one Small or larger corpse within its reach, regaining hit points equal to twice its tamer's level. Once the hyphan has used this action, it can't do so again until its tamer finishes a long rest. A corpse can be drained by this or similar abilities only once.

Growth

Prerequisite: 5th-level tamer
Type: Passive (companion)

The hyphan'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 of its Poison Spray increases to **2d12**.

Hallucispores

Prerequisite: 5th-level tamer
Type: Active (reaction)

As a reaction when the hyphan takes damage, it can jettison out a cloud of spores. Each creature within **10 feet** of it must succeed on a **Wisdom saving throw** or be **charmed** by the hyphan until the end of its next turn.

The hyphan has a number of uses of this ability equal to its Constitution modifier (minimum 1) and regains all expended uses when its tamer finishes a long rest.

Puffballs I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the hyphan can cause two **10-foot squares** of dirt, rock, or wood it can see within **60 feet** of it to sprout tiny puffball mushrooms, which last for **1 hour** or until the hyphan dismisses them as an action. The squares must be contiguous with one another.

When a creature enters the area, the **10-foot square** of puffballs explodes, disappearing into a cloud of spores. Each non-hyphan creature in the area or within **5 feet** of the area must make a **Constitution saving throw**, taking 13 (**2d12**) necrotic damage on a failed save, or half as much damage on a successful one.

After the hyphan uses this action, it can't do so again until the tamer finishes a short or long rest.

When the hyphan's tamer reaches 9th level in the tamer class, the hyphan can create one additional **10-foot square** of puffballs (three total), and the damage increases to 19 (**3d12**).

Damp Dark Dweller

Prerequisite: 9th-level tamer, Detritivore
Type: Passive (companion & tamer)

The hyphan has **immunity** to necrotic damage. In addition, while the hyphan is summoned, its tamer has darkvision out to a range of **60 feet**. If its tamer already has darkvision, the range is increased by **30 feet**.

Fungal Fruits

Prerequisite: 9th-level tamer
Type: Active (1 minute)

Over the course of a **minute**, the hyphan can grow a random assortment of mushrooms on its body. Each time it does this, roll a **d4** twice and consult the options below to determine which two mushrooms grow.

1-Bloomshroom. As an action, a creature can eat this mushroom, regaining **2d4** + *2* hit points and gaining **advantage** on all **Constitution saving throws** for **1 minute**.

2-**Boomshroom.** As an action, a creature can throw this volatile mushroom at a point it can see within 60 feet of it, where it explodes in a **10-foot-radius sphere** of flames. Each creature in the area must make a **Dexterity saving throw**, taking 14 (**4d6**) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

3-Doomshroom. As an action, a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of purple spores. Each creature in the area must succeed on a **Constitution saving throw** or become afflicted by the *bane* spell for **1 minute** (concentration not required). An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4-Gloomshroom. As an action, a creature can eat this mushroom. For the next hour, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is increased by **30 feet**.

The mushrooms last until the hyphan's tamer next finishes a long rest, but lose all magical effects **10 minutes** after they are plucked. You can pluck a mushroom as part of the action to use it. After the hyphan uses this trait, it can't do so again until its tamer finishes a long rest.

Multihelp

Prerequisite: 13th-level tamer, Helpful
Type: Active (action)

When the hyphan takes the Disengage action, it can take the Help action up to three times on that turn as part of the same action. After it uses this action, it can't do so again until its tamer finishes a short or long rest.

Puffballs II

Prerequisite: 13th-level tamer, Puffballs I
Type: Active (action)

When the hyphan uses its Puffballs action, it can create an additional **10-foot square** of puffball mushrooms, for a total of four 10-foot squares. The damage they deal increases to 26 (**4d12**). The hyphan gains a **+1 bonus** to the **save DC** of this action.

When the hyphan's tamer reaches 17th level in the tamer class, the hyphan can create one additional 10-foot square of puffballs (five total), and the damage increases to *32* (**5d12**).

Mycelial Reconstitution

Prerequisite: 17th-level tamer
Type: Active (action)

As an action, the hyphan can dissolve into mycelia, ending the grappled and restrained conditions on it and reappearing in an unoccupied space on the ground it can see within **30 feet** of it.

Tamer Level

1

Pack Tactics
Prerequisite: become companion
"They're a team player."

3

Puppy Dragon Eyes
Prerequisite: —
"What. A. Cutey."

5

Growth
Prerequisite: —
"They're all grown up!"

Multiattack
Prerequisite: —
"They're getting a bit hyperactive."

Dynoboom I
Prerequisite: —
"Koby, what have you got there?..."

9

Prehensile Tail
Prerequisite: —
"Scalpel, please."

Nimble Escape
Prerequisite: —
"We'll never make it out alive..."

13

Uncanny Dodge
Prerequisite: Nimble Escape
"...Yay! We made it!"

Dynoboom II
Prerequisite: Dynoboom I
"... It goes boom? Give it to me."

17

Proto-Attunement
Prerequisite: —
"This magical sock is for you!"

Mechakobold

This little friend is sehr helpful. Sometimes too helpful. Von time, vhen I vas harvestink ein red dragon's breath sak, I asked for a scalpel und it dropped it. Point down. Into ze sak. My hair's only just grown back.

— Humperdink, Recently Singed

Type: construct
Creature Component: koboldzilla
Bonus Tamer Improvement: Pack Tactics and +2 Hit Dice

From the crude blood-oil of the mecha koboldzilla can be harnessed the progenitor genetic code of the modern kobold. A combination of flesh and metal, the mechakobold retains much of the modern kobold's ingenuity and penchant for mischief. Mechakobolds' belief powers their magical inventions; the force of their personality directly augments their creations. Expect homemade explosions, picked pockets, and the pressing of any big, red buttons.

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

Save DC = 8 + the tamer's proficiency bonus + the mechakobold's Charisma modifier

Monster Trainer

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

Pack Tactics

Prerequisite: become a tamer's companion
Type: Passive (companion)

The mechakobold has **advantage** on an attack roll against a creature if at least one of the mechakobold's allies is within **5 feet** of the creature and the ally isn't incapacitated. The mechakobold gains this improvement when it becomes a companion; it doesn't cost an improvement.

Puppy Dragon Eyes

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the mechakobold can stare endearingly at one creature it can see within **30 feet** of it. If the creature can see it, the creature must make a **Wisdom saving throw**. On a failed save, the creature is **charmed** by the mechakobold for **1 minute**. This effect ends early if the mechakobold harms the creature. If the creature observes the mechakobold acting contrary to the creature's goals, the creature can repeat the saving throw, ending the effect on a success.

After the mechakobold uses this action, it can't do so again until its tamer finishes a short or long rest.

Dynoboom I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the mechakobold can throw a homemade explosive device at a point it can see within **60 feet** of it, where it explodes. Each creature in a **10-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking 17 (**5d6**) thunder damage on a failed save, or half as much damage on a successful one.

After the mechakobold uses this action, it can't do so again until its tamer finishes a short or long rest, during which it crafts a new explosive device using bits, bobs, and pure belief.

When the mechakobold's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (**7d6**).

Growth

Prerequisite: 5th-level tamer
Type: Passive (companion)

The mechakobold'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 slingshot attack increases to a **d8**.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the mechakobold can make two slingshot attacks.

Mechakobold

Tiny construct, neutral good

Armour Class 12
Hit Points 2 (1d4)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	12 (+1)	9 (-1)	15 (+2)

Skills Deception +4, Investigation +3, Sleight of Hand +4, Stealth +4
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Helpful-ish. The mechakobold desires to help other creatures on their ability checks and will always try to take the Help action in non-combat situations. However, if the check on which the mechakobold helps is a failure, the consequences are always catastrophic (GM's discretion).

Sunlight Sensitivity. While in sunlight, the mechakobold has **disadvantage** on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

Actions

Slingshot. *Ranged Weapon Attack:* **+4** to hit, range 20/60 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

Tie Laces. The mechakobold attempts to tie together the lower limbs of a creature within **5 feet** of it using a pair of spare laces. It makes a **Dexterity (Sleight of Hand)** check contested by the target's **Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a success, the target's walking and climbing speeds are halved until it unties its laces as an action, or cuts them with an attack with a slashing weapon.

Jesse Jackdaw Burns

Prehensile Tail

Prerequisite: 9th-level tamer
Type: Passive (companion), Active (bonus action)

The mechakobold gains proficiency with thieves' tools. In addition, it can use its bonus action to make a **Dexterity (Sleight of Hand)** check (for example, to pickpocket a creature), to use a set of thieves' tools to disarm a trap or open a lock, or to take the Use an Object action.

Nimble Escape

Prerequisite: 9th-level tamer
Type: Active (bonus action)

The mechakobold can take the Disengage or Hide action as a bonus action on each of its turns.

Dynoboom II

Prerequisite: 13th-level tamer, Dynoboom I
Type: Active (action)

The damage of the mechakobold's Dynoboom action increases to 31 (**9d6**), and the size of the explosion increases to a **20-foot-radius sphere**. The mechakobold gains a **+1 bonus** to the **save DC** of this action.

When the mechakobold's tamer reaches 17th level in the tamer class, the damage of this action increases to 42 (**12d6**).

Uncanny Dodge

Prerequisite: 13th-level tamer, Nimble Escape
Type: Active (reaction)

When an attacker that the mechakobold can see hits it with an attack, the mechakobold can use its reaction to halve the attack's damage against it.

Proto-Attunement

Prerequisite: 17th-level tamer
Type: Passive (companion)

The mechakobold can attune to one magic item, gaining the magic item's benefits. If the mechakobold is wearing or holding this item when it is recalled, the item is recalled with it into the vessel. When it attunes to this item, it becomes bonded to it; however this item doesn't count towards the number of items a companion can be bonded to (see Item Bonding, page 197).

Opposite: Jesse Jackdaw Burns & Mohammed "Aggi" Bellafquih

Minimic

> Wait! Not that tankard. And not that plate! It looks like the minimics have been breeding again. You can tell by the eyes. Everyone check your purses for mimic eggs, folks!
>
> — Heliana, Wary of Coins

Tamer Level			
1	**Growth I** **Prerequisite:** become companion *"What was once a tankard is now a keg..."*		
3	**Improved Adhesive** **Prerequisite:** — *"So sticky. Got rubbing alcohol?"*	**Grappler** **Prerequisite:** — *"They've got great technique."*	
5	**Growth II** **Prerequisite:** Growth I *"... sorry, a barrel!"*	**Regurgitate I** **Prerequisite:** — *"It's not pleasant..."*	**Multiattack** **Prerequisite:** — *"Slap 'em, then bite 'em."*
9	**Thick Skin** **Prerequisite:** — *"They can take a joke."*		
13	**Acidic Sweat** **Prerequisite:** — *"Ugh. I just got these gloves."*	**Regurgitate II** **Prerequisite:** Regurgitate I *"...But it really eats through stains."*	
17	**Growth III** **Prerequisite:** Growth II *"...make that an entire brewing vat."*		

Type: monstrosity (shapechanger)
Creature Component: any mimic
Bonus Tamer Improvement: Growth I and +2 Hit Dice

With an appearance like regular household objects and the ability to change shape at will, minimics are easy to lose. Their adhesive epidermis sticks to everything; tamers with minimic companions often have a bottle of solvent on hand. A minimic's ability to keep a foe grappled can be a useful battlefield control tactic, especially when deployed as an inanimate object for ambush operations.

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

Save DC = 8 + the tamer's proficiency bonus + the minimic's Constitution modifier.

Monster Trainer

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

Growth I

Prerequisite: become a tamer's companion
Type: Passive (companion)

The minimic'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 dice of its bite and pseudopod attacks increase to a **d6**. The minimic gains this improvement when it becomes a companion; it doesn't cost an improvement.

Minimic

Tiny monstrosity (shapechanger), unaligned

Armour Class 12 (natural armour)
Hit Points 4 (1d4 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +2
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Adhesive. The minimic adheres to anything that touches it. A creature no more than one size larger than the minimic that is adhered to the minimic is also **grappled** by it (escape DC equals **save DC**).

False Appearance (Object Form Only). While the minimic remains motionless, it is indistinguishable from an ordinary object.

Shapechanger. The minimic can use its action to polymorph into an object equal to it in size, or back into its true, amorphous form. 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

Pseudopod. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. Hit: 3 (**1d4 + 1**) bludgeoning damage. The target is subjected to the minimic's Adhesive trait.

Bite. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) piercing damage plus 2 (**1d4**) acid damage.

Grappler

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The minimic has **advantage** on attack rolls against any creature grappled by it.

Improved Adhesive

Prerequisite: 3rd-level tamer
Type: Passive (companion)

Creatures grappled by the minimic have **disadvantage** on ability checks made to escape its grapple.

Growth II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The minimic'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 damage dice of its bite and pseudopod attacks increase from a d6 to a **d8**.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the minimic can make two attacks: one with its pseudopod and one with its bite.

Regurgitate I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the minimic can regurgitate a torrent of acidic bile. Each creature in a **15-foot cone** must make a **Dexterity saving throw**, taking 17 (**5d6**) acid damage on a failed save, or half as much damage on a successful one.

After the minimic uses this action, it can't do so again until its tamer finishes a short or long rest.

When the minimic's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (**7d6**).

Thick Skin

Prerequisite: 9th-level tamer
Type: Passive (companion)

The minimic gains a **+2 bonus** to its AC while it isn't wearing armour.

Acidic Sweat

Prerequisite: 13th-level tamer
Type: Active (bonus action)

As a bonus action, the minimic can secrete acid. Each creature grappling or grappled by the minimic takes acid damage equal to the minimic's current damage die size (1d4, or higher, if it has further Growth improvements).

Regurgitate II

Prerequisite: 13th-level tamer, Regurgitate I
Type: Active (action)

The damage of the minimic's Regurgitate action increases to 31 (**9d6**), and the size of the cone increases to **25 feet**. The minmic gains a **+1 bonus** to the **save DC** of this action.

At 17th level, the damage of this action increases to 42 (**12d6**).

Growth III

Prerequisite: 17th-level tamer, Growth II
Type: Passive (companion)

The minimic'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 damage dice of its bite and pseudopod attacks increase from a d8 to a **d10**.

Tamer Level			
1	**Eye Rays I** **Prerequisite:** become companion *"Well that was random..."*		
3	**Encourager I** **Prerequisite:** — *"Peeper always has my back,..."*	**Immaterial** **Prerequisite:** — *"Did that just go through you?..."*	**Slowing Ray** **Prerequisite:** — *"Take a chill pill."*
5	**Growth I** **Prerequisite:** — *"I'm so proud of you, Peeper."*	**Eye Rays II** **Prerequisite:** Eye Rays I *"...twice as random!"*	
9		**Telekinetic Ray** **Prerequisite:** — *"Push it real good."*	
13	**Encourager II** **Prerequisite:** Encourager I *"...they're the sweetest."*	**Incorporeality** **Prerequisite:** Immaterial *"...Peeper. Use the door, not the wall."*	
17		**Disintegration Ray** **Prerequisite:** — *"P... Peeper. Where are they?"*	

Peeper

> Sometimes, after a trying fight, it's nice to have a friend tell you that you did well. And if you don't have a friend—sometimes they get incinerated—a bonded companion that can never leave you will do. Isn't that right, Peeper? ...Peeper? No! I didn't mean to say you weren't my friend! Of course you're my friend. Peeper...
>
> — Heliana, Emotionally Supported

Type: aberration
Creature Component: dreamholder or other 'eye tyrant'
Bonus Tamer Improvement: Eye Rays I and +2 Hit Dice

Peepers are creatures of hope, optimism, and positive vibes. The ultimate cheerleaders, they are as cowardly as they are encouraging. Their overdeveloped survival instincts kick in whenever a large enough source of fear rears its harrowing head, causing them to flee without hesitation.

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

Save DC = 8 + the tamer's proficiency bonus + the peeper's Constitution modifier

Monster Trainer

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

Eye Rays I

Prerequisite: become a tamer's companion
Type: Active (action)

The peeper learns to use its eye stalks. As an action, the peeper can shoot one of the following magical eye rays at random (roll a **d4**), targeting a creature it can see within **60 feet** of it:

1. ***Charm Ray.*** The target must succeed on a **Wisdom saving throw** or be **charmed** by the peeper for **1 minute**, or until the peeper harms the target.
2. ***Fear Ray.*** The target must succeed on a **Wisdom saving throw** or be **frightened** of the peeper until the end of the peeper's next turn.
3. ***Nightmare Ray.*** The target must succeed on an **Intelligence saving throw** or take 5 (**2d4**) psychic damage as it is assailed by illusory manifestations of its fears.
4. ***Wounding Ray.*** The target must make a **Constitution saving throw**, taking 7 (**3d4**) necrotic damage on a failed save, or half as much damage on a successful one.

The peeper gains this improvement when it becomes a companion; it doesn't cost an improvement.

Encourager I

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The size of the peeper's Cone of Encouragement increases to **60 feet** and the bonus increases to a **d6**.

When the peeper's tamer reaches 9th level in the tamer class, the bonus increases to a **d8** and the peeper gains one additional use of Cone of Encouragement (3/Day).

Immaterial

Prerequisite: 3rd-level tamer
Type: Active (bonus action)

As a bonus action, the peeper can turn partially incorporeal. Until the start of its next turn, it has **resistance** to bludgeoning, piercing, and slashing damage.

After the peeper uses this action, it can't do so again until its tamer finishes a short or long rest.

Growth

Prerequisite: 5th-level tamer
Type: Passive (companion)

The peeper'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 dice of its bite attack and Eye Rays action increase to a **d6**.

Peeper

Tiny aberration, neutral good

Armour Class 12
Hit Points 4 (1d4 + 2)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	7 (-2)

Skills Perception +4
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Cone of Encouragement. The peeper's central eye emits a beatific gaze, creating an area of encouragement in a **30-foot cone**. At the end of each of its turns, the peeper decides which way the cone faces. See Reactions for more details.

Scaredy. The peeper has **disadvantage** on ability checks and saving throws against the **frightened** condition, and automatically fails these saving throws if it can see the source of its fear and the source is two or more size categories larger than it.

Actions

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

Reactions

Encourage (2/Day). As a reaction when a creature within the peeper's cone of encouragement makes an attack roll or saving throw, the peeper can emit verbal or psychic encouragement, granting the target a bonus **d4** to its roll.

Opposite: Jesse Jackdaw Burns

Eye Rays II

Prerequisite: 5th-level tamer, Eye Rays I
Type: Active (action)

When the peeper uses its Eye Rays action, it shoots two rays at random instead of one (reroll duplicates), choosing one or two targets it can see within **120 feet** of it.

Slowing Ray

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the peeper can fire a ray at one creature it can see within range of its eye rays (see Eye Rays I & II). The target must make a **Dexterity saving throw**. On a failed save, the target's speed is halved for **1 minute**. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. To maintain this effect, the peeper must concentrate on it as if it were concentrating on a spell.

After the peeper uses this action, it can't do so again until its tamer finishes a short or long rest.

Telekinetic Ray

Prerequisite: 9th-level tamer
Type: Active (action)

As an action, the peeper can fire a ray at one object or creature it can see within range of its eye rays (see Eye Rays I & II). If the target is a creature, it must succeed on a **Strength saving throw** or the peeper can move it up to **30 feet** in any direction. It is **restrained** by the ray's telekinetic grip until the start of the peeper's next turn or until the peeper is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, the peeper can move it up to **30 feet** in any direction. The peeper can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

After the peeper uses this action, it can't do so again until its tamer finishes a short or long rest.

Encourager II

Prerequisite: 13th-level tamer, Encourager I
Type: Passive (companion)

The size of the peeper's Cone of Encouragement increases to **120 feet** and the bonus increases to a **d10**. The peeper gains one additional use of Cone of Encouragement (4/Day).

When the peeper's tamer reaches 17th level in the tamer class, the bonus increases to a **d12** and the peeper gains one additional use of Cone of Encouragement (5/Day).

Incorporeality

Prerequisite: 13th-level tamer, Immaterial
Type: Passive (companion), Active (bonus action)

While the peeper is under the effect of its Immaterial trait, it can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Disintegration Ray

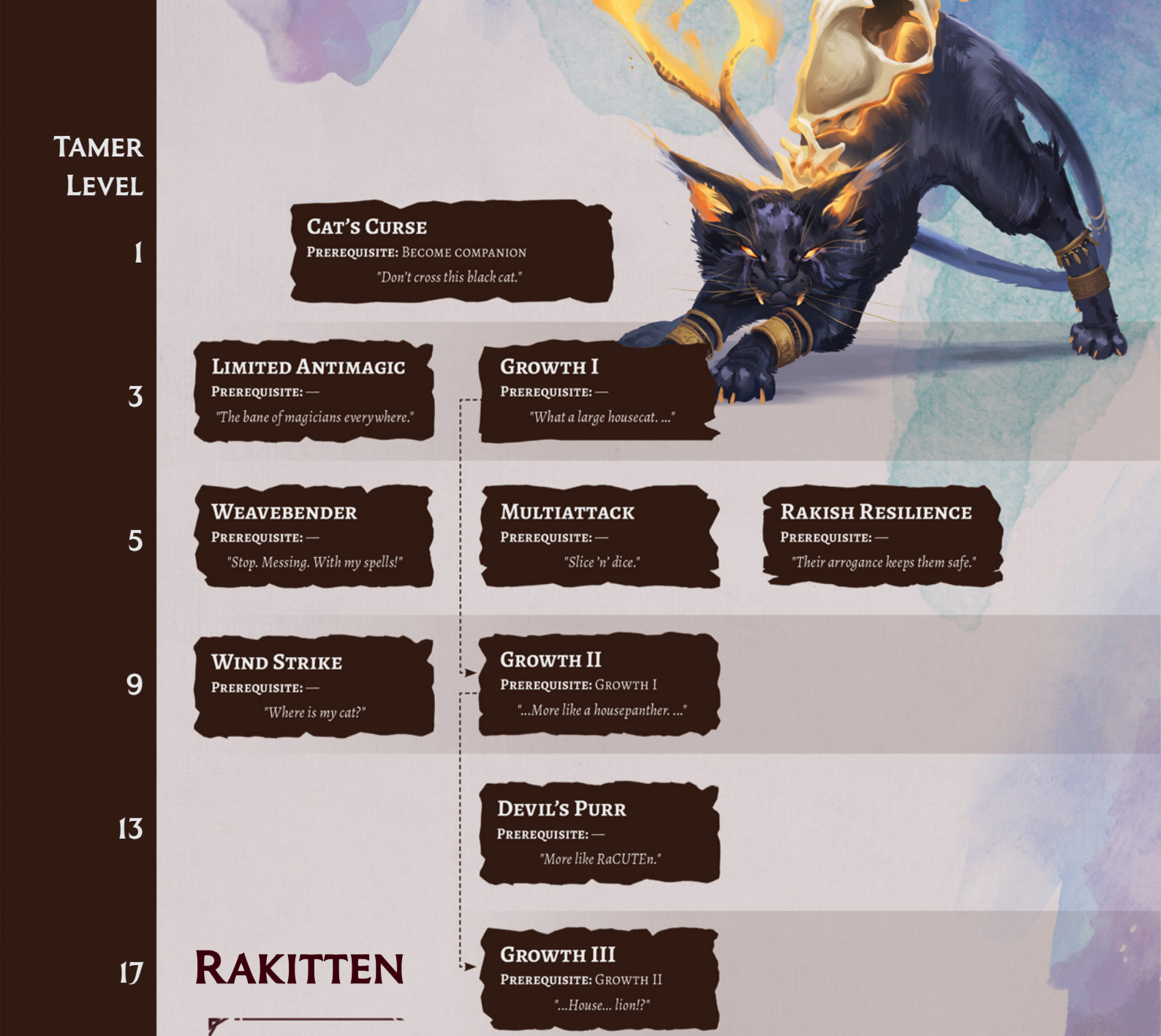
Prerequisite: 17th-level tamer
Type: Passive (companion)

As an action, the peeper can fire a ray at one object or creature it can see within range of its eye rays (see Eye Rays I & II). If the target is a creature, it must succeed on a **Dexterity saving throw** or take 42 (**12d6**) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine grey dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

After the peeper uses this action, it can't do so again until its tamer finishes a long rest.

Opposite: Aleksa Dragelјevic & Jesse Jackdaw Burns



Tamer Level			
1	**Cat's Curse** **Prerequisite:** become companion *"Don't cross this black cat."*		
3	**Limited Antimagic** **Prerequisite:** — *"The bane of magicians everywhere."*	**Growth I** **Prerequisite:** — *"What a large housecat. ..."*	
5	**Weavebender** **Prerequisite:** — *"Stop. Messing. With my spells!"*	**Multiattack** **Prerequisite:** — *"Slice 'n' dice."*	**Rakish Resilience** **Prerequisite:** — *"Their arrogance keeps them safe."*
9	**Wind Strike** **Prerequisite:** — *"Where is my cat?"*	**Growth II** **Prerequisite:** Growth I *"...More like a housepanther. ..."*	
13		**Devil's Purr** **Prerequisite:** — *"More like RaCUTEn."*	
17		**Growth III** **Prerequisite:** Growth II *"...House... lion!?"*	

Rakitten

> No. Catz. In. Ze. Laboratory. Understood!? The last one destroyed mein whole collection ov snowglobes from ze Outer Planes. It didn't even get up from infront ov ze fireplace; it just used its stupid magical paw!
>
> — Humperdink, Snowglobeless

Type: fiend
Creature Component: any rakshasa
Bonus Tamer Improvement: Cat's Curse and +2 Hit Dice

We've all heard of a bull in a porcelain shop, but a rakitten is much worse. They can't help but knock off anything close to an edge, especially if it looks delicate and valuable. Fortunately, they make up for this irritating, fiendish behaviour with an ability to control spellcasters, redirecting their spells and cursing them with antimagic properties.

If any of the rakitten's traits or actions require saving throws, it is always against the rakitten's **save DC**, as calculated as follows:

Save DC = 8 + the tamer's proficiency bonus + the rakitten's Charisma modifier

Monster Trainer

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

Cat's Curse

Prerequisite: become a tamer's companion
Type: Active (bonus action)

When the rakitten hits a creature with a claw attack on its turn, it can use a bonus action to attempt to afflict the creature with the cat's curse for **1 minute**. The creature must succeed on a **Charisma saving throw** or be unable to benefit from spells of a level lower than the tamer's proficiency bonus. A creature affected by this curse can repeat the saving throw at the end of each of its turns, ending the effect on a success.

After the rakitten has used this action, it can't do so again for **1 minute**.

The rakitten gains this improvement when it becomes a companion; it doesn't cost an improvement.

Growth I

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The rakitten'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 claw attack increases to a **d6**.

Limited Antimagic

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The rakitten can't be affected or detected by spells of 1st level or lower unless it wishes to be.

When the rakitten's tamer reaches 9th, 13th, and 17th level in the tamer class, the level of spell against which the rakitten can't be affected or detected increases to 2nd, 3rd, and 5th level, respectively.

Rakish Resilience

Prerequisite: 5th-level tamer
Type: Passive (companion)

The rakitten gains a **bonus** to its AC equal to its Charisma modifier while it isn't wearing armour.

Rakitten

Tiny fiend, lawful evil

Armour Class 13 (natural armour)
Hit Points 3 (1d4 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +4, Insight +3
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Cat's Grace. When the rakitten falls and isn't incapacitated, it can subtract up to **30 feet** from the fall when calculating falling damage. In addition, it has **advantage** on ability checks and saving throws made to avoid the **prone** condition.

Swipey. While not in combat, the rakitten takes any opportunity it can to knock things off shelves and ledges.

Actions

Claw. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) slashing damage.

Ethereal Paw. A spectral, magical, floating paw appears at a point the rakitten chooses within **30 feet** of it. The paw lasts for **1 minute** or until the rakitten dismisses it as a bonus action. The paw vanishes if it is ever more than **30 feet** away from the rakitten or if the rakitten uses this action again.

The rakitten can use its action to control the paw. It can use the paw to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. It can move the paw up to 30 feet each time it uses it. The paw can't attack, activate magic items, or carry more than 10 pounds.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the rakitten can make two claw attacks.

Weavebender

Prerequisite: 5th-level tamer
Type: Active (reaction)

As a reaction when a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakitten, the rakitten can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it

can move the area of effect's point of origin up to **10 feet** in any direction.

The rakitten can use this reaction a number of times equal to its Charisma modifier. It regains all expended uses when its tamer finishes a long rest.

Growth II

Prerequisite: 9th-level tamer, Growth I
Type: Passive (companion)

The rakitten'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 damage die of its claw attack increases from a d6 to a **d8**.

Wind Strike

Prerequisite: 9th-level tamer
Type: Active (no action)

For the next **minute**, the rakitten can use a bonus action to teleport up to **30 feet** to a space it can see. If it makes a claw attack immediately after teleporting and the attack hits, the target takes additional force damage equal to the rakitten's Charisma modifier (minimum 1).

After the rakitten uses this action, it can't do so again until its tamer finishes a long rest.

Devil's Purr

Prerequisite: 13th-level tamer
Type: Active (action)

As an action, the rakitten lets out a low, thrumming purr. Each creature of the rakitten's choice within **30 feet** of it that can hear it must succeed on a **Wisdom saving throw** or be **charmed** by the rakitten until the end of the rakitten's next turn. A creature charmed in this way regards the rakitten as its own offspring, acting protectively towards it.

After the rakitten uses this action, it can't do so again until its tamer finishes a short or long rest.

Growth III

Prerequisite: 17th-level tamer, Growth II
Type: Passive (companion)

The rakitten 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 damage die of its claw attack increases from a d8 to a **d10**.

Tamer Level			
1	**Growth I** **Prerequisite:** Become companion *"My, don't they grow so fast?..."*		
3		**Flame Retardant** **Prerequisite:** — *"Not flammable, not inflammable."*	
5	**Multiattack** **Prerequisite:** — *"Hell hath no wrath like a hungry owlcub."*	**Solar Beam I** **Prerequisite:** — *"Good for seasonal affective disorder..."*	**Growth II** **Prerequisite:** Growth I *"...They were only a cub yesterday,..."*
9	**Sunstep** **Prerequisite:** — *"That's cheating! We're playing tig!"*		**Suneater** **Prerequisite:** — *"At least feeding them is cheaper."*
13	**Eye Tyrant** **Prerequisite:** — *"Oh, it's just their little joke..."*	**Solar Beam II** **Prerequisite:** Solar Beam I *"...just remember your sunglasses..."*	**Growth III** **Prerequisite:** Growth II *"...now they take up the whole bed!..."*
17			**Growth IV** **Prerequisite:** Growth III *"...If they fit through the door."*

Sunsnacker

I have a real affinity with the sunsnacker; I get hangry when I miss lunch too. Or elevenses. Or second breakfast. These gains don't gain themself, y'know.

— Heliana, Serial Cereal Snacker

Type: fey
Creature Component: suneater owlbear
Bonus Tamer Improvement: Growth I and +2 Hit Dice

A ferocious beast when roused, this cutie also likes belly rubs, sunbathing, and sweet treats. Be sure not to leave your dust of deliciousness unattended, or you'll have an extremely easy-to-beguile owlbear. Such is the sunsnacker's wont.

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

Save DC = 8 + the tamer's proficiency bonus + the sunsnacker's Constitution modifier

Monster Trainer

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

Growth I

Prerequisite: become a tamer's companion
Type: Passive (companion)

The sunsnacker'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 beak attack increases to a **d8**. The sunsnacker gains this improvement when it becomes a companion; it doesn't cost an improvement.

Flame Retardant

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The sunsnacker has **resistance** to fire damage.

Solar Beam I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the sunsnacker can unleash a beam of radiant energy from its distended maw. Each creature in a **30-foot-long, 5-foot-wide line** must make a **Dexterity saving throw**, taking 17 (**5d6**) radiant damage on a failed save, or half as much damage on a successful one.

After the sunsnacker uses this action, it can't do so again until its tamer finishes a short or long rest.

When the sunsnacker's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (**7d6**).

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the sunsnacker can make two beak attacks.

Growth II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The sunsnacker'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 damage die of its beak attack increases from a d8 to **d10**.

Sunstep

Prerequisite: 9th-level tamer
Type: Active (bonus action)

As a bonus action when the sunsnacker is in bright sunlight, it can teleport up to **30 feet** to an unoccupied space it can see that is also in bright sunlight.

Sunsnacker

Tiny fey, chaotic neutral

Armour Class 13 (natural armour)
Hit Points 3 (1d4 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	7 (-2)	11 (+0)	14 (+2)

Skills Intimidation +4
Damage Resistance radiant
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Flaw: Hungry. Whenever the sunsnacker first detects the presence of sweet food that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to the food and eat it. A distracted sunsnacker repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming immune to the allure of that source of food for the next **24 hours**.

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

Actions

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

Light. The sunsnacker creates a glowing orb that hovers in the air within **5 feet** of it for the next **minute**, moving with it. The orb sheds bright light in a **10-foot radius**, and dim light for an additional 10 feet.

Jesse Jackdaw Burns

Suneater

Prerequisite: 9th-level tamer
Type: Active (reaction)

Whenever the sunsnacker would take radiant damage, it can use its reaction to instead take no damage, metabolising the energy and regaining a number of hit points equal to the damage it would have taken after taking into account its resistance to radiant damage. It can use this reaction a number of times equal to its Constitution modifier (minimum of once) and regains all expended uses when its tamer finishes a long rest.

Eye Tyrant

Prerequisite: 13th-level tamer
Type: Active (action)

As an action while in dim light or darkness, the sunsnacker can cause its featherfronds to grow luminous and dance, appearing like a floating eye monster. Each creature within **150 feet** of the sunsnacker that can see the sunsnacker but that doesn't know that it isn't an eye monster must succeed on a **Wisdom saving throw** or become **frightened** of the sunsnacker for **1 hour**. A creature frightened in this way must use all its movement to move away from the sunsnacker. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is **immune** to this sunsnacker's Eye Tyrant action for the next **24 hours**. The sunsnacker can lower its featherfronds as a bonus action, causing it to cease being luminous and no longer appear like a floating eye monster.

The effect ends early on a creature if the owlbear ceases appearing like a floating eye monster, or if the creature perceives the sunsnacker's true form (for example if the sunsnacker becomes brightly lit).

Growth III

Prerequisite: 13th-level tamer, Growth II
Type: Passive (companion)

The sunsnacker'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 damage die of its beak attack increases from 1d10 to **2d6**.

Solar Beam II

Prerequisite: 13th-level tamer, Solar Beam I
Type: Passive (companion)

The damage of the sunsnacker's Solar Beam action increases to 31 (**9d6**), and the length of the line increases to **60 feet**. The sunsnacker gains a **+1 bonus** to the **save DC** of this action.

When the sunsnacker's tamer reaches 17th level in the tamer class, the damage of this action increases to 42 (**12d6**).

Growth IV

Prerequisite: 17th-level tamer, Growth III
Type: Passive (companion)

The sunsnacker's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its beak attack increases from 2d6 to **2d8**.

Jesse Jackdaw Burns

Tamer Level			
1	**Growth I** **Prerequisite:** become companion *"It's getting bigger..."*		
3	**Growth II** **Prerequisite:** Growth I *"...and quickly, too!..."*	**Arcane Activation** **Prerequisite:** — *"Keep away from house plants..."*	
5	**Refractive Exterior** **Prerequisite:** — *"Don't punish with magic missile."*	**Necrotar Tongue I** **Prerequisite:** — *"Don't let him get away!..."*	**Multiattack** **Prerequisite:** — *"It's dangerous at both ends now."*
9	**Growth III** **Prerequisite:** Growth II *"...For real, how big will it get?..."*	**Arcane Animation** **Prerequisite:** Arcane Activation *"...and beloved, deceased pets."*	
13	**Growth IV** **Prerequisite:** Growth III *"...it won't fit in my house anymore..."*	**Necrotar Tongue II** **Prerequisite:** Necrotar Tongue I *"...But also... don't kill him."*	
17	**Siege Monster** **Prerequisite:** Growth IV *"...well this is just silly."*	**Titanspawn** **Prerequisite:** — *"It's become very unruly lately."*	

Tarling

> Ze trick mit kreating a strong tarling iz to get ze arkane power source right inside ze skull vhere it'z sehr hard to target. Und, of kourse, prepare for ze oil stains und keep it away from open flames.
>
> — Humperdink, Still Laundering

Type: elemental
Creature Component: tar-rasque
Bonus Tamer Improvement: Growth I and +2 Hit Dice

Tarlings can draw upon the arcane power source around which they're crafted in order to enhance the decompositive powers innate to tar elementals. They can even manipulate the corpses of the deceased, puppeteering them as flesh suits that can absorb incoming blows. Biomancers posit that such companions can even assume the immense size of tarrasques for a short time.

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

Save DC = 8 + the tamer's proficiency bonus + the tarling's Constitution modifier

Monster Trainer

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

Growth I

Prerequisite: become a tamer's companion
Type: Passive (companion)

The tarling'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 bite attack increases to a **d6**. The tarling gains this improvement when it becomes a companion; it doesn't cost an improvement.

Arcane Activation

Prerequisite: 3rd-level tamer
Type: Active (bonus action)

As a bonus action, the tarling can activate its arcane power source for **1 minute**. For the duration, the tarling has **resistance** to necrotic damage and deals an additional 3 (**1d6**) necrotic damage when it hits a target with a melee attack.

After the tarling uses this action, it can't do so again until its tamer finishes a long rest.

Growth II

Prerequisite: 3rd-level tamer, Growth I
Type: Passive (companion)

The tarling'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 damage dice of its bite and tail attacks (see below), as well as its Arcane Activation, increase from a d6 to a **d8**. This growth improvement ignores the normal maximum companion size for a tamer.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

The tarling gains two new action options: Tail and Multiattack. The damage die of the tail attack increases with the specified die size in the tarling's Growth improvements.

Tail. *Melee Weapon Attack:* **Str modifier + PB** to hit, reach 10 ft., one target. *Hit:* **1d6 + Str modifier** bludgeoning damage.

Multiattack. As an action, the tarling makes two attacks: one with its bite and one with its tail.

Necrotar Tongue I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the tarling can spew a whip-like tongue of elastic tar at a creature no larger than itself that it can see within **20 feet** of it. The target must succeed on a **Strength saving throw** or become **grappled** (**escape DC** equals **save DC**) by the tarling and be pulled up to **15 feet** closer to the tarling. Until this grapple ends, the target is **restrained**, takes 9 (**2d8**) necrotic damage at the start of each of its turns, and the tarling can't use its bite attack against a different target. On a successful save, the creature takes half as much damage and isn't grappled, pulled, or restrained.

After the tarling uses this action, it can't do so again until its tamer finishes a short or long rest.

When the tarling's tamer reaches 9th level in the tamer class, the recurring damage of this action increases to 13 (**3d8**).

Tarling

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
14 (+2)	10 (+0)	15 (+2)	4 (-3)	10 (+0)	8 (-1)

Damage Resistances acid, piercing, poison
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge ⅛ (25 XP) **Proficiency Bonus** +2

Flammable. If the tarling takes fire damage, it ignites. It and any creature it is grappling take 2 (**1d4**) fire damage at the start of each of its turns and its weapon attacks deal an additional 2 (**1d4**) fire damage on a hit. If the tarling is subject to heavy rainfall or it takes 5 or more cold damage in a single instance, the flames are extinguished.

Oil Form. When the tarling tries to move through water, it instead uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

Actions

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage.

Refractive Exterior

Prerequisite: 5th-level tamer
Type: Passive (companion)

When the tarling is targeted by a *magic missile* spell or a spell that requires a ranged attack roll, roll a **d4**. On a **4**, the tarling is unaffected and the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack, using the caster's spell attack modifier and dealing damage equal to the tarling's current Hit Die size (see Growth improvements) on a hit. Roll another **d4** to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

Arcane Animation

Prerequisite: 9th-level tamer, Arcane Activation
Type: Active (action)

As an action, the tarling can reanimate one corpse within **5 feet** of it, merging its body with the corpse for the next **hour**. The corpse must have been a creature with a challenge rating equal to or lower than the tamer's proficiency bonus and been of a size equal to or smaller than the tarling.

For the duration, the tarling gains the non-flying speeds of the corpse's original creature and has two pools of hit points: its own and those from the corpse it inhabits. The corpse's pool of hit points equals half the original creature's hit point maximum. Whenever the tarling takes damage, half of the damage is transferred to the corpse and subtracted from that pool of hit points instead of the tarling's. If the corpse's pool of hit points is reduced to 0, the reanimation ends and the corpse is destroyed.

After the tarling uses this action, it can't do so again until its tamer finishes a long rest.

Growth III

Prerequisite: 9th-level tamer, Growth II
Type: Passive (companion)

The tarling'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 damage dice of its bite and tail attacks (see below), as well as its Arcane Activation, increase from a d8 to a **d10**. This growth improvement ignores the normal maximum companion size for a tamer.

Growth IV

Prerequisite: 13th-level tamer, Growth III
Type: Passive (companion)

The tarling's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and tail attacks (see below), as well as its Arcane Activation, increase from a d10 to a **d12**. This growth improvement ignores the normal maximum companion size for a tamer.

Necrotar Tongue II

Prerequisite: 13th-level tamer, Necrotar Tongue I
Type: Passive (companion)

The range of the tarling's Necrotar Tongue action increases to **40 feet**, it can pull the target up to **35 feet** closer to it on a failed save, and the damage dealt to the grappled target increases to 18 (**4d8**) necrotic damage.

When the tarling's tamer reaches 17th level in the tamer class, the recurring damage of this action increases to *22* (**5d8**).

Siege Monster

Prerequisite: 17th-level tamer, Growth IV
Type: Active (bonus action)

As a bonus action, the tarling can grow to Gargantuan size for **1 minute**. It gains a number of temporary hit points equal to its maximum number of Hit Dice, and the damage dice of its bite and tail attacks increase to **4d4**. For the duration, the tarling deals double damage to structures and objects.

Titanspawn

Prerequisite: 17th-level tamer
Type: Passive (companion)

The tarling is **immune** to the **charmed** and **frightened** conditions.

POLYHEDROOZE
CHAPTER 9
1ST, 6TH, 11TH LEVEL
"DID YOU ALWAYS
HAVE WEBBED HANDS?"
-HELIANA

Introduction

This hunt, *Polyhedrooze*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average player level (APL) of **1**, **6**, or **11**. Characters who complete this hunt should earn enough experience to progress all the way to 2nd level, or one-third of the way to 7th level, or three-quarters of the way to 12th level. The adventurers must find the Frockit clan, a group of goblins that build dungeons for mysterious underlords, and rid their latest project of its gelatinous inhabitants.

After finding the dungeon deep in the jungle, the party must navigate a series of traps before testing their mettle against an ooze capable of rapid adaptation. The ability to deal a plethora of different types of damage, as well as characters capable of identifying and disabling traps, will prove greatly advantageous in this hunt!

Background

Years ago, an anonymous set of chambers could be found high up in a mountain, accessed through the caldera of an active volcano. Served by a throng of kobolds, Tuckerthranx the Red called this caldera home. Home, that is, until a group of adventurers slew the fearsome dragon. During the fight to rid the land of this avaricious drake, the entire mountain collapsed. However, sustained by its magic, the lair teleported itself to the Maphrok jungle, where it laid dormant until an enterprising young biomancer—Dr. Francis Norman Stein—made it his laboratory.

The local populations of jungle gnomes, wood elves, and lizardfolk grew irksome after several of the prolific golemancer's creations escaped. In a rare display of unanimity, they decided to politely ask him to leave. When their request fell on deaf ears, pitchforks and flaming torches soon followed, and the underland was rid of Dr. Stein's biomantic menaces... for a time.

The ultimate product of this research was Mut-x, a biomantic mutagen capable of rapidly adapting flesh to hostile environments. The substance slowly seeped out of its storage tanks, causing unsuspecting creatures to become unwilling participants in Dr. Stein's experiments. A primitive, dungeon-dwelling ooze known as a gelatinous cube was exposed to Mut-x, spawning a whole subspecies of 'polyhedroozes'. Side-effects of the Mut-x included the polyhedroozes absorbing the latent psychic energy of an area; in this case, the prodigious greed of Tuckerthranx the Red.

More recently, when an enterprising group of goblins exploring the jungle found this vacant lair, they were overjoyed. A family-run affair, the Frockit clan are specialist dungeon builders. Their current client, a mysterious figure known only as Murdob'norab, is prepared to purchase a fully kitted-out dungeon. One of the clan's first tasks was to create a secure vault and transfer all the client's treasure there. However, *en route* to delivering the treasure, the goblins were ambushed by a colossal ooze they refer to as 'The Motherload' and the treasure was stolen.

Heliana has had trouble persuading adventurers to take on this contract, the wanted poster for which asks any who accept the quest "*Bryng tresha. Lots ov it*." This request—nay, demand—has roused more than a small amount of suspicion amongst other adventurers. Despite this, Heliana stands by the request; "*Goblins are people too!*" she can be heard bellowing around the inn.

Bogbolz

Rastislav Le; Opposite: Jesse Jackdaw Burns

Summary

Here's the main info to absorb:

Which Monster? The Motherload, a Gargantuan polyhedrooze. This biomantically-altered gelatinous cube has absorbed the greed-filled psyche of the dragon that once lived in the area.

Monster's Motivation. A basal desire to consume organic matter and grow, as well as an overwhelming desire to acquire precious metals and gems.

Monster's Previous Actions. The Motherload has stolen all the treasure of the client for whom the Frockit clan goblins are building a dungeon.

Where's the Monster? The ooze is submerged in a deep pool of acidic goo at the northern end of the dungeon. It must be baited out and slain where the treasure can be regathered.

Adventure Hooks

An ooze with amazing biomantic powers, goblins willing to pay good coin, and the former lair of a red dragon... It's an adventuring smorgasbord! Here are some hooks with which you can motivate your adventurers to get involved:

- ***Curiosity: Mutating Ooze.*** Myths and folklore occasionally drift up from faraway places, and usually serve as good reasons to avoid leaving home. However, the latest rumour is of creatures that dynamically mutate, requiring adroit adventurers to take them down. Whatever the cause is, there's surely new magic or technology that could be harnessed and used to power all sorts of efforts.
- ***Morality: Goblins Are People Too.*** "*The Frockit clan are a reliable and mostly-honest company of builders,*" say Heliana to any who will listen. No one has taken on this contract, a fact that Heliana deems goblinist. Heliana believes that they deserve help just as much as the next distressed customer and she is very disappointed in those that don't take notice of the generous contract.
- ***Compensation: Murdob'norab.*** Aware of the fate of their treasure hoard, Murdob'norab has promised one-quarter of the treasure to any group of adventurers that can rid their soon-to-be-dungeon of this mutating invader. By all accounts, it's a sizable hoard...

Bogbolz. Bogbolz is a shrewd and matter-of-fact elderly female **goblin** (LN), foreman, elder, and matriarch of the Frockit clan. She doesn't balk at the opportunity to criticise the party or tell them how they should have done something. Bogbolz acts as the party's guide, meeting them at the goblins' construction camp in the jungle and guiding them on the short walk to the Big Bad Base. She shows the party a captured polyhedrooze, allowing them to experiment on it and uncover the clues on page 258.

Hunt Rewards

Hunt Level	Suggested Reward	XP Per Character*
1st	300 gp	300
6th	4,200 gp	3,000
11th	14,000 gp	11,000

*Includes all scripted monsters, averaged for 4 player characters.

Getting There

One of the reasons the Big Bad Base (as Murdob'norab has named it) is such a great dungeon location is that it's so hard to find. Not only is it a long way away from any other civilisation, deep within the Maphrok jungle, but when the lair teleported from its caldera, it arrived in a part of the jungle with no known paths, effectively isolating itself. Finding the base involves following multiple twisting tunnels and flipping u-turns at the plethora of now-dead-ends.

Tracking

Using the Tracking rules on page 23, it is suggested that each Tracking check takes one day and that four checks and two successes are required, using the random encounters for the jungle (page 60).

Unique Flora & Fauna

Within 6 miles of the lair, there's an abundance of mutated fauna (see page 269 for regional effects). This includes monkeys with hexagonally curled tails, plants with polygonal flowers, and fruit shaped like perfect dice: cubes, octahedrons, and even twenty-sided icosahedrons. If an adventurer looks in their purse, they might even find that the once-round coins are now oddly angular hexagons, octagons, and decagons.

Bogbolz

Humanoid (goblin), foreman, she/her

Personality. Authoritative, down-to-earth, easily exasperated

Physical. Tall (for a goblin), resting unimpressed expression, patchwork clothes, carries clipboard and quill

Desire. To get the job done on time and in budget.

Fear. Tax collectors.

"To be quite honest, it's a health and safety nightmare. Don't tell the unions."

When the party nears the base, read or paraphrase the following:

> The smell is the first indication of the presence of a large population, quickly followed by the yammering and clanging of dozens upon dozens of hammers at work. However, rather than the unruly and unwashed horde of goblinoids you might expect, these individuals are all wearing appropriate personal safety equipment, working well in small teams, and they smell well-washed! The stench is being emitted from a neat line of outhouses and sewer trenches that look to fertilise a surprisingly healthy-looking mushroom field.
>
> Metallurgists cast steel in a variety of shapes, herders drive teams of oxen, and a monocled locksmith appears to be adding the finishing touches to an incredibly complex vault door. Neat rows of tents lit by smokeless red torches depict a scene of communal living, with food being shared, wounds tended to, and rhythmic music enjoyed by all. An elderly goblin approaches you, a satchel full of scrolls and quills bumping against her patchwork clothing. Eyeing each of you with a quick glance, she announces in perfect Common: "Welcome to the Frockit Clan Co-operative, where we help each other to help you help yourself."

Opposite: Ognjen Sporin

Know Thy Enemy

After Bogbolz introduces herself, she brings the party to the Big Bad Base, where they learn some key pieces of information for the hunt ahead.

- The enemies are oozes that like to engulf precious metals, gems, and the occasional goblin for sustenance.
- They are biomantically altered and dynamically change their resistances.
- The Big Bad Base is littered with traps from its previous occupants (kobolds and Dr. Stein).

Clue 1: Engulfing Oozes

The oozes are drawn to all manner of precious metals and gems, as well as organic matter (presumably for sustenance), dissolving the latter with acid. They're slow, but can cover a lot of ground when they're about to engulf someone. Bogbolz explains how the Frockit clan had been storing the client's treasure in a makeshift treasury in the base, when suddenly this big blob (The Motherload) came and sucked it all up, along with several of her relations (she doesn't seem too put out at this last part).

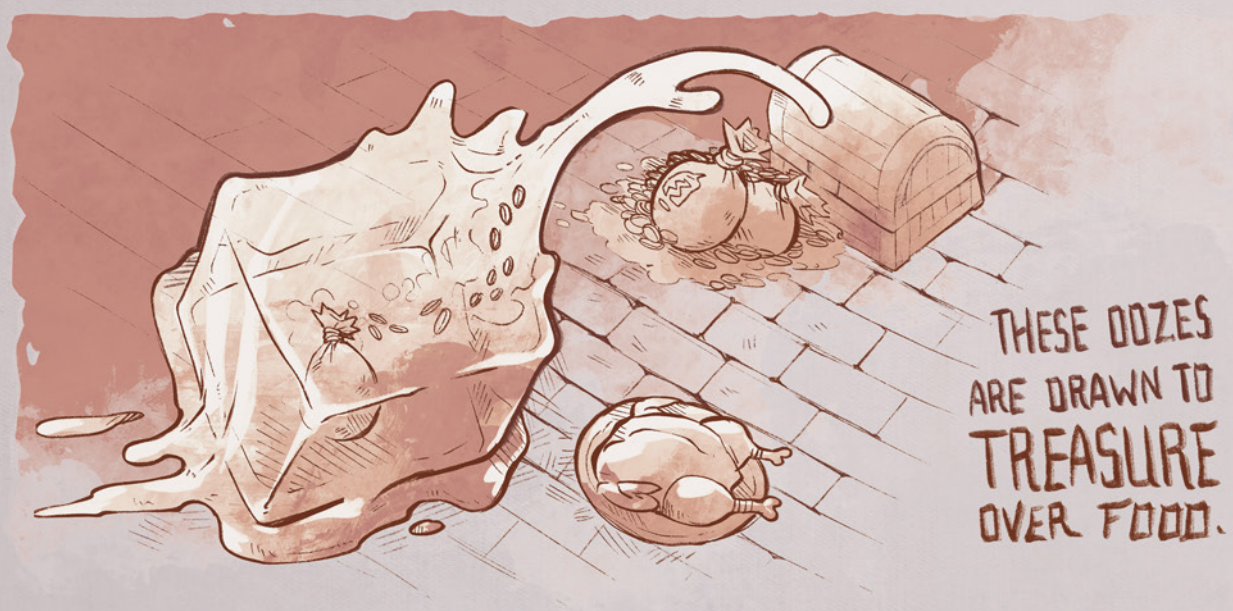
Bogbolz informs the party that they might need to lay out some treasure as bait for the big polyhedrooze; it hasn't been seen since.

Trapped Ooze

Before releasing the ooze from the magically-reinforced crate, Bogbolz asks the party for some treasure for a demonstration. She lays down two piles: the first contains some treasure, and the second, some rat meat. She warns the party to keep their distance, and to observe how the ooze acts before attacking. Roll initiative when the cage is removed. On the ooze's turn, it first uses its Engulf action to assimilate the treasure that Bogbolz set down, and then the rat meat. After this, its attention shifts to the nearest creature, which it tries to engulf.

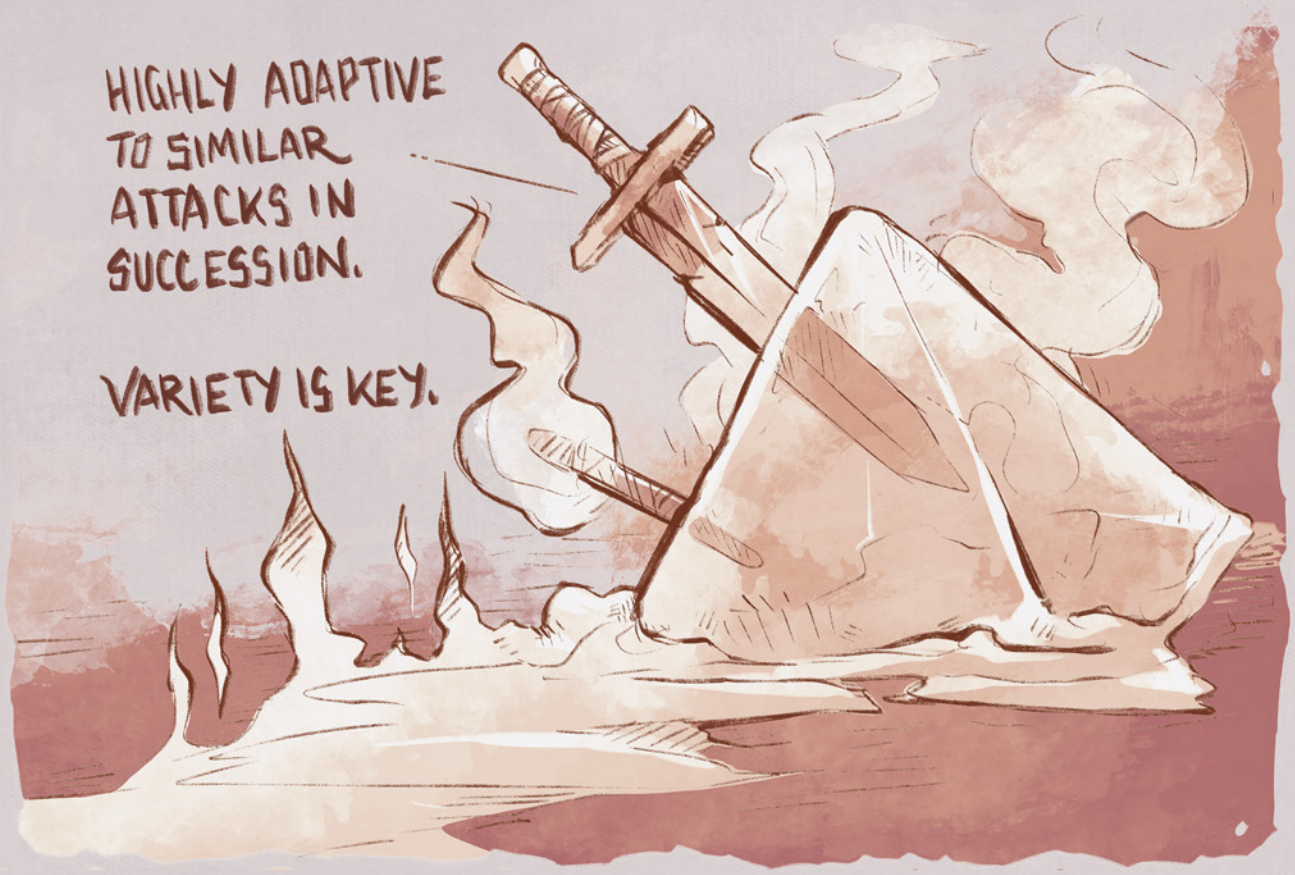
Clue 2: Reactive Mutations

As a result of the latent biomantic magic their progenitor absorbed, the oozes gain resistance to a damage type immediately after they take that type of damage. The players' understanding of this trait can be enhanced if the GM uses the descriptions in the Reactive Mutations sidebar during the fight with Bogbolz's captured ooze. If the players learn this trait, prepare a variety of damage types, and then rotate their attacks and effects during combat, the fight will be much easier. The maximum number of resistances a polyhedrooze can have equals its proficiency bonus, so adventurers at higher levels need an even broader variety of damage types than those at low levels.



Handout 9.1.
Polyhedrooze
Appetite

Jesse Jackdaw Burns



Jesse Jackdaw Burns

Handout 9.2.
Reactive Mutations

Reactive Mutations

Throughout the fight, pay special care to narrate how the ooze's morphology changes with its shifting resistances. You can use the following examples to do so:

- **Bludgeoning.** Spongy growths bloom from the outer membrane, cushioning the blows of impact weapons.
- **Piercing.** Layer upon layer of pointy membranes overlap one another, dispersing the penetrating potential of piercing weapons.
- **Slashing.** A hard coating of angled crystal deflects blades.
- **Cold & Fire.** An insulating gel is excreted from the ooze's membrane, preventing the transfer of heat.
- **Lightning.** The metal engulfed within the ooze forms channels down to the ground, redirecting the flow of electricity.
- **Necrotic.** Pus-filled sacs of immunity-enhancing symbionts grow within the ooze, fortifying it against decay.
- **Radiant.** The ooze takes on a brilliant sheen, reflecting radiation of all descriptions.
- **Thunder.** A second membrane expands out from its own. A low-pressure void between the two membranes inhibits the propagation of sound waves.
- **Poison.** Vesicles rapidly excrete toxins before they can do significant harm.
- **Psychic.** A rush of bright purple hormones causes the ooze's basal and disparate psyche (as well as its physical form) to relax, shedding the mental harm that might have been caused.

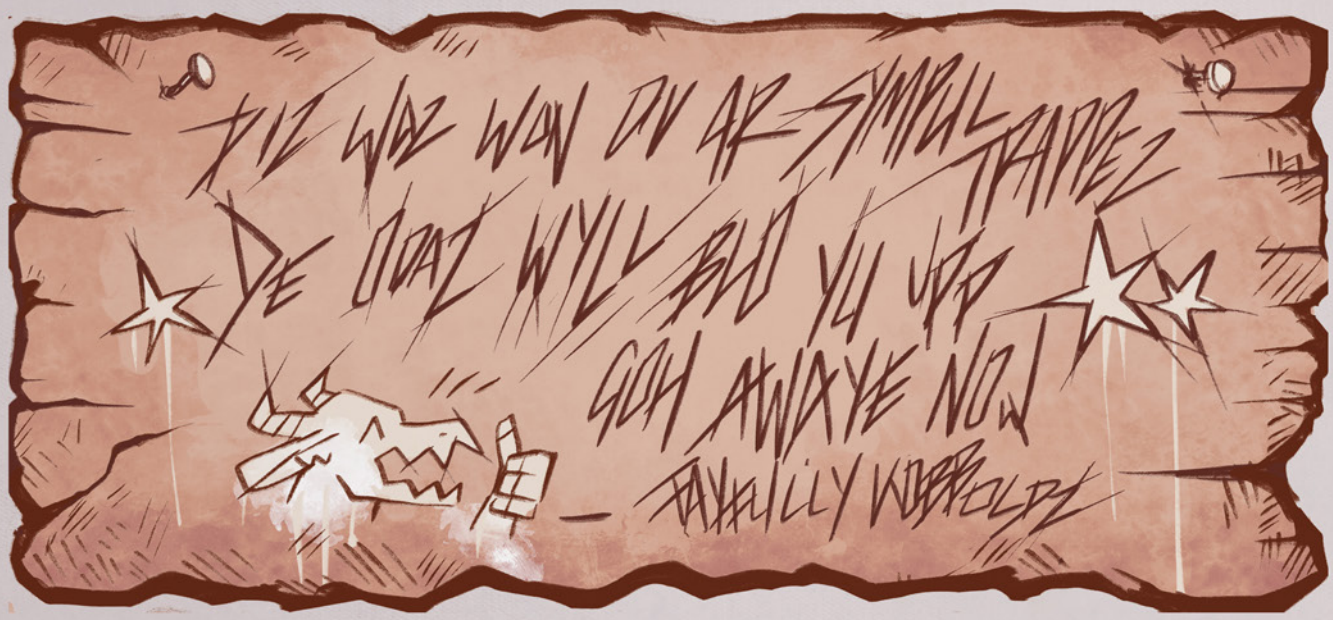
Clue 3: Traps!

The Big Bad Base used to be occupied by kobolds who were keen on using traps that could only be activated by creatures heavier than a couple of average kobolds (more than 69 lbs). The goblins haven't discovered them all; the ones they have, they marked with a big, smiley face

Exploration

In the middle of the empty space in front of the base is a 10-foot-by-10-foot smiley face drawn in chalk. If a creature that weighs more than 69 pounds walks on the smiley face, they fall into a **20-foot-deep** pit. Luckily, their fall is broken by lots of jagged spikes, dealing **Vdam** piercing damage. In front of the smiley face is a crudely painted sign that reads:

> Diz woz won ov ar sympul trappez.
> De odaz wyll blo yu upp.
>
> Goh awaye now.
>
> — Fayfully, Kobboldz



Handout 9.3.
Kobold Warning

Jesse Jackdaw Burns

Big Bad Base

The base is a decrepit warren filled with rickety, belief-powered kobold artifices, magical biomantic storage apparatus, and recent signs of sprucing up at the hands of the Frockit clan. Read or paraphrase the following when the party arrives at the lair. Note, the metal crate mentioned in the read-aloud relates to the ooze in Clues 1 and 2.

> At the end of a twisting, root-strewn path through dense jungle forest, a large wooden facade sits in a mossy rock face riddled with tunnels, broken machinery, and misspelled graffiti. Signs of neglect are plentiful: the wooden staircase's planks hang loose, the scent of mouldering lumber perfumes the air, and large cobwebs can be seen down the tunnels. However, it's also clear the goblins have been at work. Wheel tracks and footprints lead into every tunnel, and an array of small towers in the forecourt—presumably the Frockit clan's offices—can be reached by ladders.
>
> The air tingles, as if anticipating the hunt ahead, while the distant sounds of the industrious goblins are muffled by the foliage behind you. A large smiley face is drawn in chalk on the ground and surrounded by yellow and black twisted ribbon. Some ten feet to its right is a large, heavy-looking metal crate that occasionally vibrates, shifting a few millimetres across the bare-rock floor.

General Features

The lair has the following features:

Ceilings, Walls, & Floors. The surfaces of the lair are all made of a magically-reinforced, black rock that can't be damaged by nonmagical means, or by spells of 5th level or lower. The ceilings undulate between 10 and 15 feet high.

Doors. Any locked door requires a **Dexterity (thieves' tools)** check to unlock (see table on page 269 for DC). The metal doors have AC 19, 27 hit points, and **immunity** to poison and psychic damage. Also, they're almost all trapped.

Light. The lair is dark, except for the tanks, which shed dim light in a 10-foot radius (see "Tanks" below), and the main chamber (see room 14, page 267).

Traps

The lair is filled with a combination of traps fashioned by kobolds and Dr. Stein, as well as apparatus that can easily malfunction after years of neglect.

Explosive Barrels. The barrels with a red dragon's head symbol painted on their top are filled with explosive liquor. If a barrel takes 5 or more fire or lightning damage at once, it explodes. Each creature within **10 feet** of an exploding barrel must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage, or half as much damage on a success.

Tanks. Four huge brass tanks filled with a solution of glowing, blue Mut-x shed dim light in a 10-foot radius. One can be found in each of rooms 3, 4, 10, and 13. The vats have a variety of levers, wheels, and pulleys. If a creature messes with any of them, roll a **d20**. On an 11 or higher, Mut-x sprays out at all creatures within **10 feet** of the tank; each creature in the area must make a **VDC Constitution saving throw** or develop a random mutation from Table A of the Biomancy Traps section (page 262).

Weighted Triggers. Traps that use weight as trigger required a weight greater than 69 pounds to trigger (the average weight of a kobold is 30 pounds and the average weight of a goblin is 40 pounds).

Biomancy Traps

Some of the traps and environmental features of the base have been influenced by the Mut-x and latent biomancy magic permeating the area. Mut-x is a blue liquid that is quickly absorbed by biological matter, rapidly altering it in unpredictable ways. If a creature fails a saving throw against a biomancy trap, they must roll on Table A to determine the nature of the mutation, and Table B to determine its duration. Some results in Table A prompt you to roll on Tables C and D. A creature can only gain each type of mutation once; if it rolls the same mutation twice, nothing happens after the second roll. The *greater restoration* spell or similar magic can remove one of the effects per casting of the spell.

Table A: Mutations

d6	Mutation	Effect
1	Vulnerability	The creature gains **vulnerability** to a random damage type in Table D.
2	Debilitation	The creature has **disadvantage** on ability checks and saving throws associated with one random ability from Table C.
3	Two Left Feet	The creature's walking appendages deform; it gains a **-1 penalty** to its AC and its walking speed is reduced by **5 feet**.
4	Webbed Hands	The creature gains a swimming speed of **20 feet** or, if it already has a swimming speed, this speed increases by **10 feet**. In addition, it has **disadvantage** on **Sleight of Hand** checks.
5	Literal Third Eye	The creature grows a third eye and has **advantage** on **Perception** checks and **initiative** rolls. In addition, it has **disadvantage** on **Persuasion** checks against humanoids that can see the eye.
6	Resistance	The creature gains **resistance** to a random damage type on Table D.

Table B: Duration

d4	Duration
1	10 minutes
2	1 hour
3	1 day
4	1 week

Table C: Abilities

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Table D: Damage Types

d10	Damage Type	Resistance Description
1	Acid	The creature's skin secretes a liquid that causes the acid to bubble and turn to... water?
2	Cold	Layers of thick fur and blubber coat the creature, insulating it.
3	Fire	The creature's skin billows thick smoke, extinguishing flames before they strike.
4	Force	Force energy is deflected, as if by an impossibly strong magnet.
5	Lightning	The lightning ripples across the creature's skin, earthing itself at its feet.
6	Necrotic	The creature's flesh appears to grow back in rapid, cancerous lumps.
7	Poison	The creature's lymphatic system inflates as some sort of antitoxin suffuses it.
8	Psychic	The creature's single-mindedness prevents any neuropathic overstimulation.
9	Radiant	The creature's skin turns golden, absorbing radiation in a warm glow.
10	Thunder	A barrier of low pressure air surrounds the creature, distorting its breathing and footsteps.

The following locations are keyed to the map of the Big Bad Base (page 264).

1 - Stairway

This steep stairway of polished rock has a gradient of over 45 degrees and a rope bannister on the left. If a creature forgoes using the rope, it must succeed on a **DC 15 Dexterity (Acrobatics)** check to reach the top.

Trap: Mut-x Pit. Dr. Stein adapted one of the kobold's traps. Ask for your party's marching order before they attempt to navigate the stairs.

Trigger. If a creature that weighs more than 69 pounds uses this bannister, the trap is triggered when that creature reaches the penultimate step, and grease begins to pour out of a small tunnel up to the left. Furthermore, the floor at the bottom of the stairs retracts to reveal a 5-foot-wide, 10-foot-long, 20-foot-deep pool of Mut-x.

Falling. This trap can quickly become a comical chain reaction of creatures falling into one another. Each creature on the stairs, starting with the lowest, must make a **DC 15 Strength saving throw**. On a success, that creature halts its descent and becomes stationary.

If a creature immediately above a stationary creature on the stairs fails its saving throw, it crashes into the stationary creature below it. The stationary creature must then make an additional **Strength saving throw**, the DC for which equals 15 plus 5 for each additional creature that has collided with it.

A creature that falls all the way to the bottom of the stairs falls into the pool of Mut-x. A creature standing on top of the hidden pool must succeed on a **DC 15 Dexterity saving throw** or fall into the pool.

Consequences. Each creature that falls into the pool takes **Vdam** acid damage and must make a **VDC Constitution saving throw** or be subject to a random mutation from Table A in the Biomancy Traps section (page 262).

2 - Storage Crates

This corridor storage room is lined with old crates filled with rotted food, moth-eaten cloth, and unrefined ore. A stack of barrels with painted red dragon heads on top stands to the southeast, with a further barrel to the south.

Lame Loot. A creature that spends **10 minutes** making an **Intelligence (Investigation)** check to look through the crates finds usable cloth, leather, and iron ore, each with a value in silver pieces equal to the result of its check. On a result of 20 or higher, the creature finds one *volatile mote of earth* (a magical component).

3 - Tank Room One

To the northern side of the room, a 15-foot-tall tank made of brass glows with the blue liquid that fills it. Pipes run from the specially-treated barrels filled with yellow acid into the tank. A stack of barrels with a red dragon's head sits to the west. A locked, thick, metal door with a keyhole can be found through a short corridor to the northeast. Creatures with a **passive Perception** of **15** or higher notice a scent not dissimilar to a skunk's. A successful **DC 15 Wisdom (Perception)** check reveals this scent to be coming from vials stored in the ceiling, one of which is broken.

Trap: Door. The door is trapped against any attempt to unlock it, as revealed by a successful **DC 15 Intelligence (Investigation)** check. The trap can be disarmed with a successful **Dexterity (thieves' tools)** check (see table on page 269 for DC). A creature that tries to unlock the door without disarming the trap, or who fails the check to disarm the trap by 5 or more, causes the vials of treated skunk juice above to break, pouring on all creatures within the 15-foot-long corridor to the south of the door, dealing **Vdam** poison damage and causing them to stink. Until a stinky creature spends an hour in a hot bath or otherwise removes the smell, other creatures that can smell have **advantage** on **Wisdom (Perception)** checks to detect them. The door can be unlocked from its north side without triggering the trap.

4 - Tank Room Two

Much the same as Tank Room One to the west, this room is replete with barrels and a huge brass tank filled with glowing blue liquid. Pipes run from the specially-treated barrels filled with yellow acid into the tank. A room leads off to the east, a short corridor leads to the south, and a small alcove sits in the southwest.

Map 9.1. The Big Bad Base

Cartographer:
Cze & Peku

1 square = 5 feet

Cze & Peku

Trap: Bag of Spiders. In a small alcove to the southwest is a small sack filled with coins... and spiders! A creature that succeeds on a **DC 12 Wisdom (Perception)** check notices the small, silk-wrapped, desiccated corpses of Tiny beasts. A creature that opens the bag must succeed on a **VDC Dexterity saving throw**, taking **Vdam** poison damage on a failure, or half as much damage on a success. The bag contains silver pieces equal to fifty times the adventure's level.

5 - Foyer

This area appears to be a storage room with barrels stacked around its periphery as well as some held in netting tied to the ceiling (revealed if a character looks up or succeeds on a **DC 10 Wisdom (Perception)** check). There is a 10-foot-wide metal door with a keyhole at the northern end.

Trap: Door. This door aims to trick an intruder into thinking they have unlocked it so that they turn the handle and trigger the trap. The door is welded shut; there is no breeze through the crack in the door as revealed by a successful **DC 15 Wisdom (Perception)** check. There is a keyhole, but it can't be peeked through to see the room beyond. A creature believes it has unlocked the false lock within the door on a successful **DC 10 Dexterity (thieves' tools)** check.

The trap is on the door's handle, as revealed by a successful **DC 15 Intelligence (Investigation)** check of the handle (or a **DC 20** check of the door in general). If the handle is turned, it releases the barrels of oil held by netting above the door, which explode in a **20-foot-radius sphere** of oil centred on the door, covering the area in a permanent, nonmagical effect identical to the *grease* spell. In addition, immediately after the trap triggers, each creature in the area gets covered in grease and has **disadvantage** on Dexterity saving throws until it spends **10 minutes** cleaning itself. If there is an exposed flame in this area, the oil ignites and each creature must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failure, or half as much damage on a success.

6 - Barrel Room

This 15-foot-by-20-foot room has huge stacks of barrels marked with red dragon heads in various alcoves. To the south is an unlocked wooden door leading to the common room (room 7). A huge, glowing tank can be seen in the room to the north and fainter blue light shines down the corridor from the east. Three sacks of scrap metal, nails, and other rusty iron paraphernalia are stacked to the south, one of which contains a clockwork dragon.

Trap: Clockwork Dynamite. On a successful **DC 10 Intelligence (Investigation)** check, a creature finds a miniature clockwork dragon in one of the sacks to the southeast. A successful **DC 15 Wisdom (Perception)** check spots dynamite within it. A successful **DC 20 Intelligence (Investigation)** check reveals that if wound up and released, the dynamite lights, the toy walks **15 feet** in a straight line, and then it explodes. Each creature within **10 feet** of the toy when it explodes must succeed on a **VDC Dexterity saving throw**, taking **Vdam** thunder damage on a failure, or half as much damage on a success.

7 - Common Room

This room appears to have been recently vacated; mugs of ale are half drunk and food is half eaten. The room has an enormous threadbare rug upon which stand three large tables. Two tables are made from huge slabs of stone, while the third table appears to be made from half an enormous femur. Dragon-marked barrels are stacked in the northwestern corner. Two unlocked doors lead out to the south, one to a balcony overlooking the forecourt from which the adventurers entered, and the other to a rickety staircase descending to that area. There is an unlocked door to the north, and a locked wooden door (**DC 10 Dexterity (thieves' tools)** check to open, AC 15, 10 hit points) to the east.

8 - Testing Room

This room used to be used for testing the kobolds' destructive technologies, all in sight of the shrine to the many-headed Dragon Queen to the south. The floor is pockmarked with small craters and is a minefield of still-unexploded ordnance. Unlike the rest of the dungeon, the floor here is a sandy surface.

Trap: Mines. Small dynamite charges have been attached to rusty pressure plates concealed beneath the sandy floor. Whenever a creature moves onto one of the spaces highlighted with a red circle, roll a **d20** (or roll these ahead of time, as many rolls can happen in quick succession). On an 11 or higher, it explodes. Each creature in the space when it explodes must make a **VDC Dexterity saving throw**,

taking **Vdam** thunder damage on a failure, or half as much damage on a success.

A creature can find a mine and brush the sand off it without it exploding with a successful **VDC Dexterity (Investigation)** check. Once revealed, a mine can be safely destroyed with a **DC 15 Dexterity (thieves' tools)** check or temporarily disabled (so it can later be re-armed) with a successful **DC 20 Dexterity (thieves' tools)** check. On a failure, the trap detonates and the creature attempting to destroy or disable it automatically fails its saving throw against it.

9 - Corridor

This simple corridor has a small tunnel leading off to the north. It contains a pouch with a bag of mushrooms in it: two doses of preserved *Noradreno mucorales* (see page 333). The properties of these mushrooms are revealed by a successful **DC 14 Intelligence (Nature)** check. Rooms lie to the east and west, and a short staircase drops down to the south.

10 - Tank Room Three

Containing an identical tank to those in rooms 3 and 4, pipes run from the specially-treated barrels filled with yellow acid into the tank. Many barrels are stacked to the south. A ledger, written in Goblin, sits on a crate to the south. It details the value of the treasure moved into the lair's treasury (see table below). Clever players may realise, after the party kills The Motherload, there is more treasure to be found than is listed in this ledger (and that they can get away with taking some!).

Bogbolz's Ledger of Lost Treasure

Hunt Level	Treasure Moved to Treasury
1st	1,200 gp
6th	16,400 gp
11th	56,000 gp

Clue. A note scratched in the margin of the ledger details that the goblins must carry the treasure by hand, so as not to be too heavy!

11 - Loading Area

This large cavern is home to empty stables, wheel tracks, and a cart filled with barrels in the midst of being removed. A tunnel leads to a room that glows with dim blue light to the north. A staircase leads away to the southwest, close to which is a crack large enough for a Small or smaller creature to squeeze through.

Trap: Pressure Plate. Dr. Stein adapted one of the kobolds' traps. Ask for your party's marching order before they attempt to navigate the stairs.

Trigger. If a creature that weighs more than 69 pounds walks on any of the top three steps, the stairs retract to form a steep slide and the floor at the bottom of the stairs retracts to reveal a 5-foot-wide, 10-foot-long, 20-foot-deep pool of Mut-x.

Falling. This trap has the same mechanism as Mut-x Pit in room 1 (page 263).

Consequences. This trap has the same consequences as Mut-x Pit in room 1 (page 263).

12 - The Pit

This long corridor has several shallow cubbies in the walls along its length. A faint blue glow and objects that look like machinery can be seen at the far end. A chalk smiley face covers a 5-foot-square area of the floor.

Trap: Pit. The middle **25 feet** of this corridor are a pit covered with a flimsy substructure and blue clay baked to look like the surrounding stone. The chalk smiley face is drawn on the southernmost 5-foot-square of the trapped area. A successful **DC 14 Wisdom (Nature)** check identifies that this section of floor is different from the surrounding rock. If more than 69 pounds of weight is applied to any 5-foot-square space in the trapped area, the entire floor gives way. Each creature in the area must succeed on a **VDC Strength saving throw** to press its feet and arms against the wall in an attempt to stop itself from falling. On a failure, a creature falls **10 feet** onto sharpened metal spikes, taking **Vdam** piercing damage.

Once activated, a creature can stem its way down the tunnel by pressing its hands and feet against the opposite walls. To do so, it must succeed on multiple **DC 12 Strength (Athletics)** checks; each successful check allows it to move 10 feet down the hall. A creature with a climbing speed has **advantage** on

these checks. Failing either check results in the creature falling onto the spikes as described above.

13 - Tank Room Four

This room is almost identical to the other tank rooms; it has a huge tank that glows with a dim blue light and four barrels of acid that feed the tank. It doesn't contain any traps. The chamber to the west contains thousands of floating blue lights that bathe the large chamber in a dim glow.

14 - The Main Chamber

This is the room in which the party can fight The Motherload. This 80-foot-square chamber is dimly lit by sparkling blue glowflies whose light reflects off the surface of a pool in the room's centre. A wall of fungus brightly lights the northern **10 feet** of the room, and sheds dim light for an additional 10 feet.

When the party first enters this room, read or paraphrase the following:

> This large chamber—some 80 feet across—is filled with irritating caustic fumes and floating iridescent flies that bathe the entire chamber in dim light. A wall of brilliant luminescent fungi covers the northern wall, shedding bright light for a short distance. A large pool of deep blue liquid fills the centre of the room, its surface some 5 feet below the ground on which you stand. The pool itself seems to be filled with all manner of treasures: coins, plates, jewellery. Oh... and many, many bones.

Hazard: Acid Pool. The pool of blue liquid in the centre of the room is **200 feet** deep and filled with acid. The ground around it is **5 feet** above the surface of the acid. A creature that enters the acid for the first time on its turn or starts its turn there takes **Vdam** acid damage. Oozes are invisible while under the acid's surface.

Tracks. A successful **DC 9 Wisdom (Survival)** check identifies that the goblins' tracks lead to the room in the northeast corner.

Traps: Glyphs of Warding. Glyphs of warding can be found on the ceiling of the short corridors to the northeast and northwest. They are nearly invisible, requiring a **VDC Intelligence (Investigation)** check to notice, and a **DC 11 Intelligence (Arcana)** check to recall how such glyphs function. If a creature weighing more than 69 pounds walks underneath the glyph, it detonates and each creature within **20 feet** of the glyph must make a **VDC Dexterity saving throw**. On a failure, a creature takes **Vdam** lightning damage (for the glyph in the northeast) or cold damage (for the glyph in the northwest). On a success, a creature takes half as much damage.

15 - The Treasury

Dragon heads set into the periphery of this room gush warm water into a series of natural pools, which drain through miniscule cracks. The water is warm and has only a slight sulphurous scent, perfect to wash off the dirt of battle and the stink of skunks. A few copper coins wedged in cracks in the floor indicate this was likely the lair's treasury.

Hazard: Mutation Pool. Unfortunately, the water has been contaminated with Mut-x. A creature that touches the water must succeed on a **VDC Constitution saving throw** or gain a random mutation from Table A in the Biomancy Traps section (page 262).

16 - The Office

In the northwest corner, a desk is strewn with scrolls, papers, and books. The splash of water and scent of old eggs wafts from the southwest corner. A large safe sits nestled in an alcove of rock in the room's centre.

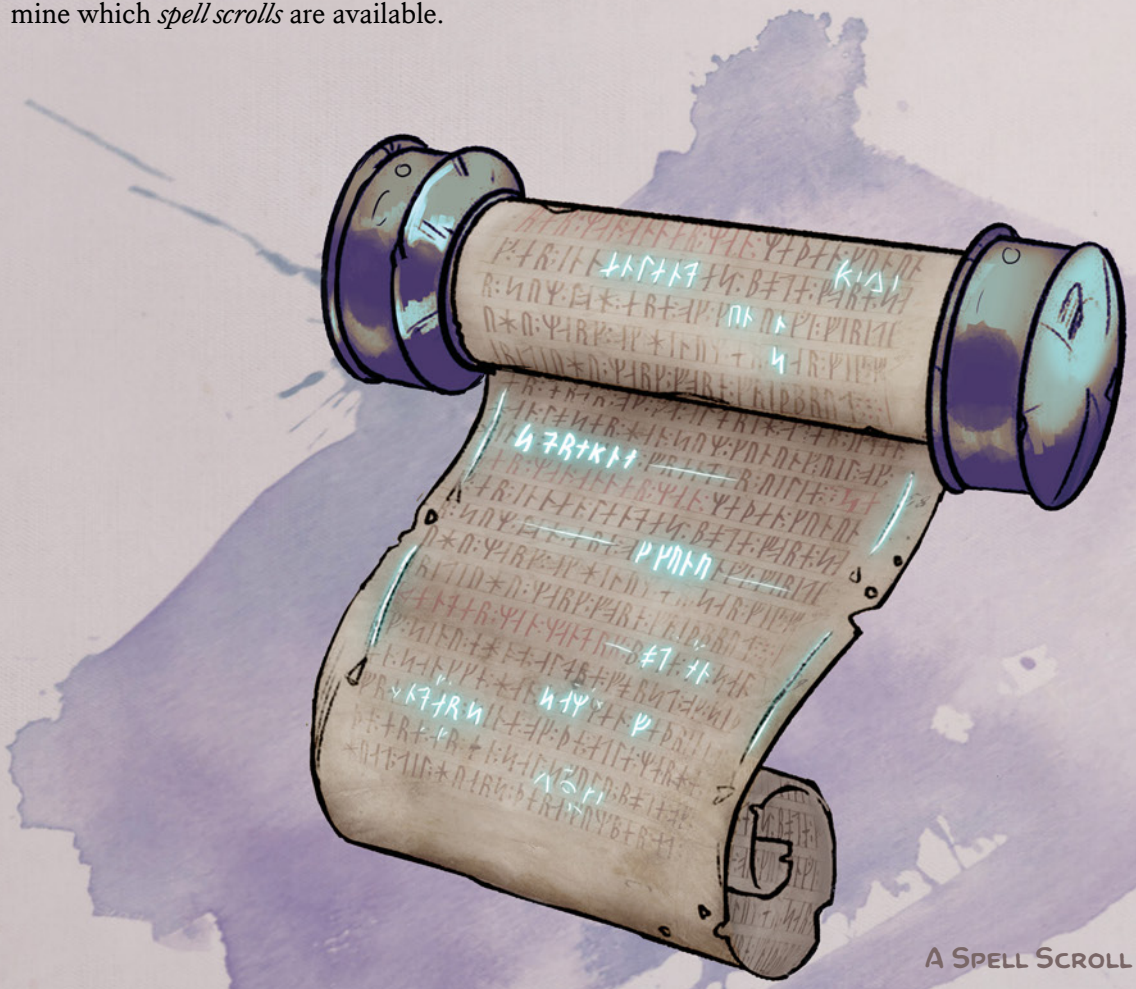
Hazard: Mutation Pool. A series of natural pools are fed by the warm, slightly sulphurous water that pours from the stone dragon heads around its periphery. The water is the perfect temperature in which to relax sore muscles and ring oil from clothes. Unfortunately, it has been contaminated with Mut-x. A creature that touches the water must succeed on a **VDC Constitution saving throw** or gain a random mutation from Table A in the Biomancy Traps section (page 262).

Treasure: Spell Scrolls. On the desk are several waxed and sealed vellum tubes: *spell scrolls*! There are two, three, and four *scrolls* in the 1st-, 6th-, and 11th-level versions of this hunt, respectively. Roll 2d4, 3d6, or 4d8 for the appropriate level of hunt and consult the Biomancy Treasure table to determine which *spell scrolls* are available.

Treasure Safe: Spellbook. Inside the safe (AC 19, 50 hit points, can be unlocked with a successful **Dexterity (thieves' tools)** check (see table on page 269 for DC) is one of Dr. Stein's old spellbooks. It contains all the spells in the Biomancy Treasure table below (four at 1st level, six at 6th level, and eight at 11th level):

Biomancy Treasure

d4/6/8	Hunt Level	Spells	Spell Level	Page
1	1st, 6th, 11th	*pins & needles*	Cantrip	509
2		*chameleon skin*	1st	500
3		*endoleech*	2nd	502
4		*preserve*	2nd	509
5	6th, 11th	*zippit!*	3rd	514
6		*frogskin*	4th	504
7	11th	*bone cage*	5th	499
8		*lungburst*	6th	507



A Spell Scroll

Chaouki "Ciao" Titouhi & Jesse Jackdaw Burns

The Battle Ahead

The Motherload needs to be coaxed out of the acid pool using treasure as bait. While waiting for the this Garugantuan ooze to arrive, smaller creatures are attracted to the bait and attack the party, whom they see as competitors. All three waves take place in the main chamber, with the first two waves lasting 3 rounds each.

The Bait. In order to start the battle (and attract The Motherload), the bait must have a value in gold pieces equal to fifty times the hunt level (50, 300, or 550 gp). Bogbolz provides the party with rat meat and viscera to mix in with the treasure before they enter the base. Shortly after the bait is placed within 10 feet of the pool, wave 1 begins.

The Motherload's Lair

The Motherload's lair is a third-hand affair, previously used as a biomantic laboratory by Dr. Frank N. Stein and, before him, as a lair for the dragon Tuckerthranx the Red (and his retinue of kobolds). It shows signs of all its different tenants, from biomantic apparatus to claw marks and kobold graffiti.

Regional Effects

The area within 6 miles of The Motherload's lair has the following unique properties:

- ***Biomantic Adaptations.*** Polyhedroozes occur where biomantic magic, specifically Mut-x, has been unleashed. This magic affects all sorts of fauna and flora, resulting in creatures and plants that have the morphology and traits of other specimens in the region. For example, a cloaker might have a roper's tendril attack.
- ***Malleable Mood.*** Creatures affected by Mut-x often take on the psychological traits of any powerful creatures that occupied the area. Polyhedroozes near a former black dragon's lair may be especially cruel, while those in proximity to an archfey might be tricksy. Here, for example, the polyhedroozes are especially greedy for treasure.
- ***Reactive Mutations.*** Some creatures have the Reactive Mutations trait, raising their CR by 1. Immediately after the creature takes damage, it gains **resistance** to that damage type. The creature can have a number of resistances from this trait equal to its proficiency bonus. If the creature has its maximum number of resistances, the oldest resistance is lost when a new one is gained.
- ***Polyhedrons.*** Rocks, speleothems, and plants form in distinctly geometric patterns, often as perfectly symmetrical polyhedra.

Environmental Boon: Biomantic Overload. Every **10 minutes** a creature spends in the lair or its forecourt, that creature must make a **VDC Constitution saving throw**. On a failure, the creature becomes 'primed' and doesn't make any more Constitution saving throws for this hazard. The first time a creature takes damage after it becomes primed, it gains **resistance** to that damage type. This resistance fades when the creature spends **one hour** away from the lair.

Helping Hand. At any time during the battle, Bogbolz can appear, throwing a splash potion at a point she can see within 60 feet of her. Each creature in a **10-foot-radius sphere** centred on that point gains the effect of the *lesser restoration* spell and regains **Vdam** hit points. She then hobbles away grumbling "Gods damned health and safety nightmare..."

Lair Actions

While The Motherload lives, it can invoke the ambient magic of Tuckerthranx and Stein's lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt, as shown in the Variable Lair Action Statistics table.

Variable Lair Action Statistics

Hunt Level	VDC	Dexterity (thieves' tools) DC	Vdam
1st	11	12	2 (**1d4**)
6th	13	19	5 (**2d4**)
11th	15	26	10 (**3d6**)

GM Tip

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Rastislav Le

Lair Actions. On initiative count 20 (losing initiative ties), The Motherload takes a lair action to cause one of the following effects. See the table on the previous page for the Vdam and VDC.

- ***Acid Wave.*** A **15-foot-wide, 15-foot-tall** wave of acid erupts from a pool in the lair, travelling 30 feet along the ground in a direction of The Motherload's choice. Each non-ooze creature in the area must make a **VDC Dexterity saving throw**. On a failed save, a creature takes **Vdam** acid damage and is knocked **prone**. On a success, it takes half as much damage and isn't knocked prone.
- ***Spiteful Adaptation.*** Biomantic magic surrounds one creature in the lair, which must succeed on a **VDC Constitution saving throw** or gain **vulnerability** to one random damage type as its skin mutates. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Random Damage Types

d12	Damage Type
1	Acid
2	Bludgeoning
3	Piercing
4	Slashing
5	Cold
6	Fire
7	Lightning
8	Thunder
9	Necrotic
10	Radiant
11	Poison
12	Psychic

Wave 1: Opportunists

The Maphrok jungle is a dangerous place, and laying out treasure and meat is sure to attract unwelcome guests. The same is true here; oozes hanging out motionless on the ceiling drop down to attack the party, and various monstrosities in search of food and treasure emerge from dark places.

Enemies

The enemies in wave 1 are hunters and scavengers, creatures with no desire or compunction to fight together.

Level 1. At 1st level, the wave 1 combatant is:

- 1 **gray ooze** (CR ½)

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

- 1 **xorn** (CR 5)
- 2 **ochre jellies** (CR 2)

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

- 1 weakened **behir** (CR 8, 126 hit points, Lightning Breath deals 35 (**10d6**) lightning damage)
- 2 **black puddings** (CR 4)

Tactics

Behir. Though not detailed in its stat block, the behir is capable of travelling through narrow, twisting tunnels without squeezing. For this reason, you can have the behir emerge from a (Medium-sized) crack in the ceiling of the cavern. With a low Intelligence, the behir isn't capable of predicting individual creatures' strengths or weaknesses.

Xorn. The xorn wants the gems and precious metals that are in the party's bait. If it's within reach of the bait, it uses its bonus action each turn to consume some of the treasure. After three rounds (and one-quarter of the treasure is consumed), it is satiated and leaves. Note: this doesn't affect the progress of the combat, it's just for flavour.

Fleeing. The behir or xorn has a good survival instinct and will flee when it has fewer than two-fifths of its hit points remaining. The oozes have a much weaker sense of self-preservation and will flee only when reduced to one-quarter of their hit points or fewer. All creatures use the Dash action rather than the Disengage action; they have a low Intelligence and no combat training.

Opposite: Jesse Jackdaw Burns

Wave 2: Polyhedroozes

The smaller polyhedroozes have been moulded by Tuckerthranx's greed and float to the surface of the acid pool to engulf the bait. Unfortunately, they aren't very clever or observant, and emerge closer to the characters than the treasure. In addition, ambush predators hiding in the shadows choose this moment to unveil themselves, trying to abscond with a good meal. Roll initiative at the end of the third round, having the new enemies join the fray on their initiative count of the fourth round. You can read or paraphrase the following:

> With nary a ripple, multi-sided oozes roll their way up the bank of the pool. Within each are a few minor trinkets—some silver coins, a locket, and bones aplenty.

Enemies

The enemies in wave 2 are smaller polyhedroozes that have been plaguing the goblins, as well as one ambush predator.

Level 1. At 1st level, the wave 2 combatants are:

- 1 **darkmantle** (CR ½)
- 2 **tetrahedroozes*** (CR ¼)

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

- 1 **roper** (CR 5)
- 2 **hexahedroozes*** (CR 3)
- 3 **tetrahedroozes*** (CR ¼)

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

- 1 **decahedrooze*** (CR 9)
- 1 **cloaker** (CR 8)
- 1 **octahedrooze*** (CR 6)
- 2 **hexahedroozes*** (CR 3)

*See Appendix C

Tactics

Polyhedroozes. During the third round, the polyhedroozes position themselves in the acid pool so that, on the turn they emerge, they are able to reach the adventurers. In practice, this means they emerge wherever you, as GM, desire. The oozes aren't intelligent enough to coordinate attacks, nor adjust a poor tactic that isn't working. The oozes in the 6th- and 11th-level hunt have legendary actions which you can distribute as you wish; all three after one character's turn, or a different ooze after each character's turn.

Ambush Predators. These predators aren't out to eat the entire party; one victim will suffice. They focus all their efforts on one individual, aiming to kill it and/or drag it away for dinner. These predators can appear wherever you like; they have lain dormant and unseen, roosting on the ceiling or in a crevice.

Darkmantle and Roper. The darkmantle or roper is unintelligent, picking a target at random. In fact, the darkmantle is so stupid you might have it intentionally target the adventurer with the highest Strength and AC. It is advantageous for the roper to be attached to a ceiling or wall on the opposite side of the acid pool from the adventurers. This way an adventurer that succeeds on a check to free itself of the tendril is more likely to fall into a pool of acid if they escape from its grapple.

Cloaker. Conversely, the cloaker chooses its target astutely. Creatures with low Strength and fewer hit points than the cloaker are a favourite target; due to the cloaker's Damage Transfer trait, a creature it grapples is likely to be killed before the cloaker dies. However, above all else, the cloaker targets a creature away from sources of bright light, and away from the rest of the group. As soon as creatures come within **60 feet** of the cloaker, it uses its Moan action in an attempt to frighten them, preventing them from getting closer.

Fleeing. As in the previous wave, the oozes flee only when close to death (one-quarter of their hit points or fewer), while the ambush predators retreat when below two-fifths of their hit points. Both use the Dash action rather than the Disengage action.

Jesse Jackdaw Burns

Wave 3: The Motherload

The Gargantuan polyhedrooze that stole the treasure finally emerges! It rolls initiative on initiative count 0 of the sixth round, appearing on its initiative count during the seventh round.

> A huge, multi-faceted mass of pale green ooze floats to the surface of the pool, causing a slight swell to splash up onto the surrounding ground. Inside the ooze are all manner of precious objects: coins, gems, goblets, and more. The ooze rolls its mass onto the treasure pile, adding the meagre hoard to the riches within it, and rapidly dissolving the chunks of rat offal.

Enemies

In wave 3, the enemy is the Gargantuan polyhedrooze known as The Motherload. Regardless of the size in the creature's stat block, The Motherload ooze is Gargantuan, and can use its Engulf action on Huge or smaller creatures.

Level 1. At 1st level, the wave 3 combatant is:

- 1 **hexahedrooze*** (CR4; Gargantuan, with 1 legendary resistance and a walking and climbing speed of **30 feet**)

Level 6. At 6th level, the wave 3 combatant is:

- 1 **dodecahedrooze*** (CR 13; Gargantuan, with 2 legendary resistances and a walking and climbing speed of **30 feet**)

Level 11. At 11th level, the wave 3 combatant is:

- 1 **icosahedrooze*** (CR 20)

*See Appendix C

Tactics

The Motherload is a simple creature with low Intelligence. It initially uses its Engulf action (as part of its Multiattack) to move onto the treasure, and then immediately turns its attention to the party. It chooses targets for its pseudopod attacks at random and moves towards the nearest creature. When it has one-quarter of its hit points or fewer, it tries to retreat back into the acid pool, using the Dash action rather than the Disengage action.

Retreat. If The Motherload successfully retreats back into the acid pool, it is almost impossible to attack: it is invisible while in the acid, which is also very deep. It can be coaxed into reemerging after 1 hour (after it finishes a short rest) if the party lays out treasure of an equal value to what was first used as bait and each creature is at least 40 feet from the edge of the acid pool. The Motherload uses its movement to move onto the new treasure pile and Engulf it. If it starts its turn with less than one-quarter of its hit point maximum, it immediately re-retreats into the pool.

Optional Ending: Rising Tide

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When The Motherload is slain, a wave of biomantic magic thrums through the lair in an ethereal teal wave. Read or paraphrase the following:

> A disc-like wave of teal energy erupts from The Motherload as the enormous ooze melts into a puddle of goop, the metal and bone within it clattering to the ground. A sound like aged machinery grinding off layers of rust echoes through the lair's walls and the pool at the centre of the room begins to bubble. Like a storm-driven high tide, the blue, gelatinous liquid rises higher and higher, threatening to overflow.

Each creature in the lair must immediately succeed on a **VDC Constitution saving throw** against the wave of teal biomantic energy or develop one of the random mutations on Table A in the Biomancy Traps section (page 262). In addition, the pool of acid begins to rise and flood the lair. It spreads **30 feet** outward on initiative count 0 of each round, finding cracks under doors and through barricades. A creature that starts its turn in the acid, or moves into the area for the first time on its turn, takes **Vdam** acid damage and must succeed on a **VDC Constitution saving throw** or develop a random mutation from Table A (page 262). A creature that makes it to the forecourt is deemed safe and has survived the hunt.

Aftermath

Here are some possible outcomes of the hunt:

- The goblins talk a lot, and soon biomantic magic is seen more and more frequently throughout the world. People remark with wonder when the player characters use biomantic magic.
- The Frockit clan offers the party a 10% discount on any rooms or buildings they may want constructed in their dungeon/castle/lair/base.
- According to Bogbolz's ledger, The Motherload stole a certain quantity of gold from their client's treasury (see the Bogbolz's Ledger of Lost Treasure table on page 266). Upon the adventurers' emergence into the forecourt, Bogbolz immediately sends a team to count the treasure. If there is less treasure than in the ledger, Bogbolz will accuse the party of stealing it and dock the difference from their pay. Note: The Motherload carries more gold than the amount recorded, so the party can take some without drawing Bogbolz's ire.
- If the party argues with Bogbolz about this, she quickly has several hundred goblins at her back.
- The Frockit clan pays the agreed reward, less any deductions, and continues building the lair.
- Heliana is proud of the party for helping what civilised folks call a 'monstrous race' and prepares them a classic goblin dish. It's disgusting.
- Murdob'narob is actually Baron Bodrum, who's decided to try his hand at being a villain. If the base is cleared, he does some villainous stuff.

Cacophonics

Upon hearing the adventurers' tale, Cacophonics, the Loot Tavern's bard, creates the following song:

> Down in The Low where our wanderers go
> The lair of Francis Stein
> There's a treasure trove the goblins tried
> To move it all in time
>
> No one could know that hiding below
> The acid was biding time
> And the motherload would ooze its way
> Up to the pool side
>
> Shining gifts it couldn't resist
> But it learned to resist attack
> So be sure to keep a careful eye
> And navigate the traps
>
> The wanderers knew defeating the ooze
> Would not be an easy feat
> But the treasure promised with success
> Makes the victory ever sweet

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Polyhedrooze

Treasure

In addition to the *spell scrolls* and spellbook in the office (room 16), The Motherload drops a wealth of treasure. Note: the Motherload has consumed more than just Murdob'narob's stash; the actual treasure that the Motherload drops is greater than what is recorded in Bogbolz's ledger (see page 266). A quick thinking character can easily pocket the difference.

Motherload's Treasure

Hunt Level	Treasure Objects	Coins	Gems	Total Treasure Value
1st	4 x 100 gp	1,000 gp	5 x 50 gp	1,650 gp
6th	30 x 200 gp	4,900 gp 400 pp	20 x 150 gp	17,900 gp
11th	50 x 400 gp	7,500 gp 2,300 pp	30 x 300 gp	59,500 gp

Goo Luck Dice

Harvest

The Motherload (and any Gargantuan polyhedrooze you may use in the future) has the following unique components, in addition to ones normal for an ooze. The Motherload also drops a pair of *goo luck dice*, a common, socketable item that can be equipped on any mount or weapon, granting it a small amount of luck. The food component for the unique recipe is a *phial of polyhedrooze ooze* (blood).

Gargantuan Polyhedrooze Harvest Table

Component DC	Components
5	*Gooey wishbone* (up to 5), *phial of biomantic acid* (∞),
10	*Phial of polyhedrooze ooze*[E] (∞)
15	*Polyhedrooze vesicle*
20	*Polyhedrooze membrane* (up to the number of sides the ooze had)

Bomboozler

Crafting

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

Polyhedrooze Craftable Items

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
Bomboozler	Wondrous item	Rare Very rare	—	*Phial of biomantic acid*	*Robust* *Potent*	900 gp 4,800 gp
Caltrooze	Wondrous item	Uncommon	—	*Phial of polyhedrooze ooze*	*Frail*	180 gp
Flooze	Weapon (flail)	Uncommon Very rare	Required	*Gooey wishbones (3)*	*Frail* *Potent*	600 gp 9,600 gp
Oozemat Coat	Wondrous item	Rare	Required	*Polyhedrooze membrane*	*Robust*	3,500 gp
Slime-in-a-Skull	Wondrous item	Uncommon Very rare	Required	*Polyhedrooze vesicle*	*Frail* *Potent*	700 gp 10,000 gp
Ventilation Unit D-20	Wondrous item	Rare	Required	*Phial of biomantic acid, phial of polyhedrooze ooze*	*Robust*	2,100 gp

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

Left: Mohammed "Aggi" Bellafquih, Right: Michelle Mueller

THE SHINING SHRINE
CHAPTER 10
2ND, 7TH, 12TH LEVEL
"HOPE YOU BROUGHT SUNSCREEN."
HELIANA

Introduction

This hunt, *The Shining Shrine*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **2**, **7**, or **12**. Characters who complete this adventure should earn enough experience to progress all the way to 3rd level, one-third of the way to 8th level, or two-fifths of the way to 13th level. The adventurers must rid a holy hot spring of a territorial and radiant fey owlbear.

After gathering information about this creature, the hunt culminates in a three-wave boss battle against a variety of fey. This battle is **deadly** and uses the party's entire daily XP budget. Equipment for an extended fight and a means of creating magical darkness will prove great boons in this endeavour.

Background

The barrier between the Plane of Fey and the Material Plane has always been loose around Springarden, a bountiful, blossom-filled estate in the heart of the Springwood. Tiny sprites and pixies freely travel between the Plane of Fey's eternal sunset and the garden's perpetual spring. Each year, a confluence of stars weakens the barrier to the Plane of Fey and marks the annual Feyfest, a fey-themed festival. Drawn by the radiant energy that seeped through the weakened barrier between planes is the target of this monster hunt: the suneater owlbear.

Coming from the Plane of Fey, the suneater owlbear is accustomed to the paltry solar offerings of the eternal sunset. The midday sun of the Material Plane, on the other hand, is practically a feast. What the owlbear didn't account for was being stuck on the Material Plane throughout its day-night cycle, nor the hunger that arose from spending half a day in darkness.

Now, it has settled into Springarden, home of the Blossom Union, a sect of druid-monks that care for the holy wood. The owlbear has made a lair of the Union's most holy shrine and spends its nights satiating its hunger on the numerous giant, flying koi that swim in its waters. The innate, soothing magic of the garden has been twisted by the owlbear's psyche; travellers to the garden have experienced alarmingly aggressive mood swings. Naturally, this situation is quite an inconvenience for the Blossom Union, who rely on the garden to attract pilgrims, visitors, and coin, especially during Feyfest, which is currently in full swing.

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Summary

Here's the main info to digest:

- ***Which Monster?*** The suneater owlbear and its following of sunsprites and faerie-o'-fires.
- ***Monster's Motivation.*** The suneater owlbear's main drive is its hunger. It can't feed on sunlight at night and instead catches the garden's koi, which it doesn't find as satisfying as bright daylight. It has made the garden its lair for now.
- ***Monster's Previous Actions.*** The owlbear has desecrated the sacred pools of Springarden, toasted a few monks with its Solar Beam, and has driven away the pilgrims on which the monks rely.
- ***Where's the Monster?*** Springarden is a sprawling garden complex within the Springwood. The owlbear has taken up residence in front of its main shrine, the destination of pilgrims.

Adventure Hooks

It shouldn't be hard to get your players to enjoy a jaunt into a forest of eternal spring and hot baths! However, if the image of beautiful blossoms shrouded by hot steam isn't enough, check out the following hooks. Feel free to use as many of the following hooks as necessary to get the party to bite! Threeflower (LG male gnome **druid**) acts as the main quest-giving NPC for this hunt.

- ***Curiosity: The Healing Forest.*** The Springwood is said to be home to all sorts of fantastical beasts and fey. Not only that, but travellers tell of the calming and healing properties of its waters, and glimpses of a world lit by an eternal sunset. If ever an explorer could discover new delights, it's sure to be in the Springwood. L'Arsène Upin* approaches the party, explaining designs he's made for magical items using fey components.

- ***Morality: Eternal Springtime of the Spotless Garden.*** The monks and druids of the Blossom Union care tirelessly for Springarden, nurturing both its plants and the people that pass through it. However, a malign force has corrupted the calming effects of its waters, causing people to become hyper-aggressive. Whoever can return tranquillity to Springarden would find its druid-monks in their debt.
- ***Compensation: Tithes to be Taken.*** The party comes across a wanted poster on a noticeboard in an adventurer's guildhall, town square, or on Heliana's job board in the Loot Tavern itself. In addition to monetary rewards (see the Hunt Rewards table), it is said the shrine where the owlbear makes its lair is filled with all sorts of magical treasures.

*Not playing in the Loot Tavern? No problem, replace this with another educated, crafting-oriented patron.

Threeflower acts as the party's primary contact for this quest and can give directions or guide the party to Springarden. He has heard the news from his sibling druid-monks and can provide some insights into the creature (see Know Thy Enemy, page 281). In return for the creature's head, the gnome offers a reward collected from the pilgrims to Springarden.

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
2nd	900 gp	600
7th	5,600 gp	3,600
12th	17,000 gp	8,500

*Includes all monsters and puzzles, averaged for 4 player characters.

Threeflower

A druid by training, Threeflower is a timid gnome of delicate sensibilities. Threeflower is dressed in roughspun clothing with elements of moulted feathers and fur harvested from creatures that died of natural causes. He carries with him a partially charred feather from the suneater owlbear (see Clue 1 in Know Thy Enemy, page 281), and a pet blink squirrel named Moo.

Though intimidated by the hustle and bustle of a tavern, he can be coaxed into trying a drink, after which he quickly loses his inhibitions as he becomes flushed, drunk, and loquacious about the trials and tribulations Springarden has endured. He quickly relaxes when in nature.

Jesse Jackdaw Burns; Opposite: Ognjen Sporin

Threeflower

Humanoid (gnome), druid, he/him

Personality. Nervous in new company, relaxed in nature, kind, grateful.

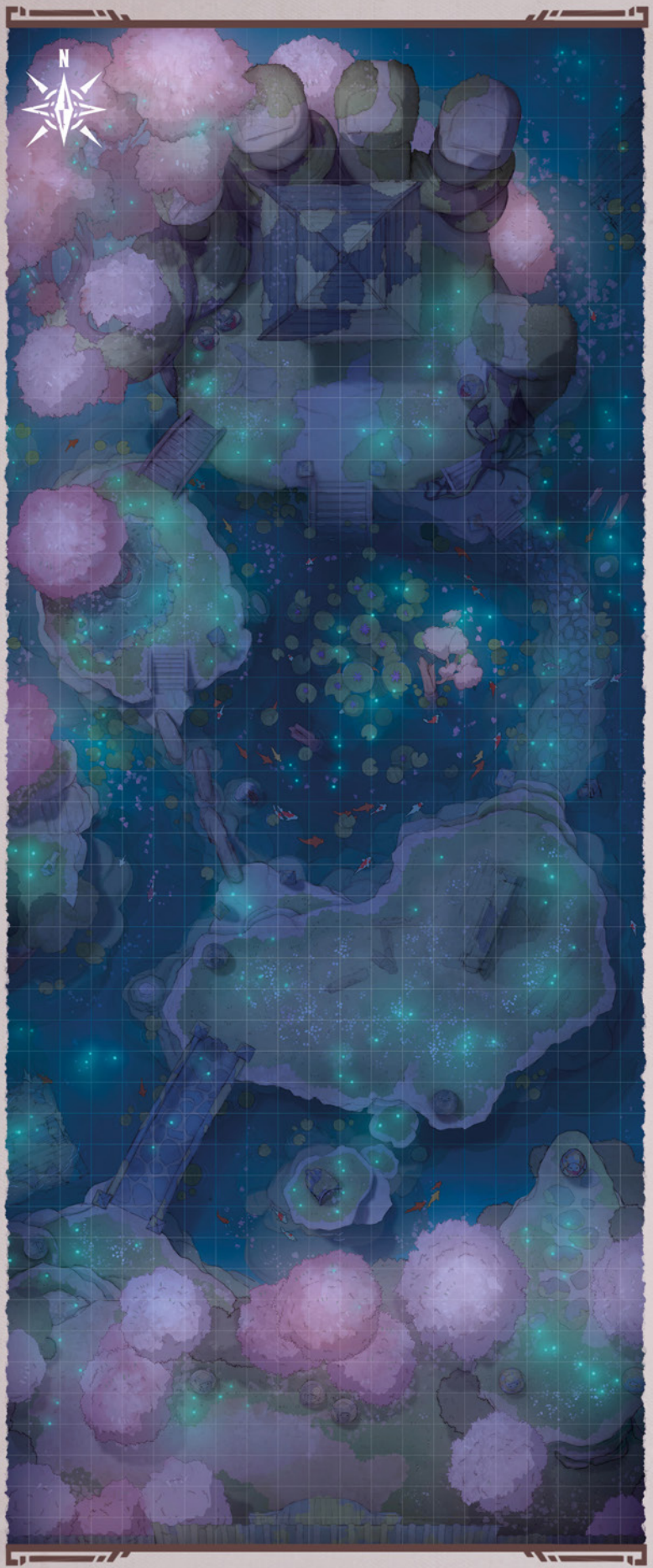
Physical. Stocky, moss-green hair, roughspun clothing, accompanied by Moo

Desire. Find a quiet, sunlit corner and spend his evenings smoking half-leaf.

Fear. Offending people, confrontation, forest fires.

**Yawns* "Oh, h- h- hello. Am I in your way? No? Sorry. Moo would like to know if you have any candy."*

Threeflower



Map 10.1. The Shining Shrine 1 square = 5 feet Cartographer: Cze & Peku

Springarden

Springarden is a sprawling, forested garden in the heart of the Springwood (a forest located somewhere on the Material Plane) and home to the Blossom Union, a group of druid-monks. It is a sacred, peaceful place which, through its entanglement with the Plane of Fey, exists in a perpetual spring-time bloom. The air is sweet with the scent of new blossoms; a soft breeze rustles the leaves and creates pleasing, delicate ripples on the water's surface. In its remote, forested domain, Springarden is typically a destination for pilgrims of nature deities, those who seek sanctuary, and travellers seeking a hot spring in which to dip their toes.

Typically, the nature spirits that pervade the grounds have a calming effect on its inhabitants. However, of late, an aggressive creature has upset this perpetual tranquillity, turning the area into a ghost town.

The Journey There. Travelling along the forested road to Springarden, the party is likely to see examples of the magical influences permeating the woods. This journey is a good time to introduce the 'exploration' clues on page 282. The environment is unique; you can use the following examples to illustrate this:

- The further the party journeys into the woods, the less heed the plants seem to pay to the season in the rest of the world. The leaves shift from a dry autumn gold, to a deep, rich, summer green, before receding into buds and giving way to thick, pink blossoms.
- Tiny, winged creatures leave trails of sparkling dust as they flit from toadstool to dewdrop, disappearing into tree trunks in a shower of sparkles.
- A scurry of squirrels plays in the low-hanging bough of a tree. They have more eyes than one might expect and teleport from branch to branch as they chase one another. These are blink squirrels.
- The deeper the player characters travel into the forest, the calmer they feel, and the more brilliant the sunsets become.

Cze & Peku

Tracking. Springarden is remote, but the road is fairly well travelled can take as long as you want. Three checks and one success using the forest random encounters starting on page 44 could narrate the party's journey, with each check taking a day. Try to avoid having the party enter the owlbear's lair while fatigued or low on resources.

Know Thy Enemy

Threeflower has stories collected from his sibling druid-monks to impart to the party. Whether in the Loot Tavern, or encountered as the party passes through the Springwood, Threeflower is more than willing to share these insights. Alternatively, you can divulge the clues through encounters with the strange environment en-route to Springarden. Each of the following clues lists ways in which you can hint at the owlbear's traits. The clues are:

- The owlbear is **immune** to radiant damage, deals radiant damage, and is healed by bright daylight; fighting it at night avoids this regeneration.
- The owlbear protects itself within a bright cocoon of radiant energy when damaged.
- Despite looking like one, the owlbear is not a beast and doesn't respond to magics that target them.

Clue 1: Sunlight Metabolism

This clue can be imparted by Threeflower directly, or gathered by the party examining Pyrax the fire druid. The key info is:

- The owlbear deals radiant damage and can blind.
- The owlbear is **immune** to radiant damage and **resistant** to fire damage.
- In bright, direct sunlight, the owlbear can heal itself.

Threeflower

Threeflower imparts the following information to the party:

- One of his siblings, Pyrax, a non-binary lizardfolk druid specialising in the rejuvenation of forests through wildfire, unsuccessfully tried to oust the creature using their magic.
- Despite landing a hefty blow, the creature seemed only mildly scorched.
- When the creature moved into the daylight, its singed feathers grew back.
- Pyrax had a feather belonging to the creature clutched in their hands when they were brought to the healer's hut. Threeflower can give the feather to the party.

Read or paraphrase the following:

> "Right, well. My sibling Pyrax, a fire druid, sent one of their flaming balls towards the beast as it snoozed, so they told me. And, well, they say they hit it right on—it wasn't very agile, see—but it barely scorched it. Just a few blackened feathers. Anyway, once it stepped into the light, the feathers fell out and new ones sprouted to take their place. Pyrax is still in a bad shape after the beast blasted them with that sun ray…" Threeflower sighs, pulling out a featherfrond. "They had this feather clutched in their hand when they brought them to the infirmary."

Handout 10.1. Unburnt Feather

Jesse Jackdaw Burns

Exploration

In Springarden, the fire druid, Pyrax, is in critical condition in the healer's hut. Threeflower persuades the resident healer to let the players investigate Pyrax, who is unconscious. Their eyes are milky white, their skin is red and blistered, and they clutch a purple feather in their hand. A successful **VDC Wisdom (Medicine)** reveals the following:

- Their eyes are milky white; they've been blinded.
- Their skin is covered in horrific sunburn; they have suffered severe radiant damage.
- The inside of Pyrax's hand, which grasped the feather, is entirely unburnt, indicating that the feather was plucked before they suffered the sunburn. However, the feather seems to have been completely unaffected by whatever caused radiant damage to Pyrax.

Experimentation. If the party tries to damage the feather, you can reveal:

- The feather is resistant to being burned and isn't damaged by radiant damage.
- Any damage to the feather is healed when it is exposed to bright sunlight.

Clue 2: Constellation

Depictions of the constellation that is the focus of the festival can be found everywhere: flyers, posters, tattoos, and face paint. Knowing the constellation is the key to releasing the suneater owlbear from its protective cocoon in wave 2.

Constellation. It is comprised of five different coloured stars: white, black, red, blue, and yellow, arranged in a cross. The largest star—the gold one—sits at the centre of the constellation. The black one is always above it (to the north), the red below it (to the south), white is on the left (to the west), and the blue to the right (east).

Threeflower

Threeflower imparts the following information to the party:

- Each year, there is a festival in Springarden that the younger folks call Feyfest.
- A constellation of five stars forms overhead, the central star forms a cross with a constellation of four others.
- The barrier between the two planes is weakened while this constellation is formed.

You can read the following:

Jesse Jackdaw Burns

Handout 10.2. Feyfest Flyer

"Every year we celebrate the coming of the fey. When the stars align, the barrier is weakened and we celebrate with them in joyous mischief. You can see the constellation even now," he indicates to a cross of five stars in the sky, directly overhead.

"Yorith, the big yellow one in the middle moves west to east. Nagar is the black barely visible one above to the north. Sagin is the fierce red one to its south, Wiyfa—the shimmering white one—is on the west, and Bolubos is the pulsing blue one on the right there. I even have them tattooed," he says, showing the nape of his neck. His face takes a downcast, melancholy turn. "This year the mischief has turned violent; the beast at the shrine is corrupting the festival."

Exploration

Narrating that there is an image repeated over and over is a sure-fire way to catch your players attention and help them remember it when the coloured orbs appear in wave 2. Here are some examples of how you can narrate this repetitive image:

- A flyer advertises the annual Feyfest, depicting a cross-like constellation of different coloured stars (this is a good time to give the handout to your players).
- Children with painted faces provide a joyous counterpoint to the ambience of fear that is prevalent amongst the adults. They all have their faces painted: a gold nose, black forehead, red chin, white right cheek, and blue left cheek.
- Threeflower has a small tattoo on the nape of his neck; five coloured orbs connected by thin black lines.

Clue 3: Fey Nature

The owlbear is a fey, not a beast. Preparing certain spells, like *protection from evil and good* or *magic circle*, will be very useful in the upcoming battle. The key info to impart is that:

- Fey break through to the material plane in Springarden on a day-to-day basis, though they are all very small.
- The owlbear isn't a beast, and can't be affected by any beast-targeting magic like *dominate beast*.

Handout 10.3. Blink Squirrels

Threeflower

Threeflower explains how Tiny fey creatures pass into the Material Plane at Springarden all the time. His blink squirrel friend, Moo, is one such creature. Unlike the normal animals of the forest, these fey creatures can't be so easily swayed with druidic magic.

"Oh, this is my friend, Moo. Moo, people; people, Moo. Don't try to talk beast to him, it doesn't work—he's a fey creature. Little fellows like him pop over from the Plane of Fey all the time in Springarden. 'The more fey you see, the closer to Springarden you be'."

Exploration

The closer to Springarden the party gets, the fewer beasts and the more fey are encountered. This can be revealed when a character tries to communicate with what they think is a beast (such as the fey blink squirrel). Asking around Springarden, you can reveal that Archdruid Xyxl (pronounced ZIX-L), attempted to talk to and then charm the creature, but was sent running and suffered severe sunburn.

Jesse Jackdaw Burns

The Battle Ahead

The upcoming encounter consists of three phases. In the first, the players simply contend with the owlbear. In the second, the players must arrange glowing orbs to solve the puzzle that unlocks the owlbear's radiant cocoon. The third phase starts when the owlbear enters its mythic state and summons a star that empowers it.

Timing. There is no downtime between the waves; they happen consecutively. The first wave ends when the owlbear is defeated and conjures its cocoon. The second wave ends when the cocoon is deactivated, releasing the owlbear, which enters its mythic state. The third wave ends when the owlbear in its mythic state is finally vanquished.

Helping Hand. If the party is getting the worst of it, Threeflower (a **druid** with *cure wounds* and *healing word* prepared instead of *speak with animals* and *animal messenger*) morphs out of a flying form and casts a few crucial healing spells, before using Wild Shape and running away again. If running the hunt at 12th level, double his hit points so that he doesn't quickly die.

Absent Caretakers. While the party deals with the owlbear, Threeflower and the Blossom Union are busy containing the spread of the owlbear's rage to the other creatures of the Springwood.

Forceful Personality. In the 7th and 12th level versions of this hunt, give the **faerie-o'-fires** and **sunsprites** a bonus to attack and damage rolls equal to the owlbear's Charisma modifier (**+3** and **+4**, respectively).

Suneater Owlbear's Lair

Upon approaching the entrance to the garden-turned-lair, you can show the party Map 10.1. The Shining Shrine and read the following:

> The foreboding emptiness of the garden ahead is juxtaposed with the melodious birdsong, sweet blossoms, and soft breeze that decorates the air. Grass-covered islands connected by bridges and stepping stones spring from the clear, turquoise waters, through which swim hundreds of orange and gold koi fish.

If the party approach the shrine at night, you can read:

> In the distance, in front of a small, moss-covered shrine, a mound of purple feathers lies, seemingly asleep. This gently snoring mass lies in the midst of a smorgasbord of half eaten carcasses and fish heads.

If the party approach during the day, you can instead read:

> In the distance, in front of a small, moss-covered shrine, a mound of purple feathers basks, maw agape, in the day's warm light. This unmoving mass sits in the midst of a smorgasbord of half eaten carcasses and fish heads.

This area (Map 10.1, page 280) is the location for the following three-wave boss-battle. All locations on this map are part of the owlbear's lair.

General Features

The lair has the following features:

Ceilings, Walls, & Floors. The garden is open to the sky above. There are no walls and the floor is made of earth, occasionally paved with rock.

Light. The light depends on the time of day, but always has a pleasing golden quality to it, reminiscent of a sunset. It is dark at night.

Atmosphere. The air is warm, and a calm breeze wafts the perfume of the blossoms.

Jesse Jackdaw Burns

Hazard: Emotive Waters. A creature other than the owlbear that enters the waters of the garden or starts its turn in them must make a **VDC Charisma saving throw**. On a failure, if a creature rolled an even number, it is affected by the *calm emotions* spell, suppressing the frightened condition and causing the creature to become indifferent towards all creatures until the end of its next turn. On a failure, if the creature rolled an odd number, the creature is affected by the *enrage* spell (see page 502) until the end of its next turn, and uses its reaction to attack a randomly determined creature within range immediately after it fails the saving throw.

The shrine at the northern end of the garden contains many offerings, including some magic items (see Treasure, page 289).

Lair Actions

So long as the owlbear is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vmod	Vdam
2nd	11	+3	3 (**1d6**)
7th	14	+6	10 (**3d6**)
12th	16	+8	17 (**5d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the owlbear takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ***Rage.*** The owlbear's territorial rage affects all other creatures within the lair. Each creature must succeed on a **Wisdom saving throw** or immediately use its reaction to make one weapon attack against a random creature within reach/range.
- ***Disorienting Lights.*** Flares and sparkles erupt in a deluge, confusing and disorienting creatures in a **20-foot cube** in the owlbear's lair. Each creature in the area other than the owlbear must succeed on a **Constitution saving throw** or be affected by a disorienting madness per the *confusion* spell until the end of its next turn.
- ***Summon Sunsprites.*** A **sunsprite** (see page 580) appears next to each creature of the owlbear's choice that it can see and disappears on initiative count 20 of the following round. The sunsprites act on initiative count 10 of this round. They have an attack modifier equal to **Vmod**, the saving throw of their Death Burst is **VDC** and both its attacks and Death Burst deal **Vdam** radiant damage, instead of their normal statistics.

Wave 1: Sunbear

This wave is on the easier side, and lulls the players into a false sense of security.

Eye Monster. If the owlbear is in dim light or darkness, it looks like floating eye tyrant, even to players with darkvision. If the owlbear is in bright light, or if a creature uses the Search action and succeeds on a **DC 12 Wisdom (Perception)** or **Intelligence (Nature** or **Arcana)** check, the owlbear's true form is revealed.

Enemies

The main enemy in this wave is the base form of the suneater owlbear.

Level 2. At 2nd level, the wave 1 combatant is:

- 1 **young suneater owlbear*** (CR 3)

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

- 1 **adult suneater owlbear*** (CR 8)
- 1 **faerie-o'-fires*** (CR 2)
- 1 **sunsprite*** (CR ⅛)

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

- 1 **ancient suneater owlbear*** (CR 13)
- 2 **faerie-o'-fires*** (CR 2)

*See Appendix C

Tactics

The owlbear is wise, but not intelligent. It can't intuit who might be a good, low-Dexterity target for its Solar Beam, but it likes to avoid being outnumbered. The owlbear's pride, aggression, and territoriality counteract its well-developed hunting and survival instincts; it won't run, as it knows its mythic state (wave 3, page 287) scares most enemies off. This results in subpar tactics:

- It dashes rather than disengages.

- It uses its Solar Beam action to affect the most targets, rather than the most vulnerable ones.
- It tends to use its action to attack a target within easy reach, rather than move towards a more vulnerable target.
- If it is cornered or outnumbered, it uses the bright light shed by the **faerie-o'-fires** to teleport towards isolated targets.
- If the **faerie-o'-fires** are dead, it uses its Blinding Flash legendary action, before utilising its superior speed to escape and attack an isolated target.

Wave 2: Constellation

Wave 2 is a puzzle. When the owlbear reaches 0 hit points, a bubble of protective energy—a golden forcefield—blossoms out from it before its mythic state triggers. As if in response, four orbs coalesce out of the air: one white, one black, one red, and one blue. These colours correspond to the constellation in Clue 2 (page 282). You can read the following:

> A bright golden forcefield of energy blooms out from the owlbear, its motionless form a faint silhouette floating within the sphere. The air tingles with the scent of ozone as four glowing orbs coalesce around the now-calm garden. These smaller 1-foot-diameter orbs are each a different colour: one sparkles with a bright white light, a second swirls with fiery reds, a blue one pulses rhythmically, and the last is a dark black that drinks in the light of the others. They bob slowly, levitating in the air and swaying in the garden's calm gusts.

Solution. These orbs can be physically pushed around by the player characters. When arranged around the owlbear in the same pattern as the constellation (black, north; blue, east; red, south; white, west), the owlbear's protective cocoon disappears and wave 2 ends.

Consequences. If the players take more than 1 hour to open the forcefield (for example, if they choose to short rest), the owlbear gains the benefits of a short rest, spending Hit Dice to regain hit points, and then emerges from its cocoon. Its mythic trait does not trigger. This means the player characters must fight the wave 1 owlbear again. If the owlbear is reduced to 0 hit points for a second time in this wave 1, its mythic trait triggers and wave 3 begins immediately.

Visceral Feedback

Your players need to know what they're doing is right, and that dilly-dallying for too long will have consequences. If they don't bring the orbs closer, you can narrate the sphere growing brighter, and the owlbear within looking stronger and more robust. If the orbs are brought into the right place, you can narrate the sphere visibly dimming with each new orb.

You can also meta-game a little by telling the players that they are acting in real time. This helps maintain tension in the encounter, as your players know that there is some sort of time limit in play.

The Forcefield & The Owlbear. The forcefield lasts for 1 hour, during which the owlbear takes a short rest inside it. Nothing—not creatures, physical objects, energy, or spell effects—can pass through the barrier. While in the cocoon, the owlbear is incapacitated, can't take lair actions, and has a speed of 0.

Optional Solution: Brute Force. If the party is struggling to figure out the puzzle, you can allow them to destroy the forcefield. The forcefield has AC 10, hit points equal to fifty times the average party level, and **immunity** to fire, poison, psychic, and radiant damage. If it reaches 0 hit points, wave 2 ends.

Reflective Forcefield. The forcefield retaliates whenever it is damaged. When the forcefield is hit by an attack or is damaged by a spell, the attacker or spellcaster takes **Vdam** radiant damage as a crackling arc of radiant energy strikes the source of the attack.

Wave 3: Supernova

When wave 2 ends, read or paraphrase the following:

> With a ripping sound, the tang of ozone fills the air. The owlbear rears back on its hind legs, its face top-lit in terrifying shadows cast by the 5-foot-radius star that floats above its head. Its featherfronds erupt in a retina-searing burst of light that settles into twinkling crackles of radiant energy.

Blinding Flash. At the start of wave 3 (i.e. when the last orb is placed around the sphere in wave 2), the owlbear's mythic trait activates and it immediately uses its Blinding Flash legendary action.

Enemies

The owlbear emerges in its mythic form to defend its lair. The same stat block is used here as in wave 1, except now the owlbear's Supernova trait has been activated.

Shambling Mound. In the 7th- and 12th-level versions of this hunt, the owlbear's radiant energy also animates **shambling mounds** in locations of the GM's choice. These mounds are luminescent, shedding bright light in a **20-foot radius**, and dim light for an additional 20 feet.

Level 2. At 2nd level, the wave 3 combatant is:

- 1 **young suneater owlbear*** (CR 3 mythic form)

Level 7. At 7th level, the wave 3 combatants are:

- 1 **adult suneater owlbear*** (CR 9 mythic form)
- 1 **shambling mound** (CR 5)

Level 12. At 12th level, the wave 3 combatants are:

- 1 **ancient suneater owlbear*** (CR 14 mythic form)
- 2 **shambling mounds** (CR 5)

*See Appendix C

Tactics

In this rage-filled state, any sense of self-preservation the owlbear might have had is gone. It seeks to blind and burn as many party members as possible. It uses the shambling mound's bright light to teleport into advantageous positions (if applicable) before using its Reflash and Refract mythic actions. Because of the sun that follows it, it can teleport to the shambling mound using its Sunstep legendary action from wherever it is.

Optional Ending: Black Hole

When the owlbear in its mythic state is finally defeated, it implodes into a 5-foot-diameter black hole. Each creature within **30 feet** of the owlbear must make a **VDC Strength saving throw**. On a failure, a creature takes **Vdam** force damage and is pulled up to **15 feet** towards the black hole's centre. A creature that is pulled into the black hole's space is teleported to a random location on the Plane of Fey.

Jesse Jackdaw Burns

Aftermath

- The rage-inducing properties of the water recede over the next 24 hours.
- The party are deemed heroes of Springarden. A feast is held by the Blossom Union in the party's honour and they offer any one of the three magic items from within the shrine to the players.
- While the party are considered heroes of Springarden, Xyxl grants the party free access to the spring and shows them the garden's teleportation circle.
- If anything is taken from the shrine, Archdruid Xyxl casts *locate object* to find the items. If a party member is caught red-handed, they are banished from Springarden unless they work as gardeners for a month as penance. They are no longer considered heroes of Springarden.
- While the party are considered heroes of Springarden, they can request one casting of *greater restoration* per day, if they provide the requisite diamonds, from Archdruid Xyxl.
- **Quest Hook:** A baby suneater owlbear comes to the garden. It needs to be returned to its mother in the Plane of Fey.
- **Quest Hook:** A corner of Springarden has turned to autumn and is attacking people. The cause needs to be found and healed.

Cacophonics

At the Loot Tavern (or wherever else you should choose), Cacophonics the bard immediately questions the party for the story of their victory. Some time later he plays a song with the following lyrics:

The story begins at the festival
Where stars are all symmetrical
But a monster is its mimicked face
And anger it does bring.

Its nature is to steal the sun
And wish the night time not to come
Oh the wicked beast would fire its beam
And burn the skin of those who'd seen.

Some brave adventurers would cross its path
And hold their swords aloft
And once defeated they would find
The monster rose a final time
Defiant till its end.

Our travellers overcame the night
And brought the sunlight back to life
Our friends, we owe our world to you
You're heroes through and through.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Suneater

Jesse Jackdaw Burns

Treasure

Within the shrine are multiple art and religious objects, as well as the *bonze's bokken* and *ring of birdseye maple* magic items. The rarity of the *bonze's bokken* depends on the hunt's level. Taking any of these is considered stealing. Threeflower and his fellow siblings of the Blossom Union notice the lessening aggression of the Springwood's creatures and approach the shrine after approximately 30 minutes.

Shrine Valuables

Hunt Level	Art objects	*Bonze's bokken* rarity
2	4d6 objects (25 gp each)	Uncommon
7	6d6 objects (50 gp each)	Rare
12	8d6 objects (100 gp each)	Very rare

Harvesting

Suneater owlbears have the following unique components, in addition to ones normal for their type. One of the owlbear's *suneater featherfronds* has come perfectly loose and can be harvested with a DC of 0. The food component for the unique recipe is *suneater flesh*.

Suneater Owlbear's Harvest Table

Component DC	Components
5	*Suneater flesh*[E] (∞)
10	*Pouch of suneater feathers* (up to 20)
15	*Suneater beak* (1), *suneater featherfrond* (up to 10)
20	*Suneater sinew* (up to 10)

Crafting

The following unique items can be crafted from the suneater owlbear's unique monster components.

Suneater Owlbear Craftable Items

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
Suncatcher	Rod, staff, or wand	Uncommon	Required (Spellcaster)	*Suneater beak*	*Frail*	600 gp
		Rare			*Robust*	2,300 gp
		Very rare			*Potent*	9,800 gp
Sunfeather Shroud	Wondrous item	Uncommon	Required	*Pouch of suneater feathers*	*Frail*	500 gp
		Rare			*Robust*	2,100 gp
		Very rare			*Potent*	9,400 gp
Sunwing Bow	Weapon (any bow)	Uncommon	Optional	*Suneater sinew*	*Frail*	900 gp
		Rare			*Robust*	2,300 gp
		Very rare			*Potent*	12,000 gp

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

Suneater Featherfrond

Mohammed "Aggi" Bellafquih

DREAD AND BREAKFAST
CHAPTER 11
3RD, 8TH, 13TH LEVEL
"MAKE YOURSELF AT HOME."
-HELIANA

Introduction

This hunt, *Dread and Breakfast*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **3**, **8**, or **13**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 4th level, one-quarter of the way to 9th level, or halfway to 14th level, respectively. The adventurers must find and end the menace causing a spate of disappearances within the Tanglepines, a shadowy, overgrown forest.

After finding the gory remains of several travellers and caravans, the party stumbles across a homely looking tavern. The tavern is, in fact, an enormous mimic: Dr. Stein's unscrupulous half-brother, Jonjo Starr. After dealing with the resident mimics and being shrunk down to the size of a gold coin, the party must choose to either destroy the congealed, mimified remains of Jonjo Starr, or perform a ritual to summon Dr. Stein to clean up the mess.

Background

The Tanglepines are a long stretch of dark, root-filled woods. A narrow area in this forested expanse, known as the Neck, is the shortest route between two nearby trading hubs. Though Dr. Stein's experiments regularly escape his wizard's tower, his magical wards around this trading route redirect his chimeric creations, keeping trade flowing and the local nobility happy. However, trade caravans have been going missing of late and rumours abound of a deadly creature: the Tanglepine Terror.

Though everyone has heard of the infamous golemancer and progenitor of the school of biomancy, Dr. Francis Norman Stein, few are familiar with his half-brother, Jonjo Starr. Tired of relying on Stein's magical artifice to extend his life, Jonjo decided to put his limited wizardly expertise to the test and pursue a path towards lichdom. While house-sitting in Stein's wizard tower, Jonjo took the opportunity to create his phylactery using his favourite, perpetually-refilling amphora. Unfortunately, he confused a mimic with this vessel and the ritual went awry, dragging the biomancy-infused wizard tower into a maelstrom of magic.

This bizarre combination of biomantically altered humanoid-mimic now roams the forest, feasting on unwitting travellers as a shapeshifting building: the Tanglepine Terror. Due to Jonjo's shared genetic heritage with Stein, the Terror is immune to the doctor's wards and has been preying on creatures in and around the Neck.

After one too many caravans failed to emerge from the Neck, Dr. Stein has come under pressure from the local trade magnates and has requested Heliana's help in ridding the forest of the Terror. In addition, he asks for help in finding his half-brother and home, which he appears to have misplaced (his memory isn't what it used to be). Unbeknownst to Stein, the two events are linked and the party will have a choice as to how the hunt concludes: can Jonjo be saved or must the menace be put down!?

Future Hooks: Dr. Stein

Though not explored in this hunt, the inventions of Dr. Stein can be found plaguing many towns, regions, and biomes. Feel free to use Stein as the (ignorant and inadvertent) cause of any chimeric menace or monstrous pest.

Summary

Here's the hunt breakdown:

- ***Which Monster?*** The Tanglepine Terror, a tavern mimic that takes the form of a homely tavern.
- ***Monster's Motivation.*** To consume enough creatures to sustain itself. Jonjo Starr previously wanted to become a lich and gain immortality.
- ***Monster's Previous Actions.*** Several dozen travellers have gone missing (and been eaten by the tavern). In addition, Dr. Stein's tower, along with his half-brother, Jonjo, are also missing.
- ***Where's the Monster?*** Deep in the Tanglepines, a gloomy, dense forest. When it gets hungry, it positions itself at conspicuous crossroads in the Neck, where travellers may be tempted to take a rest.

Opposite: Jesse Jackdaw Burns

Adventure Hooks

Two seemingly disconnected events in the same location can be a tempting prospect for most parties; who doesn't like to be efficient when adventuring?

- ***Curiosity: Moving House.*** Dr. Stein has lost his tower, along with his half-brother, Jonjo Starr. *"Houses don't typically just disappear. In fact, the term 'moving house' is quite a misnomer when you think about it,"* says Dr. Stein to any who will listen. *"Well, it's possible the latent biomantic magic caused the stones to gain sentience and wander off, or maybe my memory isn't what it used to be, but I can't find my tower anywhere. Or my half-brother. Mum will go mad, if I ever re-animate her..."*
- ***Morality: Lost in the Woods.*** Travellers have been going missing in the Tanglepines. As patron of the woods, Stein feels responsible for the protection of those that travel through it. It wouldn't be unusual for one of his inventions to have escaped again... The travellers' belongings are often entirely untouched, ruling out bandits or robbery. It's likely that it's some sort of hunting predator that needs to become a monster hunter's prey.
- ***Compensation: Patron of the Pines.*** As the shortest route between nearby trading hubs, safe passage through the Tanglepines has become an economic necessity. Local nobility put up with Stein's eccentric ways so long as the trade route was kept clear. Now that whatever magic he previously relied upon has obviously failed, they're putting pressure on him to clear it up or clear out. In response, he offers a hearty reward to any who can kill the Tanglepine Terror.

Dr. Stein. This infamous biomancy wizard is now more arcanomechanical life-support system than flesh. As Patron of the Pines, Stein acts as the party's liaison for the quest hooks above. In addition, he provides them with a small painting of his half-brother and a *blob of biomatter*, a magical device that allows the party to establish a transponder to which Stein can rapidly teleport. He shows them how to activate it, a process with takes just short of twenty seconds, and states that this is only to be used if they find his tower or his half-brother.

Hunt Rewards

	Suggested Reward		
Hunt Level	**Restoring Safety to the Neck**	**Finding Stein's House and/or Brother**	**XP per Character***
3rd	1,000 gp	500 gp	900
8th	5,000 gp	2,200 gp	3,900
13th	14,000 gp	6,000 gp	10,000

*Includes all scripted monsters, averaged for 4 player characters.

Tanglepines

Once a rich source of ruler-straight lumber, the conifers of this forest have become gnarled and twisted over the years. The cause of this change is, of course, Dr Stein. Biomantic magic seeping from his laboratory acted to accelerate the "*perfectly-normal natural selection that would have occurred anyway.*" As lumberjacks seek only the straightest timbers to fell, it is the more twisted trees that would survive to propagate, producing more twisted offspring. What Stein articulately fails to mention is that this should happen between generations; the trees shouldn't be choosing to change their morphology in an act of defiance!

Tracking

Finding the Tanglepine Terror isn't particularly difficult; meandering back and forth across the Neck, a half-day's journey, will eventually bring any travellers into contact with it. The trick is identifying what the Terror *is* and reaching it before it eats anyone else. The Terror is clever enough to retreat away from the Neck while it digests and assimilates its latest prey. To this end, you can present the party with a choice: patrol the main trade route of the Neck, or venture into the deep of the forest.

- ***The Neck.*** If the party stays in the Neck, they need four Tracking checks and zero successes. Failed checks don't result in any random encounters; the Neck's magic and reputation precludes hostile encounters. However, to up the ante, whenever a Tracking check is failed, you can have an interaction with some other traveller who mentions another group having disappeared.
- ***The Deep.*** If the party strays away from the Neck into the deep of the Tanglepines, they need two checks and two successes. The size of the Terror and the density of the woodland

makes its tracks fairly obvious; Tracking checks made away from the Neck have **advantage**. Regardless of whether the Tracking check is a failure or not, the party has a hostile encounter.

You can unveil the clues in the Know Thy Enemy section after the third tracking check (if the adventurers explore the Neck) or after the first success (if they explore the Deep). You can use the random encounters from the forest section, starting on page 44. Each Tracking check is suggested to take one day.

Unique Flora & Fauna

The Tanglepines are home to all manner of Stein's experiments. Let your imagination run wild: if a unique chimaera of different beasts could be conceived, it probably exists in the Tanglepines. Here are some examples:

Owlboars. *Wizarding Weekly*, the premier monthly wizarding newspaper (they miss a lot of deadlines) did a feature on 'Owlbears'. An apparently accidental fusion of mammal and bird, it went on to flourish in the wild forests of the world. Not to be outdone, Dr. Stein attempted to recreate the feat. Unfortunately, words were never his strong suit; the letters always got mixed around. Thus, the owlboar was born.

Aggressive from birth, owlboars get no less combative as they age. The owlboar is amongst the few flying species that dive at their targets with the intention of hitting them head first, a strategy that might prove fatal to both parties, if not for the owlboar's thick, muscular neck.

Frorpion. No phylum is safe from Dr. Francis Norman Stein. Adored by chefs, deplored by fisherfolk, the half-frog-half-scorpion is as deadly as it is tasty. This amphibisect is widely regarded as Dr. Stein's second most irritating creation, after the overly-territorial owlboar. While its muscular hind legs—a delicacy in many locales—are a plyometric masterpiece, its barbed, prehensile tongue is the real danger and the downfall of many a waterman. With grasping pincers, a potent venom, and corrosive stomach acid, little trace is left of those that encounter a frorpion unprepared.

Changeberry. This colourful shrub can be spotted in the Tanglepines' undergrowth. Its golden, plum-sized fruit continuously matures year-round and has a unique property: its taste can't be predicted. For this reason, *Auranus variflava* has become known as the "Every Flavoured Berry Bush", and eating the fruit is a popular dare amongst teenagers that live close to the Tanglepines. At least... it's popular until it's not.

Jesse Jackdaw Burns

Owlboar

Frorpion

Know Thy Enemy

While searching the Tanglepines, the party can come across one or more clearings with various clues: the remains of the Terror's meals (a pile of bones and metal), a confusing set of footprints, and a survivor: Guthric, a caravaneer's apprentice. Investigating these and talking to Guthric can divulge the following information about the Terror:

- The mimic deals acid damage.
- It is a shape-changing building, a mimic.
- Stein's wards keep it from being damaged from the exterior; it must be entered to be fought. Once inside, anything can be targeted to harm the tavern mimic.

Clearings. If running this hunt as a one-shot, you can choose to show all the clues in a single clearing, reading or paraphrasing the read-aloud opposite. Otherwise, for a longer build up, you can split the clues between clearings encountered during each Tracking check.

> Arriving in a clearing, you observe three things: a roughly rectangular outline in the dirt, a pile of bleached bones and shiny metal, and a patch of burned and blackened earth. A loaded cart sits under the canopy of the surrounding trees, its harness splintered and broken. A 40-foot-wide path of trampled ground leads off into the forest.

Clue 1: Acid

The Tanglepine Terror consumes those who enter it, amputating their feet and dissolving their flesh to fuel its quest for immortality. The pile of bones and metal is its excrement, inorganic solids that it can't digest. A successful **DC 12 Intelligence (Nature)** check identifies the bleaching on the bones and the tarnish-free metal to be products of acid damage. In addition, a successful **DC 14 Wisdom (Medicine)** check reveals that the pile doesn't contain any bones from the ankle downwards (the feet and ankles of all the creatures were amputated and used to move the Terror).

Clue 11.1: Scat

Jesse Jackdaw Burns

Clue 2: Mimic Tavern

The Tanglepine Terror is a mimic that takes the shape of a warm and inviting tavern. When it moves, it sprouts hundreds of mismatched feet, trampling undergrowth and toppling trees.

Footprints. Around the edge of the clearing are hundreds of footprints, all facing outwards, away from the bones. Tracing the line of the footprints reveals a rectangular perimeter, around 100 feet by 40 feet. The footprints are each obviously unique: some are small, others large, some have claws, others look to be webbed. A successful **DC 14 Wisdom (Survival)** check identifies that the footprints are all humanoid.

Clue 11.2: Footprints

Jesse Jackdaw Burns

Clue 3: Warded

Dr. Stein placed multiple arcane wards on his wizard's tower. Some prevent erosion, others hinder thieves, and a few make it smell nice. The sum of these effects is that the tower, and now the Tanglepine Terror, is functionally immune to being attacked from the outside. It must be entered to be defeated.

Guthric. Guthric (LG male human **commoner**) hides behind a cart in one of the clearings. He is scared and alone, despite displaying an outwardly stoic demeanour. His presence is detected by creatures with a **passive Wisdom (Perception)** score of 15 or higher. He approaches the party if he overhears them talking about tracking a monster, eager to impart his experience.

Guthric's caravaneer master, an elf named Scilva, never paid for Guthric or the guards to sleep in any inns, including the one the caravan stopped by last night. Accordingly, he was sleeping outside with his colleagues when the screams started in the tavern. The guards ran inside, but never emerged, and when Guthric threw a bottle of alchemist's fire at the building, it was deflected to one side, causing the patch of burned and blackened ground. Before the curtains were drawn, all Guthric could see were shapes swinging weapons at the walls and furniture.

Clue 11.3: Warded Exterior

Jesse Jackdaw Burns

The Battle Ahead

This hunt is a bit different. Instead of fighting the creature in its lair, the tavern mimic is its own lair. The party can only harm the tavern mimic by entering it and fighting it from within.

Inside the Belly of the Beast. There are two types of creatures that can be targeted by the player characters inside the tavern mimic: the smaller mimic creatures (**swarms of baby mimics**, **mimics**, and **mirrormics**) and the tavern itself. The patrons, walls, furniture, and floor are all part of the tavern mimic; treat them as having an AC and saving throw modifiers equal to the relevant tavern mimic stat block (see wave 3, page 303). The tavern mimic automatically fails Dexterity saving throws. For ongoing effects that trigger when a creature "starts its turn in the area" or likewise, treat the tavern mimic as having an initiative count of 0.

Waves. A wave ends when the party has dealt a combined amount of damage to the tavern or its mimic inhabitants (see Wave Damage Thresholds table). Be sure to keep track of this.

Special Effects. Areas of effect and ongoing damage effects count towards the wave damage threshold in a slightly different manner: only one instance of the damage dealt by an effect per round is added to the total. This is either the first instance, or, if multiple creatures are affected simultaneously, the highest damage. For example, if a character casts *fireball* on a chair-mimic it would also target the ground beneath the mimic. The tavern mimic automatically fails Dexterity saving throws, so the full damage of the *fireball* would be counted towards the threshold, even if the chair-mimic succeeded on its saving throw.

Wave Damage Thresholds

Hunt Level	Wave 1	Wave 2
3rd	90	180
8th	230	460
13th	350	700

A Tavern's Domain

Tavern mimics set up shop along busy trade routes, at well-travelled crossroads, or in mountain passes where no other respite is available. Benign tavern mimics often become recognised features in the landscape, while more hostile tavern mimics move frequently, lest their malevolent existence is discovered.

Regional Effects

The area within 6 miles of the tavern mimic's favourite spot (e.g., its preferred crossroads) has the following properties:

- ***Trampled Terrain.*** Trampled ground consisting of hundreds of unique footprints can be found criss-crossing the region. Tracking checks that aim to follow footprints other than the tavern mimic's have **disadvantage**.
- ***Bleached Bones.*** Piles of bleached bones and inorganic matter, such as coins and gemstones, can be found in small piles in the region. Sometimes, gold coins among these caches are mimic eggs (see **swarm of baby mimics**, page 570).
- ***Odd Stories.*** Folks that have travelled through the region often inadvertently take shelter inside the mimic. They tell tales of strange proprietors and bartenders that communicate with one another without talking, of especially comfortable beds, and of fellow travellers that "leave before the crack of dawn" and are never seen again.

Helping Hand. At any time during the battle, an owl animal messenger belonging to Dr. Stein can fall down the tavern's chimney, before distributing *potions of healing* (normal, greater, or superior at 3rd, 8th, or 13th level, respectively) to any number of party members and exploding in a puff of feathers.

Lair Actions

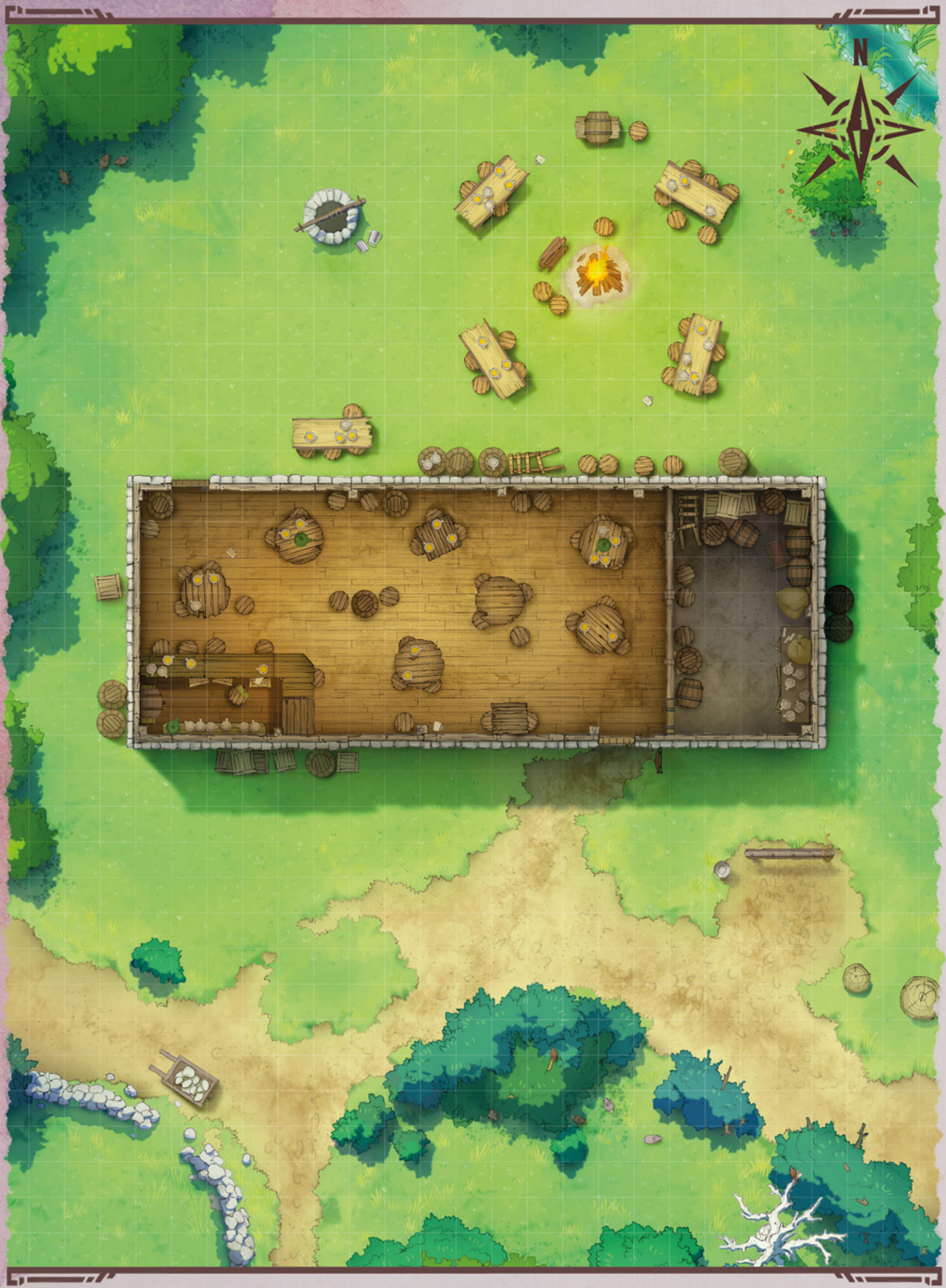
A tavern mimic's lair is its internal biosphere. While the tavern mimic lives, it can take the following lair actions. The saving throw DC and damage of the lair actions depend on the level at which you run the hunt, as shown in the following table.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam
3rd	12	3 (**1d6**)
8th	14	7 (**2d6**)
13th	16	14 (**4d6**)

GM Tip

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!



Map 11.1. The Tavern

Cartographer:
Cze & Peku

1 square = 5 feet

Cze & Peku; Opposite: Ognjen Sporin

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

- ***Drool.*** The tavern mimic secretes acid from a part of its ceiling in a **30-foot square**. Each creature directly under the area must make a **VDC Dexterity saving throw**, taking **Vdam** acid damage on a failure, or half as much damage on a success.
- ***Peristalsis.*** A wave shudders through the tavern mimic as its hidden musculature contracts. Each non-mimic creature in the tavern must make a **VDC Dexterity saving throw**. On a failure, a creature is pushed **15 feet** in a direction of the tavern mimic's choice, where it falls **prone** and takes **Vdam** bludgeoning damage. On a success, it is moved **5 feet** in a direction of the tavern mimic's choice, takes no damage, and doesn't fall prone.
- ***Sink.*** A **10-foot square** of the tavern mimic's floor becomes incredibly soft and sticky for the next **minute**. Each creature on the floor in the area, or that enters the area for the first time on its turn, must succeed on a **VDC Strength saving throw** or become **restrained**. A creature that ends its turn while restrained in this way sinks *2* **feet** into the tavern's floor and takes **Vdam** acid damage. A creature that sinks below its height can't breathe.

  A creature within **5 feet** of a creature restrained in this way, including the restrained creature, can make a **VDC Strength** check, freeing the stuck creature and pulling it to the nearest non-sinking area on a success. The area is difficult terrain for all non-mimic creatures until the tavern mimic finishes a short or long rest.

Entering the Tavern

When the party finally finds the tavern (after their fourth Tracking check in the Neck, or their second successful check in the Deep, see Tracking, page 23), it isn't immediately obvious that it is a mimic. Inside is a warm, inviting light, and the sound of mirth and laughter. You can read the following:

> The sound of laughter and merriment echoes from a warmly lit wooden building in a forest clearing ahead. The shapes of cavorting drinkers can be observed, silhouetted through the sackcloth curtains inside the inn. Hundreds of differing footprints lead right up to the building's walls, where they suddenly stop.

When the party enters the tavern, you can read the following:

> The dozen or so patrons of this tavern look to be having a rip roaring time as a smokeless fire burns in a hearth, a pot of something astringent bubbling over it. Despite the fire, the air is cold and stale. *"Ah, new customers!"* says the landlady from behind the bar, lifting enough filled tankards up to the bar's countertop for the entire party in an impossible display of digital strength and dexterity. *"First one's on the house!"* she exclaims, fixing them with an unblinking smile.

Trap: Tankards. The tankards are filled with acid, not beer, and a character that drinks from it takes **Vdam** acid damage.

Something's Wrong. After the party enters, a patron shuts the door, which seals shut. Shortly after this, the player character with the highest passive **Wisdom (Perception)** score notices an eye appear in a wall, and then disappear. The character with the highest passive **Wisdom (Insight)** score notices that all the patrons have the same fixed smile, tone of voice, and pattern of speech. A minute after this, the character with the highest passive **Intelligence (Investigation)** score notices that everyone seems to be repeating the same gestures and phrases, as if in a loop. Investigating the fire reveals that it produces no heat.

Wave 1: Furniture

If the player characters act in a hostile manner or try to leave the tavern, the smaller mimics inside the building attack them. Use Map 11.1. The Tavern.

Waiting Outside. After the door has sealed itself shut, a creature that touches the tavern from the outside must succeed on a **VDC Strength saving throw** or be sucked inside the tavern.

Enemies

The enemies in wave 1 are smaller mimics inside the tavern:

Level 3. At 3rd level, the wave 1 combatants are:

- 1 **mimic** (CR 2)
- 2 **swarms of baby mimics*** (CR ½)

Level 8. At 8th level, the wave 1 combatants are:

- 1 **mirrormic*** (CR 6)
- 3 **mimics** (CR 2)
- 3 **swarms of baby mimics*** (CR ½)

Level 13. At 13th level, the wave 1 combatants are:

- 4 **mirrormics*** (CR 6)
- 6 **mimics** (CR 2)

*See Appendix C

Tactics

The mimics always try to take advantage of their traits by first hitting a creature with a pseudopod attack, subjecting it to their Adhesive trait, and then trying to bite the target (hopefully with **advantage**, thanks to their Grappler trait). The mirrormics position themselves to target as many creatures as possible with their Distort action, and favour targeting creatures that look away with their pseudopod and bite attacks.

Opposite: Roberto Lima

Wave 2: Shrink

On initiative count 20 after the damage threshold for wave 1 is reached, any remaining mimic creatures merge with the tavern and are no longer part of the encounter. The tavern mimic shrinks the adventurers and their equipment to be 2 inches tall and transports them onto a table it produces. Baby mimics—forks, coins, and other table-top paraphernalia—assail the player characters. Use Map 11.2. Dinner Table (page 302). Due to the change in size, these baby mimics have statistics equivalent to their bigger cousins (use the stated statistics in Enemies, below, but flavour them as baby mimics). Relative to the adventurers' size, the table is 100 feet tall and the purple goo, which is difficult terrain, is 2 feet deep.

> With a lurch, a long table sprouts out of the floor and a bizarre feeling of vertigo takes over each of you. Everything looms larger as you realise you've been shrunk! The table's various accoutrements stir, small pseudopods drawing them closer!

Enemies

In wave 2, the enemies are baby mimics with the stat blocks of their larger cousins, **mimics** and **mirrormics**.

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

- 4 low-threat **mimics** (CR 1; half their normal hit point maximum)

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

- 5 high-threat **mimics** (CR 3; **100 hit points**, speed of **30 feet**, **+7** attack modifier and a new action: "***Multiattack.*** The mimic makes two attacks: one with its pseudopod and one with its bite.")
- 2 **mimics**

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

- 4 **mirrormics*** (CR 6)
- 3 high-threat **mimics** (CR 3; see above)

*See Appendix C

Tactics

The mimics surround the player characters and quickly close in. As in the previous wave, the mimics use their pseudopodia first before resorting to their bite. The mirrormics precede this by using their Distort action.

1 square = 5 feet

Cartographer:
Cze & Peku

Map 11.2.
Dinner Table

Cze & Peku; Opposite: Ognjen Sporin

Wave 3: Jonjo Starr

When the damage threshold of wave 2 is reached, the table disappears and the players return to normal size. The players return to Map 11.1. The Tavern. That's when Jonjo Starr materialises out of one of the tavern walls, and the final fight begins. You can read the following to narrate the end of the second wave:

> As the world seems to shrink around you, a humanoid figure extrudes itself from the wall of the tavern. Webs of pale lilac filaments stretch taut as the discoloured but unmistakeable face of Jonjo Starr looms over you. The building shudders with his hoarse voice: "You're proving to be quite the nuisance…"

Blob of Biomatter. The party has a choice. They can defeat Jonjo's tavern mimic form through combat, or summon Stein using the *blob of biomatter* they were given earlier. To activate the blob, one creature must use its action to manipulate it each round. On initiative count 0 of the third round this action is taken, Dr. Stein appears and traps his brother-tavern mimic in a magical locket around his neck, returning the party to the forest outside.

Central Nervous System. Jonjo Starr is the central nervous system of this tavern mimic. As per usual, any damage dealt to the central nervous system is transferred to the tavern mimic. In addition, if the nervous system takes damage, it takes additional psychic damage (see statistics, pages 571 - 573).

Enemies

In wave 3, the enemy is the tavern mimic, Jonjo Starr, and some mimic allies.

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

- 1 **emaciated tavern mimic brain*** (CR 3)
- 1 low-threat **mimic** (CR 1; half normal hit point maximum)

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

- 1 **tavern mimic brain*** (CR 9)
- 1 **mirrormic*** (CR 6)

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

- 1 **nourished tavern mimic brain*** (CR 15)
- 2 **mirrormics*** (CR 6)

*See Appendix C

Tactics

The mimic uses its lair and legendary actions to control the battlefield, grouping player characters before unleashing devastating area of effect attacks. The first step is to restrain or knock prone creatures using the Sink or Peristalsis lair actions. The second step is to cast a spell with a Dexterity saving throw like the *mortiferous pulse* and *acid rain* spells, or the Drool lair action. The mimic reserves its reactions to counter spellcasters using its *zippit!* spell, raise its AC with the *shield* spell, or teleport away from melee attackers with its Central Nervous System reaction.

Optional Ending: Digestif

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an even-more-climactic conclusion to the hunt. If the party resolves the situation 'peacefully' by summoning Stein, you can describe it as only the Jonjo Starr portion of the mimic being trapped in the locket; the party still has to escape from the tavern. When the mimic is slain, or when Stein captures his half-brother, the tavern begins to implode:

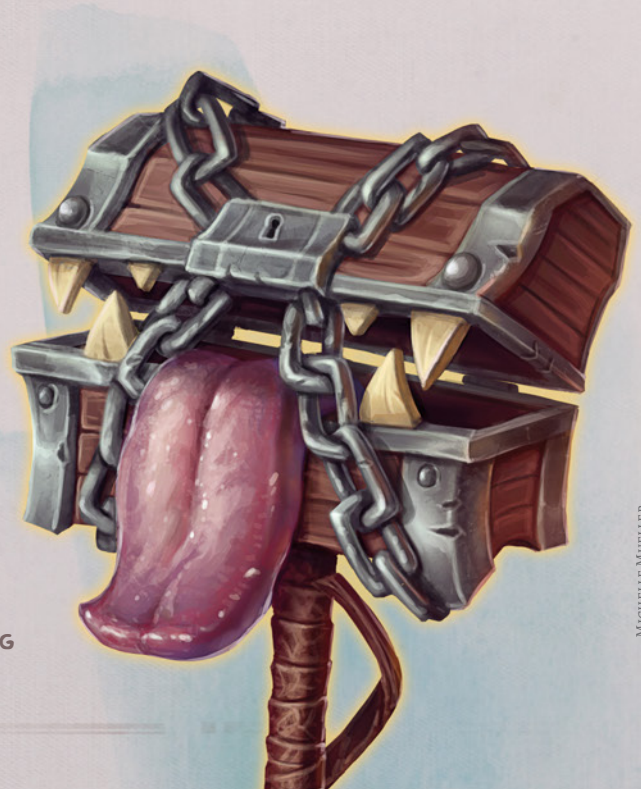
> With a sound like a hundred wet farts, the structure of the tavern begins to fold in on itself, squeezing the air through the flapping doors that flutter loosely in their frames. Astringent gases bubble out of the floor, filling the room with a stinging humidity. The floor compresses under the weight of your footsteps, making movement almost impossible. A yellow liquid begins filling the room at an alarming rate as the furniture turns into shapeless mush.

Mechanics. The tavern becomes difficult terrain and, at initiative count 0 of each round, the tavern fills with 1 foot of potent acid. Each creature still in the tavern at initiative count 0 takes **Vdam** acid damage for each foot of acid in the tavern. At the start of each creature's turn, they must succeed on a **VDC Strength saving throw** or fall **prone** and have its speed reduced to **0 feet** until the start of its next turn. At the end of the 3rd round after the tavern mimic is defeated, the structure entirely collapses and stops filling with acid.

Aftermath

Here are some possible developments after the hunt concludes:

- The surrounding nobles don't grant Stein planning permission for a new tower and he seeks more isolated lands where his creations won't cause so much havoc.
- With Stein gone, his wards eventually give way and the Neck becomes too dangerous! Alternative transport, such as airships and an underground 'locomotive', are developed by Baron Bodrum Businesses Inc.
- In addition, there are plenty of escort opportunities for a party of mercenaries, as well as hunt contracts for the deadly chimeras of the Tanglepines.
- Stein pays the agreed compensation and, if his half-brother is saved, offers to teach any wizard in the party one biomancy spell free of charge (see Appendix B).
- Stein's mimic and chimeric creations spread across the lands. Feel free to make new monsters by giving features of beasts and monstrosities to other creatures!
- Baby mimics in the form of gold coins disperse themselves, courtesy of the traders and scavengers who pass through the Tanglepines. Occasionally, when a party member tries to pay for something, they get bitten by one of the coins and take **1** piercing damage.



Mawling Maul

Michelle Mueller

Cacophonics

When the party returns to the Loot Tavern, the resident bard, Cacophonics, badgers the party for details of their hunt. Upon hearing the tale of the tavern he becomes very quiet and isn't seen for a few days, as he investigates the Loot Tavern for signs of mimicry. Eventually, he appears back on stage with the following song.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/TavernMimic

This tale begins amongst the trees
Our heroes travel peacefully
But there's no others to be seen
And then appears a tavern

They're cautious so they enter slow
The tavern puts on quite a show
But something feels wrong down below
The monster has tempted them in

The building starts to move and quake
The monster's belly is awake
Our heroes must fight to escape
But what can they do to attack

The ceiling starts by raining down
And everything seems larger now
They draw their weapons navigate
And fight through this shapeshifting monster

Our friends have shown their bravest side
Battled monsters from inside
Courageous til the end of fight
And so ends this tale of the tavern

Headbanger Lute

Michelle Mueller

Treasure

In the remains of the tavern mimic is a variety of bright and shiny coins, as well as a number of preserved monster components (GM's choice).

Tavern Treasure

Hunt Level	Coins	Monster Components
3rd	3d6 x 50 gp	2 + *frail essence*
8th	3d6 x 100 gp	3 + *robust essence*
13th	3d6 x 200 gp	4 + *potent essence*

Mimickey

Harvest

The tavern mimic has the following unique components, in addition to ones normal for a monstrosity. In the remains of the tavern mimic is a *mimickey*, which requires only harvesting supplies to preserve (if you use that optional rule), and can be socketed on any held or worn item. The food component for the unique recipe is *tavern tongue* (flesh).

Tavern Mimic Harvest Table

Component DC	Components
10	*Pouch of tavern teeth (∞)*
15	*Tavern tongue*[E] *(2), tavern stomach (4)*
20	*Tavern brain (1), tavern skin (5)*

Crafting

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

Tavern Mimic Craftable Items

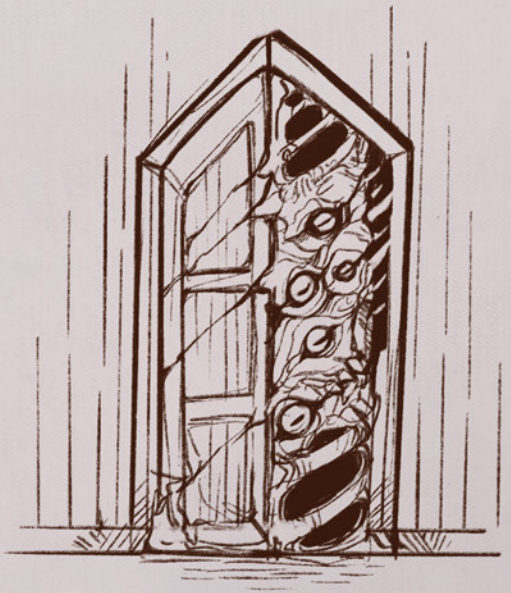
Item	Item Type	Rarity	Attunement	Magical Components	Essence	Value**
Breastplank	Armour (breastplate, half plate, or plate)	Uncommon	Required	*Tavern skin*	*Frail*	1,200 gp
		Rare			*Robust*	3,200 gp
		Very rare			*Potent*	11,500 gp
Headbanger Lute	Club or greatclub	Uncommon	Required	*Tavern stomach*	*Frail*	800 gp
		Very rare			*Potent*	9,600 gp
Mawling Maul	Weapon (any hammer*)	Uncommon	—	*Pouch of tavern teeth*	*Frail*	650 gp
		Rare			*Robust*	1,600 gp
Spelleater Tome	Wondrous item	Uncommon	Required	*Tavern brain*	*Frail*	850 gp
		Rare			*Robust*	2,700 gp

*Includes club, greatclub, light hammer, mace, maul, and warhammer.
**This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

Michelle Mueller

Like all mimics, tavern mimics lay eggs. These baby mimics have a limited number of forms they can take, and often appear as a pile of gold coins. This coin form is, in fact, their dispersal strategy. Mixed into a traveller's purse, a baby mimic can quickly find itself miles from home, and able to feed on the fingertips of consumers and pickpockets alike. Like the common cuckoo bird, a baby mimic will often push normal coins and other baby mimics out of a purse to ensure it is more likely to be spent.

— Heliana, Camping Enthusiast



Jesse Jackdaw Burns

REIGN OF IRON
CHAPTER 12
3RD, 9TH, 16TH LEVEL
"SWORDS FALL, EVERYONE DIES."
HELIANA

Introduction

This hunt, *Reign of Iron*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **3**, **9**, or **16**. Characters who complete this hunt should earn enough experience to progress halfway to 4th level, one-third of the way to 10th level, or two-thirds of the way to 17th level. The adventurers must end the havoc caused by a rare, magnetic dragon that is accused of stealing everything made of iron.

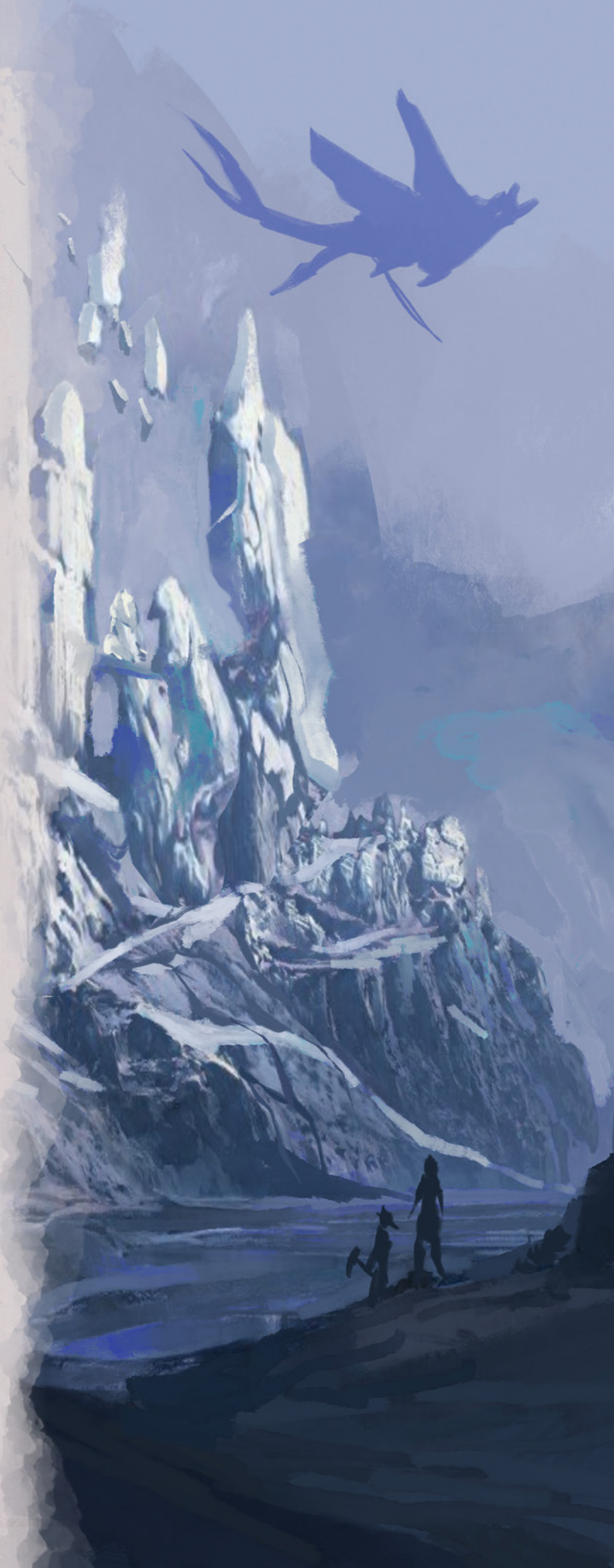
After searching for clues about this dragon, the hunt culminates in a three-wave boss battle, with a possible non-combat solution. This battle is **deadly** and uses the party's entire daily XP budget. A party well-equipped for an extended fight, as well as means of dealing fire damage and restricting aerial movement, will be imperative on this monster hunt.

Background

Years ago, Haemspire Peak was home to the Order of Haem, a hermitage for holy monks led by the magnetite dragon Lorhaem the Even and her offspring. This monastic order kept to themselves, unconcerned with the world and its wars, land grabs, and greed. Their tenet was a simple one: to maintain the Material Plane's neutrality in the eternal fight between the heavens and the hells.

This order was broken when Volrak the Arrogant, an immense red dragon, laid waste to the mountaintop, destroying most of the monastery and slaying Lorhaem, who fought to ensure her offsprings' escape. In the melee, Lorhaem dealt Volrak a crippling injury. After Volrak's maiming, he became lazy, preferring to cultivate a tribe of kobolds to plunder the environs rather than emerge from his lair.

Years later, in the weeks leading up to this quest, Torhaem, one of the offspring Lorhaem sacrificed herself to save, returned to her mountain birthplace, ousting the indolent Volrak. In the battle, Volrak broke Torhaem's horn, causing her magnetic properties to become erratic. As Torhaem flew low over the countryside looking for her missing horn, she was drawn to Redriver, a small mining town. Passing over the settlement, a torrent of tools and weapons shot towards her, attracted by the erratic magnetic fields she generated. With each passing, more and more tools stabbed at her, until she was forced to retreat.



Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Rumours abound amongst Redriver's townsfolk, but the general consensus is that Torhaem is stealing the tools on purpose in order to stop mining in the mountain and get rid of the settlement. Torhaem, on the other hand, believes that she is being shot at each time she passes over the town out of some enmity towards dragons. If the horn can be returned, Torhaem's control of her magnetic powers are restored, allowing her to release the tools currently stuck on her crown. Torhaem can then be convinced of the misunderstanding, and the tools can be returned to the townsfolk.

Summary

Here's the main info to digest:

- ***Which Monster?*** Torhaem the magnetite dragon and her armoury of animated metal objects.
- ***Monster's Motivation.*** Torhaem is searching for the broken piece of her horn.
- ***Monster's Previous Actions.*** In her search for the horn, Torhaem's magnetic powers have resulted in the weapons and tools from Redriver shooting towards her and lodging themselves in her crown, where they remain. She has mistaken this for an attack against her and retaliated, destroying some homes in the process.
- ***Where's the Monster?*** Torhaem's realm is a lone, snow-capped mountain: Haemspire Peak. Her lair comprises an old monastery and cave complex near the mountain's summit.

Adventure Hooks

Coaxing your party to ascend a mountain can seem like an uphill battle! If the promise of a dragon's hoard doesn't tickle your players' fancy, there's always saving the local populace from the tyranny of dragons. Feel free to use as many of the following hooks as necessary to get the party to bite! Hjelma (LG female dwarven **scout**), acts as the main quest-giving NPC for this hunt.

- ***Curiosity: A Unique Drake.*** Hjelma regales a nearby group of patrons with tales of a dragon that carries a crown of swords, never flaps its wings, and that rips pickaxes from the hands of working miners from a hundred paces away. This piques L'Arsène Upin's* interest who begins hypothesising about all manner of magical artifacts that could be made from superconducting magnets.
- ***Morality: The Tyrant's Toll.*** The people of Redriver no longer have the tools to work and their once-affluent economy is now stalling. A tyrannical dragon is stealing their tools and weapons in mocking flybys, and the townsfolk have clubbed together to hire a group of adventurers to put an end to it.

*Not playing in the Loot Tavern? No problem, replace this with another educated, crafting-oriented patron.

Mohammed "Aggi" Bellafquih

- ***Compensation: A Dragon's Hoard.*** The party comes across a wanted poster on a noticeboard in an adventurer's guildhall, town square, or on Heliana's job board in the Loot Tavern itself. In addition to monetary rewards (see the table below), tales tell of a huge hoard that once belonged to a red dragon atop Haemspire Peak.

Hjelma acts as the party's primary contact for this quest and can give the party directions to the beginning of the mountain path to the monastery. Hjelma has never encountered Torhaem personally, but has developed some insights into the dragon's nature (see Know Thy Enemy, page 312). As the local government's representative, Hjelma offers a reward relative to the party's level. Adjust this to best fit your world's economy.

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
3rd	1,500 gp	900
9th	9,200 gp	5,500
16th	31,000 gp	20,000

*Includes all scripted monsters, averaged for 4 player characters.

Hjelma

A hunter and trapper, Hjelma (pronounced h-YEL-ma) is a dwarf well-adapted to cold mountain terrain. She has a dry, sarcastic wit and a flair for storytelling. She can be found regaling tavern patrons with tales of beasts from the icy tundra, often in exchange for free drinks "just to warm her toes".

Hjelma suspects that the iridescent grey shard she carries is connected to Torhaem, but not that it is actually Torhaem's horn. For this reason, she refers to it as a 'shard', a term her people use for the pieces of similar-looking metal that protrude from the ground around Haemspire Peak and Redriver. In Redriver, the shard seemed to rotate of its own accord. However, the further Hjelma has travelled from Redriver, the more it has remained stationary, always pointing in the same direction: towards Haemspire. Unbeknownst to Hjelma, the shard always points towards Torhaem.

Hjelma

Humanoid (dwarf), trapper, she/her

Personality. Sarcastic, dry, enjoys storytelling.

Physical. Long, braided grey hair, weathered face, dressed in leathers and furs.

Desire. Prosperity for Redriver, so that the beer is good and people buy her furs.

Fear. Being recalled by her clan and leaving her life in the wilds.

"I used to be an adventurer like you, then I shot an albino tiger in the knee and sold its flawless pelt for a pretty penny!"

Hjelma

Mohammed "Aggi" Bellafquih

Know Thy Enemy

Hjelma has some of her own insights into how the dragon operates. Whether in the Loot Tavern, or encountered as the party passes through Redriver, Hjelma is more than willing to share these insights. Alternatively, you can divulge the clues through interactions with the strange environment en-route to the dragon's lair. Each of the following clues lists ways in which you can hint at the dragon's traits. The clues are:

- The dragon is magnetic; it can attract or repulse iron and steel.
- Heating up the dragon causes it to lose its power of flight.
- The dragon has been damaged and is missing its horn. The horn always points in the same direction: towards Torhaem.

Clue 1: Magnetism

The dragon can manipulate magnetic fields to control iron and steel. Weapons made of such metals are less effective against the dragon and anyone wearing ferrous armour has difficulty moving in the dragon's vicinity.

Hjelma

Hjelma has the shard stored within a hefty chest plated in an iron mesh. She suspects it's a part of the dragon, but not necessarily that it is a horn. With a degree of difficulty, she pulls the horn out of the chest. Immediately, any unsecured ferrous metal shoots towards the horn, swords rattle in sheaths, and any creature wearing metal armour experiences a minor pulling sensation and they must succeed on a **DC 10 Strength saving throw** or be pulled **5 feet** towards the horn. You can read the following:

> "Now then, brace yourselves. Things could get a little hairy in here," says Hjelma as she unclasps the hefty, iron-plated brass box. With a grunt, she lifts a curved shard of grey metal out of the box; the shard shimmers with a rainbow iridescence. Immediately, the shard is surrounded by a maelstrom of metallic bric-a-brac as your weapons rattle in their sheaths and your armour seems to lift you from your feet. "Aye, well, I did warn yae. Anything made of iron or steel just gets whipped right towards it."

En Route

As the party nears the base of the mountain, dull grey, metallic shards that shimmer with a rainbow iridescence protrude from the ground. The ferrous remnants of the decades-old wreckage of a cart are practically glued to one such shard, nails and a rusted axle protruding from it at odd angles. A creature that is wearing armour containing iron and either starts its turn within **10 feet** of a shard or moves within **10 feet** of a shard on its turn must succeed on a **DC 10 Strength saving throw** or be pulled **10 feet** towards the shard.

Clue 2: Superconductor

The magnetite that coats the dragon and protrudes from the mountainside as shards has, over the course of millennia, been exposed to arcanomagnetism, causing it to behave like a superconductor. At low temperatures (e.g., when the dragon takes cold damage), its magnetic properties become enhanced. At high temperatures (e.g., when the dragon takes fire damage), these magnetic properties wane. As it relies on this arcanomagnetism for flight, dealing sufficient fire damage to the dragon causes it to lose its flying speed (and causes its minions to fall prone).

Hjelma

Hjelma remembers seeing the far-off battle between the grey and red dragons. She recalls that the grey one never flapped its wings and that whenever the red dragon struck it with its fiery breath, the grey dragon rapidly lost altitude. She thinks there might be a link; the rocks of the mountain are known to be less mischievous in the warmer, summer months.

Mohammed "Aggi" Bellafquih

Hjelma's eyes take on a wistful, far-away look. "I was in the foothills near Haemspire as the battling dragons drifted in my direction. The roars grew louder and louder until the two drakes were directly overhead; a whirlwind of red and grey. The red one was so much bigger but seemed clumsy and—to be frank—fat. Strange thing about the fight was that the grey dragon never flapped its wings once. It just… flew. That is, until the red dragon's flame burned it. Then it seemed to fall for a brief moment… Eventually the grey got the upper hand and the red ran away."

En Route

If the party exposes the dragon's horn or a shard to heat, any bits of metal attached to the object fall off; it becomes demagnetised until it cools down again. Alternatively, the party can observe pieces of metal that slowly fall off of shards protruding from the ground as they warm up while in direct sunlight.

Clue 3: Compass

If laid on a flat surface, the horn always rotates to point towards Torhaem. Regardless of how you deliver this clue, the party should always know that the horn likes to point in a particular direction.

Hjelma

After the dragon's shard fell at her feet, Hjelma carried it back to her village. There she made an offering of it to her elders. That was when the dragon flew overhead, and the shard rotated wildly.

"It was after the red dragon smashed into the grey one from above that this," she gestures to the shard "fell at my feet. I took it back to the village elders. That's when there was an almighty whoosh as the dragon flew right over the village. This thing," she again gestures at the shard, "spun right around, clocking Elder Fjoll on the chin and knocking him clean out. It was only later that I learned that all our tools—our picks, nails, arrows, shovels; the lot—had been pinched by that bloody dragon! The elders weren't keen on keeping it around after that and tasked me with finding a way to rid Redriver of this beast. And… here you are."

En-Route

While still some distance from the mountain, the party can observe Torhaem flying. Whoever is holding the horn feels it twist slightly as Torhaem changes direction. If it is in a bag, the bag's bearer hears something moving in their pack as Torhaem flies to and fro.

Haemspire Peak

Haemspire peak is a mineral-rich mountain famed for the quality of its iron ore. Until recently, it was the domain of Volrak, a lazy, greedy red dragon content to let its kobold underlings fetch tithes from the surrounding lands. Inhabitants of the peak's surrounds were largely content with their lot; lazy dragons are much less of a nuisance than ambitious ones, and kobolds are easy enough to deal with. This new dragon, however, keeps stealing their tools.

Redriver. The settlement of Redriver is the largest of the local mining towns, with a population of a little over 2,000, consisting mostly of dwarves and humans. Though far from other major settlements, the town is prosperous. From a bird's eye view, it appears like a grey-black spread of refineries, smithies, and craftspeople, ringed by mining works and piles of waste material known as tailings.

The path up to the Order of Haem's dilapidated monastery starts a short distance outside the town, an offshoot from a well-travelled route around the mountain. When the party is here, this is a good place to introduce the 'en-route' clues on the previous pages. The environment is unique; you can use the following examples to illustrate this:

- Shards of dark-grey crystal thrust up out of the ground, rippling with rainbow shimmers.
- An angular beetle flies noiselessly on stationary, outstretched wings, a ball of goat dung held in its feet.
- An inquisitive herd of goats eye the party from the sheer face of a cliff. Their horns appear warped to create sharp right-angles, almost forming squares atop their heads.
- The water from streams in the area tastes of blood. There is no blood; it's just the orange-tinted, iron-rich water that flows from the mountain. Even the snow further up the mountain has a slight yellow tint to it.

Torhaem's Lair

Upon approaching the entrance to the monastery-turned-lair, you can show the party Map 12.1. Haemspire Monastery and read the following:

> Trudging through the snow, your path turns towards the mountain peak, winding its way up a ravine. The ravine widens to a huge hollow within the mountainside, filled by two colossal statues with blue gems filling the three remaining eye sockets not destroyed. The path falls away on all sides, but ahead, connected by a bridge of icy vines, are a few intact buildings at the foot of a cascade of ruined masonry.

This area (map 12.1) is the location for the following three-wave boss-battle. All locations on this map are part of the dragon's lair.

General Features

The lair has the following features:

Ceilings, Walls & Floors. The entrance to the monastery is open to the sky above. The walls and floor are made of iron-rich rock. The ravine is 500 feet deep.

Floor: Vines. There are two types of vine bridges on this map, the larger, main bridge, and the four smaller vine bridges that connect the main bridge to the statues (A and B on map 12.1, respectively). A creature that attempts to cross a smaller vine bridge must succeed on a **DC 12 Dexterity (Acrobatics)** check to keep its balance. If the creature crawls, it doesn't need to make the check and can cross without incident. A creature knows that these smaller bridges look difficult to cross; make it clear that doing so slowly can help prevent a fall.

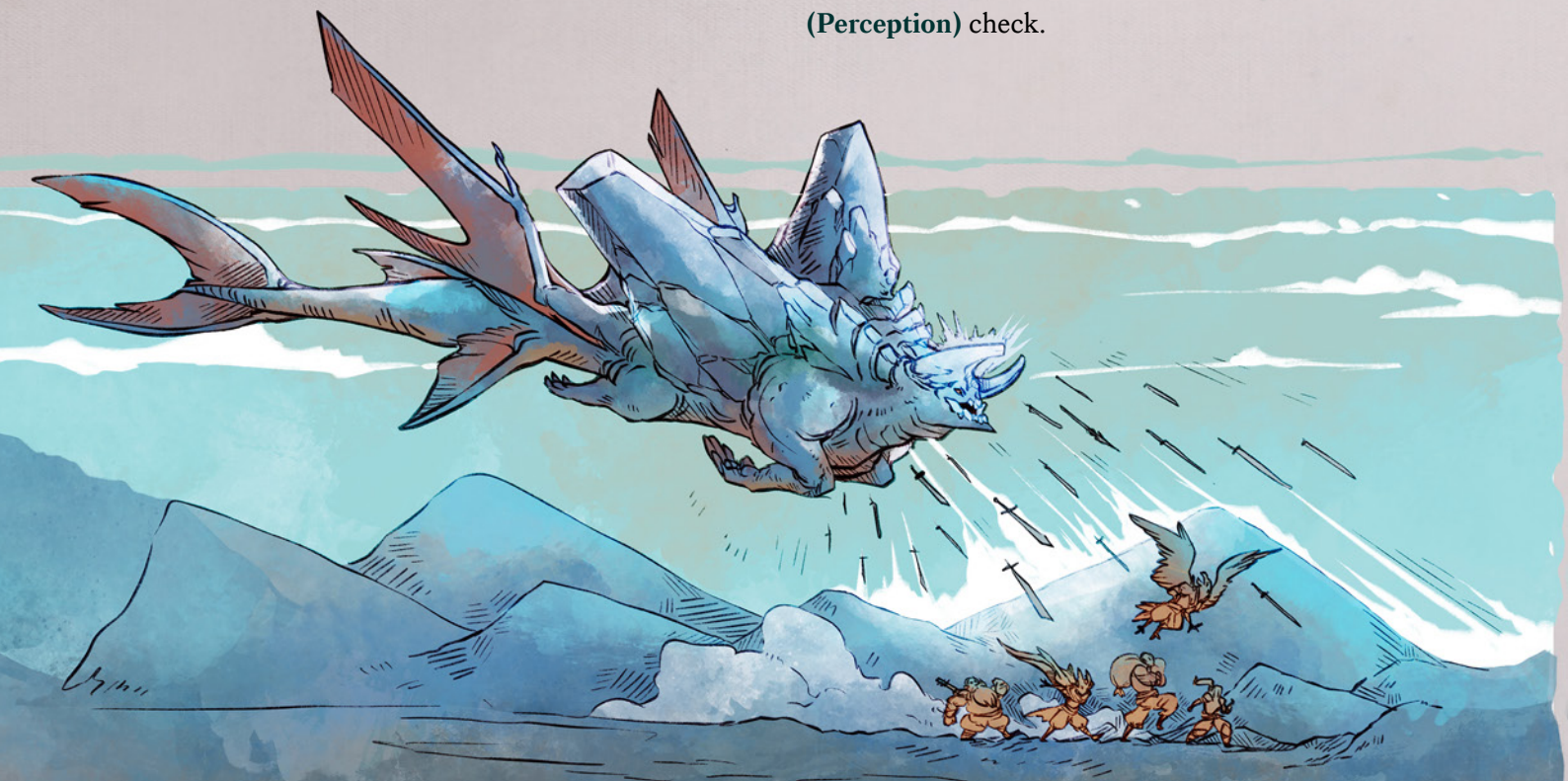
Floor: Statue. The arms and shoulders of the statues are difficult terrain due to their smooth, icy texture. Climbing from the shoulder to the eye or top of the head is a distance of 15 feet and requires a successful **DC 12 Strength (Athletics)** or **Dexterity (Acrobatics)** check. On a failure, a creature uses all its movement but makes no progress. If a creature fails by 5 or more, it falls.

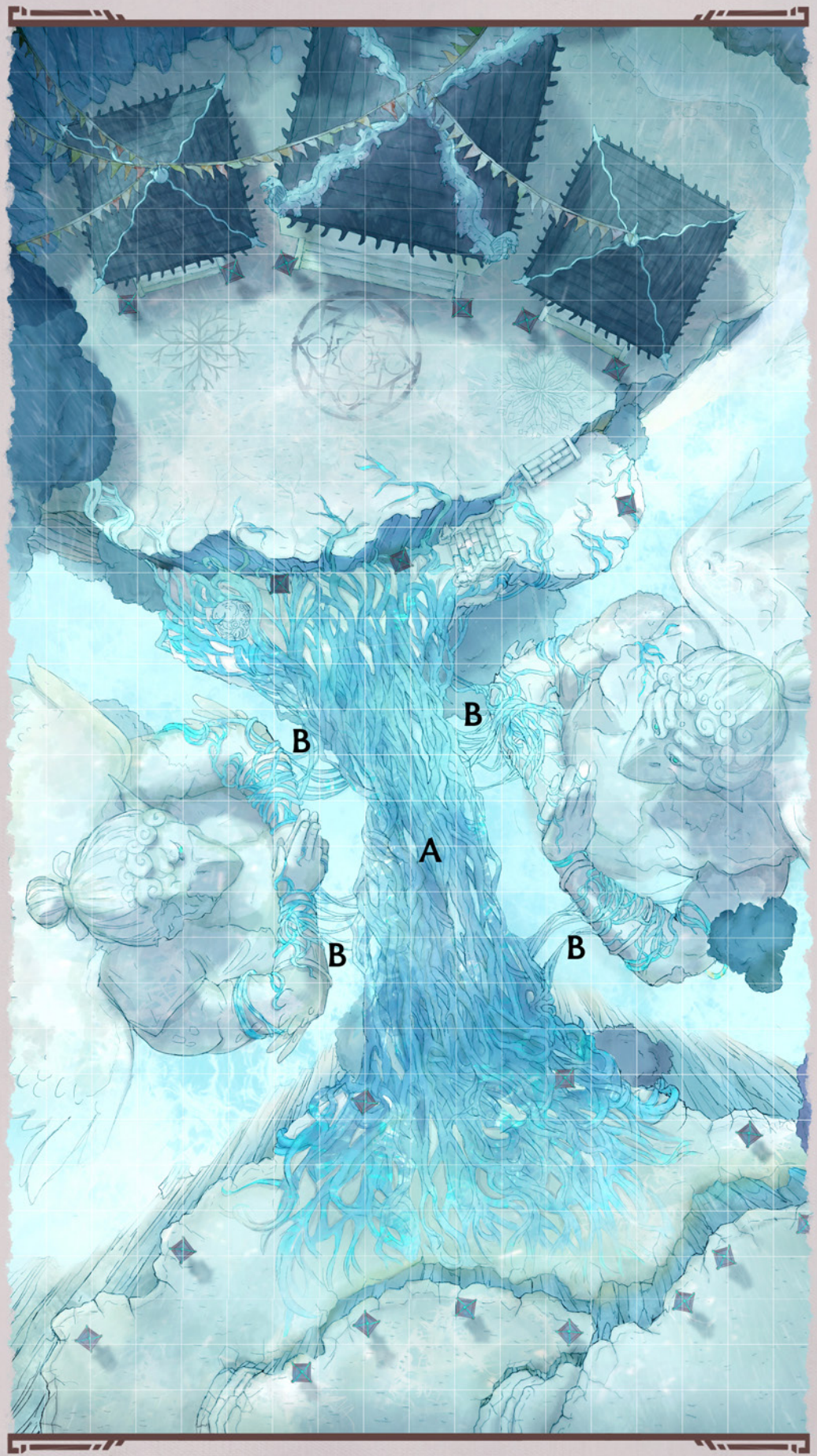
Light. The light depends on the time of day. During the day, clouds frequently form around the lower part of the monastery, partially obscuring the sun. There are no other light sources in the monastery.

Atmosphere. The air is cold, and a cruel wind whips down the mountain, carrying with it a metallic tang reminiscent of old blood. The ground is slippery underfoot.

Hazard: Arcanomagnetic Grounding. Any creature that tries to magically fly within a mile of the monastery by any means other than by magnetic manipulation (like the magnetite dragon) is immediately shunted back towards the ground by a wave of magical force at a rate of **120 feet** per round. A creature that hits the ground in this way can avoid landing **prone** by succeeding on a **VDC Dexterity saving throw**.

Treasure Cave. A cave opening (containing Volrak's hoard, see page 322) can be seen higher up the mountainside with a successful **DC 10 Wisdom (Perception)** check.





1 square = 5 feet

Map 12.1. Haemspire Monastery

Cartographer: Cze and Peku

Cze & Peku; Opposite: Jesse Jackdaw Burns

Optional Rule: Catching Falls

A creature that falls can make a **DC 10 Dexterity saving throw**, catching itself on an edge and arresting its fall on a success.

Animated Magnetite Armour

The Battle Ahead

The upcoming encounter consists of three waves. The first is a complex trap in which the players battle the protective statues and the large vine bridge that have been reactivated by Torhaem's return. The second is against Torhaem's animated paraphernalia. The third wave sees Torhaem herself emerge and represents the chance to end the conflict peacefully. The more wounded she becomes, the easier it is to persuade her. Between waves, perceptive characters might spot Torhaem peering down at them from her cave in the mountainside.

Timing. There is a 30-second (5-round) pause after each wave concludes, giving the party a brief respite. This means effects cast during the first wave with a duration of 1 minute or less expire by the start of the third wave. If it looks like the characters will move off of the edge of the map towards Torhaem's cave, then you can start the next wave early.

Wave 1 ends once the statues and vines are disabled, or once the statues are disabled and all the players are on the north side of the vine bridge. Because of arcanomagnetic repulsion (see below), characters shouldn't be able to progress further north than the front of the monastery buildings. Wave 2 ends when all the animated objects are dispatched or have fallen into the ravine.

Iron & Magic

Even magic weapons and armour still likely contain iron! Unless explicitly stated otherwise (such as with mithral armour, fishfolk scalemail, or a bone weapon), assume that all weapons other than blowguns, bows, slings, quarterstaffs, and whips and all armour except padded, leather, and hide contain iron.

Lair Actions

So long as Torhaem is alive and within her lair, she can evoke the ambient magic to take lair actions during waves 2 and 3. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vmod	Vdam
3rd	12	+4	3 (**1d6**)
9th	15	+7	10 (**3d6**)
16th	17	+9	21 (**6d6**)

Mohammed "Aggi" Bellafquih

Lair Actions. On initiative count 20 (losing initiative ties), Torhaem takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ***Magnetic Waves.*** The monastery's magnetised rock emits a pulse affecting all ferrous metals within the lair. Each creature holding a ferrous weapon or wearing ferrous armour must make a **VDC Strength saving throw**. On a failure, a creature holding a ferrous weapon is disarmed of its weapon, which flies **10 feet** in a random direction, and a creature wearing ferrous armour is knocked **prone**. Roll a **d8** and consult the Random Directions table to determine the direction; if it flies into the ravine, finding the item again is very difficult.

Random Directions

d8	Direction	d8	Direction
1	North	5	South
2	North-east	6	South-west
3	East	7	West
4	South-east	8	North-west

- ***Arcanomagnetic Interference.*** The lair becomes ensconced in an *antimagic field* until initiative count 20 of the next round. Each spellcaster in the lair immediately makes a **DC 10 Perception** check using its spellcasting ability. On a success, it detects the absence of magic in the lair.
- ***Magnetite Shards.*** Razor-sharp shards erupt from the ground in a **20-foot radius** centred on a point within the lair. Each creature in the area must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. Until initiative count 20 of the next round, the area is subject to nonmagical effects identical to the *spike growth* spell.

Wave 1: Traps and Tribulations

The vines and statues that watch the entrance to the monastery are primed to activate as soon as trespassers are detected. Once activated, ribbons of shimmering energy link the statues and vines to a dome of energy around the monastery buildings. This wave is a complex trap composed of two elements: statues and vines. Each of the elements can be foiled in multiple ways.

Arcanomagnetic Repulsion. Any character that seeks to escape the trap to the north by running between the monastery buildings is hit by a wave of force energy. It must succeed a **DC 25 Strength saving throw** or be pushed **10 feet** south and knocked **prone**. The area to the north of the monasteries is difficult terrain until the Statues and Writhing Vines are disabled.

Complex Trap: The Watchers

Trigger. This trap activates as soon as a creature moves within **40 feet** of one of the statues. It remains active until Torhaem uses a bonus action to stop the trap, or the trap's elements are disabled (see Countermeasures, page 318).

Initiative. The trap acts on initiative count 20 and initiative count 10.

Active Elements. The Watchers include two enormous Statues that cast the *ray of frost* cantrip and the Writhing Vines of the vine bridge, which can whip, restrain, and crush creatures. The traps' statistics depend on the hunt level; attack modifiers and saving throws equal the Vmod and VDC, respectively, while a trap's damage is described in the Complex Trap Statistics table, below.

Statues (Initiative 20). Each of the three remaining gems in the statues' eyes casts the *ray of frost* cantrip at a random creature within **40 feet** of the gem, dealing cold damage on a hit.

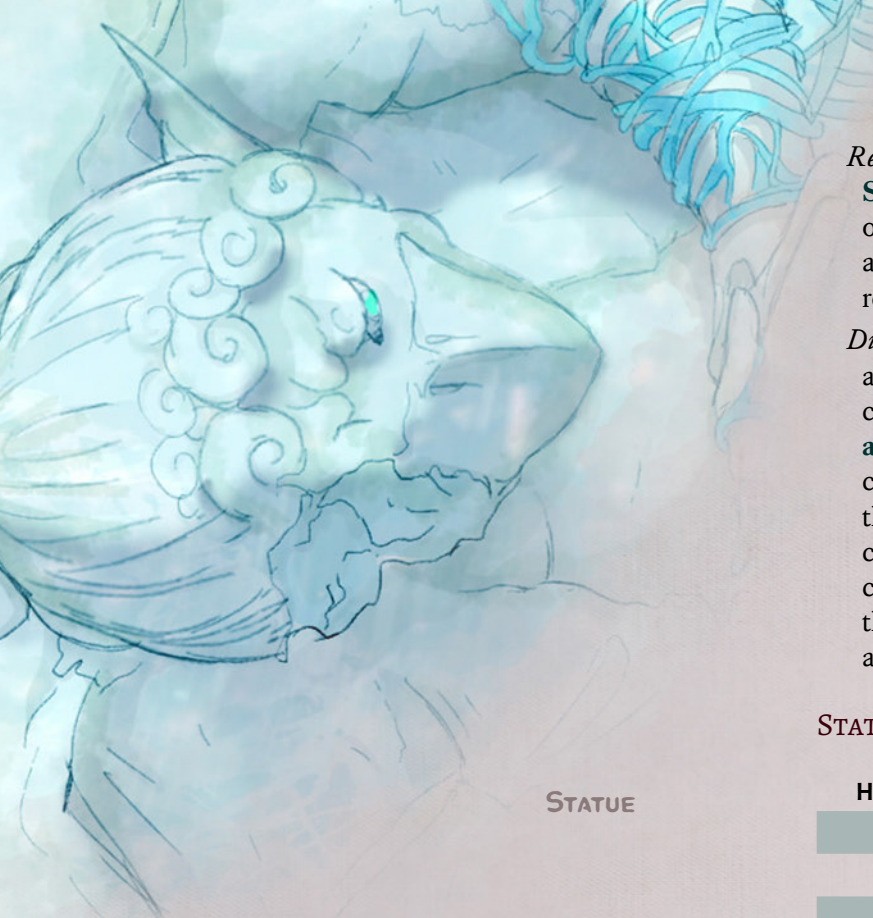
Writhing Vines (Initiative 10). The vines make one attack with their Thorny Vines against each creature within **10 feet** of them. In addition to the slashing damage the vines deal on a hit, the target must succeed on a **VDC Strength saving throw** or be pulled up to **10 feet** closer to the centre of the bridge.

Complex Trap Statistics

Hunt Level	Ray of Frost Damage	Thorny Vine Damage
3rd	4 (**1d8**)	3 (**1d6**)
9th	13 (**3d8**)	7 (**2d6**)
16th	22 (**5d8**)	10 (**3d6**)

Dynamic Elements. The Statues become more dangerous when damaged in certain ways.

Statues. When an eye's gem is disabled, destroyed or removed, the trap's power gets rerouted to the remaining gems. The attack modifier and damage of the remaining gems increases according to the hunt level, as shown in the Statues' Power Enhancement table.



Statue

Statues' Power Enhancement

	Per Eye-Gem Destroyed	
Hunt Level	**Attack Modifier Increase**	**Damage Increase**
3rd	+1	+4 (**1d8**)
9th	+2	+9 (**2d8**)
16th	+3	+13 (**3d8**)

Constant Elements. The Writhing Vines make one Thorny Vine attack against each creature that ends its turn on the vine bridge.

Writhing Vines. The vines make one attack against each creature that ends its turn on any bridge. On a hit, it deals the thorny vines slashing damage and a creature must succeed on a **VDC Strength saving throw** or become **restrained** (escape DC equals VDC).

Countermeasures. There are a few ways that the trap can be disabled.

Disable the Statues. Characters can smash the eye gems, pluck them out, or dispel their magic. The AC, hit points, and DC of any ability checks depends on the hunt's level (see Countermeasure Statistics below).

Attack: A creature can damage the gems with spells or attacks.

Removal: **VDC Dexterity (thieves' tools)** or **Strength (Athletics)**. A creature within reach of one of the gems can try to pry it free as an action. Two successful checks are required to remove each gem.

Dispel: **VDC Spellcasting Ability (Arcana)**. As an action, a creature with a spellcasting feature can make an **Arcana** check using its **spellcasting ability modifier** to attempt to disable a gem's arcane programming. After two successful checks, the gem is disabled. If the *dispel magic* spell is cast to disable the gems, consult the Spell Level column in the table below to determine whether the spell automatically succeeds or requires an ability check, as per *dispel magic*'s description.

Statues' Countermeasures Statistics

Hunt Level	AC	Hit Points	Spell Level
3rd	14	10	3rd
9th	16	20	5th
16th	17	30	7th

Disable the Writhing Vines. Characters can attack the vines or attempt to calm them. The AC, hit points, and DC of any ability checks depends on the hunt's level. If the vines are reduced to 0 hit points, the bridge falls into the ravine.

Attack: A creature can damage the vines with spells or attacks. The vines have **vulnerability** to fire damage and automatically fail **Dexterity saving throws**.

Sooth: **VDC Wisdom (Animal Handling** or **Nature)**. A creature within reach of the vines can attempt to soothe them, making a **Wisdom (Animal Handling** or **Nature)** check as an action. Each successful check reduces the Thorny Vines' attack modifier by 2. Once the check has been succeeded three times, the bridge no longer attacks creatures and is considered disabled.

Writhing Vines' Countermeasures Statistics

Hunt Level	AC	Hit Points
3rd	10	30
9th	12	60
16th	14	90

Cze & Peku

Narrating Success—Wave 1

Your players need to know if their actions have an effect, especially when a complex trap requires multiple successes to disable an element. You might describe prying a gem free like so: "With the crack of the stone eyelid, the gem pivots, half free of its enclosure. One more push should do it." For the vines you could say: "As you accompany your gentle words with soothing gestures, the vines writhe less fiercely. They still attempt to grasp you, but with less ferocity than before."

Wave 2: The Animated

When wave 2 starts, read or paraphrase the following:

> With a metallic rattle and clanging, various weapons, cutlery, and armour burst from the monastery buildings. The wind whips more cruelly as it howls down the ravine, urging the interlopers to flee. Rocks cascade down the slope and into the ravine from a looming figure in the cave far above.

Enemies

This wave involves a swarm of magnetically-animated weapons, cutlery, and armour.

Heat Sensitive Magnetism. If any of the enemy creatures in this wave take fire damage of a certain amount or more in a single instance (see Heat Sensitive Threshold table), the creature becomes **incapacitated**, falls **prone**, and has its speed reduced to **0 feet** until the end of its next turn.

Magnetite Weapons

Mohammed "Aggi" Bellafquih

Heat Sensitive Threshold

Hunt Level	Fire Damage Required
3rd	5
9th	10
16th	15

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

- 1 **swarm of cutlery*** (CR 2)
- 1 **animated armor** (CR 1)
- 3 **flying swords** (CR ¼)

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

- 1 **magnetite armour*** (CR 6)
- 3 **flying magnetite weapons*** (CR 3)
- 2 **swarms of cutlery*** (CR 2)

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

- 1 **magnetite golem*** (CR 15)
- 4 **flying magnetite weapons*** (CR 3)
- 4 **swarms of cutlery*** (CR 2)

*See Appendix C
As an **iron golem but with Cold Absorption instead of Fire Absorption.

Tactics

All combatants fight with no sense of self-preservation; they are mindless puppets of Torhaem and the latent magic of the monastery. As all these creatures fly through magnetism, they are unhindered by the area's Arcanomagnetic Grounding. Torhaem is savvy enough to use the weapons' and armour's high Strength modifiers to attempt to shove misplaced characters off the cliff. If a character without many hit points has stayed on the south side of the bridge, the flying weapons can skirt around the statues to safely close the distance. The creatures remain dispersed to prevent them being incapacitated by fiery areas of effect.

Lair Actions. Torhaem begins using lair actions in wave 2. She uses the Magnetic Waves and Arcanomagnetic Interference at opportune moments, causing disarmed weapons to disappear into the ravine and adventurers to fall to their doom.

Easier Tactics. If the players are struggling, you can let the flying creatures position themselves over the ravine. When these creatures next take fire damage (assuming your players have caught on to that clue), they fall into the ravine and leave the encounter.

Wave 3: Torhaem

Torhaem descends to attack the adventurers, calling them "Thieves! Trespassers! Vandals!" She repeats this mantra at the start of each of her turns. Initially, she speaks in Draconic. However, when she has fewer than half her hit points, she switches to Common. Read or paraphrase the following:

> Noiselessly, the enormous, iridescent grey form of a dragon descends from a cave higher up in the mountain, clawing itself to a stop on the scree slope above the monastery. The howling bite of the icy wind is lost in a cacophony of crashing boulders and falling rocks that tumble into the ravine below. With a mighty roar, the dragon bellows: "*Ru'akram*! *Volli*! *Dishkalar*!"

Wonky Magnetism. When the party meet Torhaem, the character with the highest passive Perception notices that the dragon seems to be missing a chunk from one of her horns.

Persuading Torhaem

The party can persuade Torhaem to cease hostilities by making three successful **Charisma (Persuasion)** checks. As the fight wears Torhaem down, she becomes easier to persuade as indicated in the Effect of Hit Points on Persuasion DC table.

Effect of Hit Points on Persuasion DC

Hunt Level 3		Hunt Level 9		Hunt Level 16	
Hit Points	**DC**	**Hit Points**	**DC**	**Hit Points**	**DC**
63+	20	129+	24	275+	28
42-62	15	86-128	18	183-274	21
21-41	10	43-85	12	91-182	14
1-20	5	1-42	6	1-90	7

The Horn. If the party offers to return her horn, the Persuasion DC decreases by **10**.

Action Economy. The more effort a character makes to persuade Torhaem, the more likely she is to listen. Explain this system to your players so they can weigh the risks and rewards themselves.

- If a creature uses its action to try to parlay with Torhaem, it has **advantage** on its check.
- If a creature uses a bonus action, the check is made normally.
- If a creature uses just its speech and no action, the check is made with **disadvantage**.

Enemies

Torhaem descends to fight for her home and teach the trespassers a lesson for vandalising her statues.

Level 3. At 3rd level, the wave 3 combatant is:

- 1 **young magnetite dragon*** (CR 5)

Level 9. At 9th level, the wave 3 combatant is:

- 1 **adult magnetite dragon*** (CR 14)

Level 16. At 16th level, the wave 3 combatant is:

- 1 **ancient magnetite dragon*** (CR 22)

*See Appendix C. Torhaem's Arcanomagnetic Repulsion trait does not function while her horn is broken.

Tactics

Torhaem is not quick to judge, nor is she evil. Accordingly, she takes it easier on the adventurers while she has more than three-quarters of her hit point maximum, particularly in the 3rd-level hunt. If it's clear the party are not pursuing a peaceful resolution by the time she hits this threshold, she ramps up her lethality and tactical awareness. She is an intelligent and combat-savvy tactician and targets creatures likely to fail their saving throws against her various abilities. For example:

- Torhaem prefers to keep to the skies, exploit the Arcanomagnetic Grounding effect of her lair. She barrages creatures from a distance with her Sword Shot and Storm of Swords breath weapon.
- Torhaem descends to grapple creatures, returning to the skies to bite and claw them or, if they manage to escape, to drop them into the ravine.
- Torhaem uses the Magnetite Shards lair action to force creatures into unfavourable locations. If creatures stand near the Magnetite Shards or near a cliff, she uses Repulsion Breath or Blood Bend to shove them either through the *spike growth* effect or off of the cliff.

Prompting Peace. To encourage your players towards a non-combat solution, you can have her ask them why they're vandalising her home once she has a quarter of her hit points or fewer. At this point, if any mention is made of her stealing Redriver's tools in response to these questions, she stops attacking immediately. Otherwise, Torhaem has nowhere else to go, so she attempts to flee only if reduced to one-tenth of her hit points or fewer.

Opposite: Jesse Jackdaw Burns

Aftermath

After the hunt concludes, you can take the story in a variety of directions. The options below list some possibilities.

- If Torhaem is killed, Volrak (a **young**, **adult**, or **ancient red dragon**, depending on if this hunt was run at level 3, 9, or 16, respectively) returns, seeking to claim his domain with renewed ambition. He becomes the tyrannical overlord of Redriver, whose economy struggles to recover.
- If Torhaem lives, Redriver's economy flourishes once more.
- If Torhaem lives, the Order of Haem is restored as Torhaem sends out messengers to satellite monasteries. Monks of Haem can help the party at an opportune moment, whenever they're in dire straits.
- Success or failure, kobolds ousted by Torhaem plague the nearby area. This can lead smoothly into the Mecha Koboldzilla hunt (Chapter 17, page 401).

Cacophonics

When the party returns to the Loot Tavern (or wherever you decide they should meet Cacophonics the bard), he immediately questions them for details of their adventure. As usual, he picks the best bits and makes up some stuff using his 'poetic license'. A short time later he has a song written with the following lyrics, the final verse of which differs depending on whether the party killed Torhaem, or pursued a more diplomatic option:

A wingéd tyrant from the skies
Unseen to any human eyes
All metal she would magnetise
She called this place her home.

Her lineage she would defend
So Haemspire she would ascend
And fight her battle 'till the end
And try and claim her throne.

This problem laid down at their feet
Our travellers chose to brave the heat
And work out how to best proceed
So would they try to fight?

[Peaceful Resolution]
They took their questions to the peak
Resolved the issues with their speech
The dragon lived in harmony
With the town down far below.

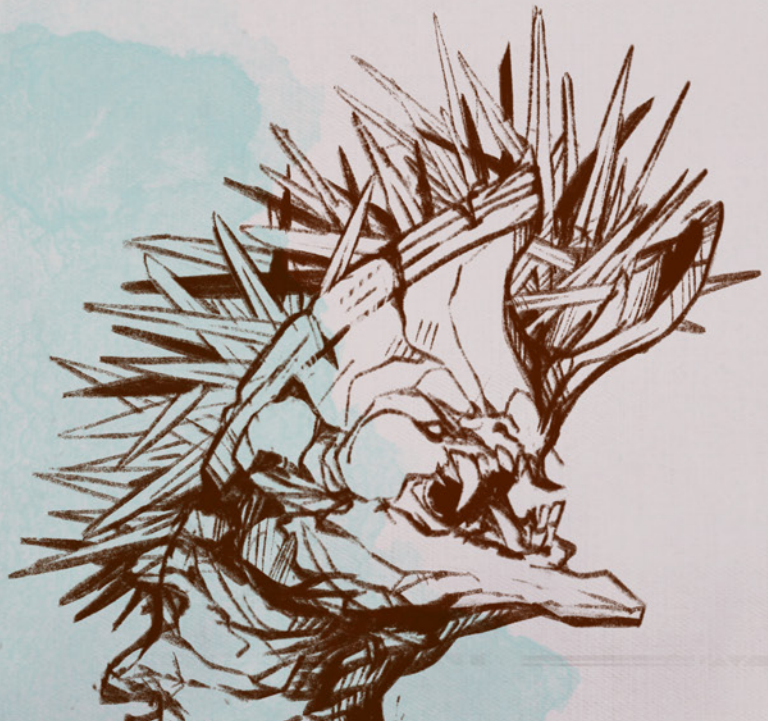
[Combat Resolution]
They took their weapons to the peak
Engaged in battle, slayed the beast
And now the town may live in peace
Or so the story goes.

Peaceful

Combat

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/MagnetitePeace
heliana.lt/MagnetiteWar



Treasure

Within the hoard (found within the cave above the monastery) gathered by Volrak are the following treasures, including a *wyrm's breath grenade* and a *snow wolf cowl*.

Dragon's Treasure Hoard

Hunt Level	Coins	Gems	*Wyrm's breath grenade*	*Snow wolf cowl*
3rd	1d6 x 500 sp 3d6 x 50 gp	1d4 diamonds (25 gp each) 1d4 gems (25 gp each)	Rare	Uncommon
9th	4d6 x 200 gp 1d6 x 10 pp	1d6 diamonds (50 gp each) 3d6 gems (50 gp each)	Very rare	Rare
16th	6d6 x 300 gp 1d6 x 20 pp	1d6 diamonds (100 gp each) 6d6 gems (50 gp each)	Legendary	Very rare

Wyrm's Breath Grenade

Harvesting

Whether Torhaem is killed or not, there is a corpse the players can harvest. If the players opt for the peaceful solution, Torhaem shows them to the treasure hoard and to a secret sanctum that contains the magically preserved body of her mother, Lorhaem, an Adult (level 3 or 9) or Ancient (level 16) Magnetite Dragon. The sanctum is magically warded and can't be found by any means short of a *wish* spell unless Torhaem guides the players to it.

Torhaem has no need for the gold, nor the corpse, and offers it freely to the party so that her body may sustain the fight to keep balance within the Material Plane. Once the party begins harvesting the body, the preserving magics are dispelled.

Harvest: Magnetite Dragon. Magnetite dragons have the following unique components in addition to ones normal for a dragon. The food component for the unique recipe is *magnetite flesh*.

- If Torhaem is killed, the party already has the *magnetite horn,* which is an uncommon, socketable magic item.
- If Torhaem lives, then you can reveal that Lorhaem's horns was also broken during the fight that killed her and can thus be harvested with a DC of 0.

Magnetite Dragon's Harvest Table

Component DC	Components
5	*Magnetite flesh*[E] (∞)
10	*Magnetite bone* (up to 10)
15	*Pouch of magnetite scales* (up to 10)
20	*Magnetite horn* (up to 2*)

*Torhaem and Lorhaem both have a broken magnetite horn, so have only 1 available for harvest.

Magnetite Horn

Mohammed "Aggi" Bellafquih

Crafting

The following unique items can be crafted from the magnetite dragon's unique monster components.

Magnetite Dragon's Craftable Items

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value**
Haemscale	Armour (medium or heavy)	Uncommon	Required	*Pouch of magnetite scales*	*Frail*	1,200 gp
		Rare			*Robust*	4,000 gp
		Legendary			*Mythic*	13,000 gp
Haemstrike	Weapon (any hammer*)	Uncommon	Optional	*Magnetite bone*	*Frail*	1,000 gp
		Rare			*Robust*	3,500 gp
		Very rare			*Potent*	11,000 gp
Shard Crown	Wondrous item	Rare	Required	*Magnetite horn*	*Robust*	2,800 gp
		Very rare			*Potent*	10,000 gp
		Legendary			*Mythic*	41,600 gp

*Includes club, greatclub, light hammer, mace, maul, and warhammer.
**This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

Jesse "Jackdaw" Burns

THE VEILED LADY
CHAPTER 13
4TH, 10TH, 15TH LEVEL
"KEEP THE BARD FAR
AWAY FROM IT."
HELIANA

Introduction

This hunt, *The Veiled Lady*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **4**, **10**, or **15**. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 5th level, one-third of the way to 10th level, or one-half of the way to 15th level. The adventurers must investigate a strange rot that has infested a town, ruining the crops, killing the livestock, but leaving the townsfolk strangely unharmed.

After gathering information about this rot, the adventurers must delve into a cave system connected to the town's sewers. Here, the fungal colony has its lair, which forms the setting of a two-wave boss battle. This battle is **deadly** and uses the party's entire daily XP budget. Equipment for an extended fight, spells and effects that deal radiant damage, and proficiency in the Nature skill will aid the party in this endeavour.

Background

The sewers of Aramachi intersect with a cave system leading to The Low, a vast subterranean network of caves, mines, and settlements home to creatures of the dark. From this gloomy, damp expanse, a satellite colony of hyphans—a race of sentient fungus—has emerged. Its vast hyphal network has penetrated earth and rock, seeking the nutrient resources of surface-dwelling organisms.

The Veiled Lady is the mouthpiece of this fungal colony. It possesses a system of morality and order entirely alien to surface-dwelling humanoids; it believes all organic matter is just a resource waiting to be assimilated into its network and has no concept of 'murder'. All creatures under the colony's influence connect to its heart via a hive mind.

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This is actually the third rot the colony has caused in its inexorable search for nutrients. The first rot caused a plague, killing scores of townsfolk. The second targeted cellulose, decimating the local woodland and laying waste to many of the townsfolk's houses. This third rot targets beasts and crops: half of the town's livestock and harvest have been ruined in the fortnight since it was first detected.

During each rot, the town's mayor has contacted Heliana, who has dutifully sent an adventuring party in response. These parties tracked the rot to the sewers but were infested by the Veiled Lady. The Lady read the adventurers' minds and learned of the potential conflict the colony's actions would bring about if it continued destroying the town above. In an effort to ensure its preservation, the colony changed its physiology and tactics to target different food sources. In a further act of subterfuge, the Veiled Lady returned one fungus-infested adventurer from each party to Heliana, where they explained that "there was nothing out of the ordinary."

Summary

Here's the main info to digest:

- **Which Monster?** A fungal colony. The mouthpiece through which the colony interacts with adventurers is a humanoid-shaped creature called the Veiled Lady. The colony has a heart which, if destroyed, adversely affects all the members of its hive mind.
- **Monster's Motivation.** The colony is seeking to expand. Survival and finding a source of sustenance are its main motivations. Its search for resources keeps bringing adventurers to slay it, which is conflicting with its next priority: staying hidden to avoid conflict.
- **Monster's Previous Actions.** The hyphan colony is killing and decomposing the crops and livestock around Aramachi. The colony has caused two previous rots within the past year. During the first, the townsfolk caught a plague. During the second, the town's wooden buildings and the nearby forest were afflicted by a dry rot.
- **Where's the Monster?** The colony can be found in the cave system adjacent to the town's sewers. Its fungal 'heart' is hidden in a sealed cave and can only be found by defeating the Veiled Lady.

Adventure Hooks

Stinky sewers, ferocious fungi, and a high chance of death... Don't mention any of those when you drop the following adventure hooks for your players. Use as many as necessary to tick everyone's 'motivation box'.

- ***Curiosity: The Absent Adventurer.*** Twice before, Aramachi has sent a request to Heliana for adventurers to deal with a rot. Both times, an adventurer returned saying they hadn't found anything. Both times, the rot disappeared. The first adventurer returned to Aramachi but was never seen again. The second, Heliana has kept restrained in the dark of Lut's basement where he has begun to 'blossom' (see Clue 3, page 331). Though hesitant to send more adventurers to their doom, Heliana wants this rot dealt with once and for all.
- ***Morality: Rotting Rations.*** Without immediate intervention, Aramachi faces starvation. The harvest has been decimated and, if this rot isn't

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curtailed, there won't be any harvest at all! The lives of the townspeople are at stake and the town's mayor has decreed that whatever is causing the rot must be dealt with.

- ***Compensation: Sabotaged Smugglers.*** Smugglers that use the sewer and cave system for transporting their treasures can be overheard complaining in the tavern. Something has been rotting their smuggled exotic animals, and the tobacco, halfleaf, and rum is putrefied. Something deeper in the cave system is bad for business and needs sorting. The smugglers use the Loot Tavern* as an interdimensional crossroads.

*Not playing in the Loot Tavern? No problem; omit this sentence!

Mulch, a druid of the Blossom Union specialising in decomposition, has been investigating the fungal imbalance around Aramachi. They deliver the town's request for adventurers and can act as the party's primary contact for this quest. You can use them to share insights learned from interviewing the townsfolk by using the 'Mulch' paragraphs in Know Thy Enemy (page 328).

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
4th	2,200 gp	950
10th	11,500 gp	7,000
15th	27,000 gp	15,000

*Includes all scripted monsters, averaged for 4 player characters.

Mulch

Mulch is a non-binary tanukin—a subrace of sentient raccoons known as rakin—with a penchant for mischief and an incredible propensity for deadpan humour. Mulch's reputation amongst their Blossom Union siblings is delicate: though regarded as one of the foremost experts on decomposition within the Union, their relationship with Archdruid Xyxl turned sour after Mulch grew a small amount of psychedelic mushrooms on Xyxl's morning porridge.

At any given moment, Mulch is likely partaking in a consciousness-enhancing experiment of some kind. Psychedelic mushrooms, hallucinogenic frogs, or moulded tea: Mulch aims to try them all. To the layman, this is commonly interpreted as them being slightly distractible, especially around bright colours or rhythmic music. They are perpetually dirty, their clothes home to all manner of small beasts, and they ignore almost all social norms, such as covering your mouth when you yawn.

Mulch

Humanoid (rakin), druid, they/them

Personality. Curious, enthusiastic, overthinker.

Physical. Short, bug-eyed, calico-furred, dressed in orange and pink.

Desire. Cultivate new and unique species of fungi.

Fear. Bureaucracy, paperwork, and chores.

"Would you care for a smoke? Perhaps something stronger? I think I have some psilocibin..."

Mulch

Jesse Jackdaw Burns

Know Thy Enemy

Mulch, drawn to Aramachi by rumours of a strange plague-rot, has briefly reconnoitered the area and has some insights to share. These are detailed in the Mulch and Heliana paragraphs below. Alternatively, if your players prefer to get in the field and do their own investigating, you can use the 'Exploration' paragraphs to impart the clues to your players. The clues are:

- The rot is capable of messing with creatures' minds.
- The rot consumes dead and dying organic matter to heal itself.
- The rot likes the damp and dark; it is sickened by radiant damage and is **immune** to necrotic damage.

Clue 1: Mindbending

As a defence mechanism to repel intruders, the colony can infect creatures with biomantic curses. Some of these effects involve mind control and modifying memories. This is how it sent adventurers back to Heliana to deliver the misinformation that there was nothing to be found. This clue involves talking to Heliana so she can introduce the party to the last adventurer she sent to tackle this rot: Gus Fushrúm. Alternatively, this individual could have been trapped by Mulch in the basement of an inn in Aramachi.

Heliana. Heliana briefs the party on the previous adventurers she sent:

- She has sent two groups to deal with two similar, but slightly different rots.
- The first rot was a plague that targeted people.
- The second infected all the trees and houses.
- Each time, only one adventurer returned. Both times the adventurer said 'there was nothing to be found'.
- The second time, she didn't let the adventurer leave, and currently has him trapped in the basement.

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When Heliana reads the request for adventurers, you can read the following:

> Heliana frowns at the parchment in her hand "Huh… this one again, eh? I already sent two groups to deal with something like this over the past year. Full disclosure: only one returned alive each time. And 'alive' is a stretch…" She reaches for a journal and flicks back toward the front of the book. "The first rot was a plague affecting people. The second rotted all the wood, both in living trees and in the buildings. Both times I sent adventurers. Both times one returned. Both times they told me they didn't find anythin'. And then the rot disappeared overnight." She gives a grimace, "As for being barely 'alive'… Come with me." She leads the party into the basement to see the infected adventurer.

Infected Adventurer

In a corner of the Loot Tavern's basement is Gus Fushrúm. Though he used to be a ranger, he is now a walking mushroom patch: toadstools sprout from every inch of skin and clothing. His corner of the basement is a diorama of fungal life; an array of colourful fungus of all shapes and sizes blooms from the rock and wood. A ward of glowing blue runes marks off the corner and keeps him (and the mushrooms) from proliferating through the rest of the building.

False Memories. If asked, Gus says he didn't find anything, and that his current condition isn't all that bad. He explains that his party went into the sewers, but just found empty caves. On their way out, a rockfall killed his party and blocked off the caves. These are false memories bestowed by the Veiled Lady; a successful **VDC Wisdom (Insight)** check doesn't detect deception—he believes what he says—but does detect that his answer seems rehearsed.

Restoration. Casting *greater restoration* (or *lesser restoration* in the 4th-level hunt) on Gus removes these false memories. He begins to have a panic attack as he observes his current form and begins ripping off the toadstools, damaging himself. Casting the *calm emotions* spell on Gus or succeeding on a **VDC Charisma (Persuasion)** check to calm him stops him from hurting himself. If he isn't calmed or restrained, he dies within **1 minute**.

True Memories. Once his memories are restored, Gus says that he found a huge pulsing heart in the caves below the sewers. He says the air was thick with spores, and it didn't matter if they held their breath. The spores took root on clothing and skin. His companions, a rogue, sorcerer, and barbarian, were all transformed. Their memories and intentions were picked over by the hive mind. Then, when the fungal heart realised its misstep and the danger it was bringing upon itself, it sent him here to ward off further intruders.

Interrogation. Heliana will intervene if the players try to experiment on Gus. She feels responsible, in part, for his current condition. If she isn't present, the same information in Clues 1 and 2 can be gathered through experimentation on Gus.

Handout 13.1.
Gus Fushrúm

Jesse Jackdaw Burns

Clue 2: Detritivore

The Veiled Lady (and its fungal tendrils) can consume dead (and dying) organisms to heal itself. However, burning corpses with fire or radiant damage, or casting the *gentle repose* spell or similar magic on them, prevents them from being consumed in this way.

Mulch

Mulch divulges the following information:

- The rotting corpses of crops and livestock are covered in a web of white-grey fibres.
- The corpses seem to deflate and dehydrate over time, as if they're being drained.
- Corpses burnt by farmers soon after death don't have any such webbing.

You can read the following:

> Picking a small dung beetle off the end of their nose, Mulch says "It's a detritivore. Detritus: waste, vore: eats. It eats waste. I know that because all the corpses are covered in this mat of webbing that... pulses. Like it's drinking." Mulch takes a swig from a pungent-smelling flask. Whatever it is, it's definitely fermented. "Within a day, a corpse is emaciated — totally dehydrated, like it's been in the sun for a month. You might have noticed that the air 'round Aramachi is thick with smoke. The local farmers have been burning the rotted stuff — they think it stops the spread. I reckon they're onto something."

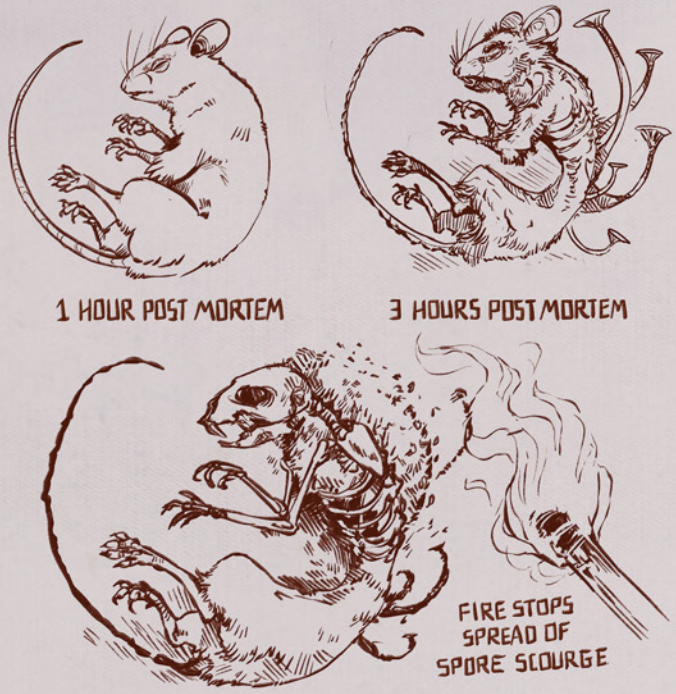
Exploration

Corpses. The corpses of livestock and piles of rotted crops are covered in mats of thin grey-white fibres. If a corpse takes fire or radiant damage, or the *gentle repose* spell or similar magic is cast on it, the mat of fibres wilts and draws away, leaving the corpse alone. A player that chooses to investigate a corpse notices the following:

- On fresh corpses the mat appears to be pulsing.
- Older corpses look deflated, like they've been drained, and the mat's fibres are dry and brittle, as if they're no longer used.
- Thick plumes of black smoke in the distance are being released by piles of burning corpses.

In addition, a creature can make a **DC 12 Intelligence (Nature)** check. On a success, you can reveal the following:

- The fibres look fungal in origin. Fungi typically exist as a network of mycelium in the ground.
- Fungi can be detritivores that feed on dead organic matter.



Handout 13.2.
Rapid Decomposition

Clue 3: Subterranean

The hyphan colony's adaptation to the dark insulation of The Low grants it **immunity** to necrotic damage. However, it is sickened by radiant damage and sunlight.

Mulch

Mulch imparts the following information:

- He thinks the rot is caused by some sort of fungus.
- Decaying energy seems ineffective, while radiation appears to damage it severely.
- Bright sunlight causes the fungus to retreat.

You can read the following:

> "I think it's a strange sort of fungus. Those things are usually susceptible to decaying and burning magic, but this one is unusual." Mulch glances around, showering you all with particles of earth, before leaning in and whispering "I tried the forbidden magic… blight. Didn't do a thing!" They lean back, relaxing. "My moonlight beam made it squirm, however. Burned it real nice," they chuckle. "Where the corpses are in the sun, the webbing is only on the underside. Flip over the corpse and it shrinks back into the ground. Doesn't like light."

Exploration

Experimentation. Corpses in bright daylight have fungal mats only on their underside. If a corpse is flipped over, or the *daylight* spell is cast on a mat of fungal webbing, the fungus retreats, shrinking back into the ground. The players can try dealing different types of damage to the fungal mat, with the following effects:

- Necrotic damage does nothing.
- Radiant damage causes it to writhe and retreat.
- Other damage, such as fire, is as effective as normal, but the fungus grows back slowly afterwards.

Handout 13.3. Searing Light

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Aramachi

Aramachi is a port-town home principally to rakin, birdfolk, humans, and halflings. Originally built around the tower of the wizard, golemancer, and biosmith Doctor Francis Norman Stein, it has bloomed into a compact, bustling hub of activity. The land surrounding Aramachi is famed for the time-dilated grapes from which the infamous reverse-hangover cocktail *reverso* is made, its flavoured-milk cows, and its fields of golden wheat (each ear of which is rumoured to contain one solid gold kernel).

A Rotting Environment. The farmland around Aramachi is known as the 'golden sea' for its vast, rich fields of wheat. In the hills, a great deal of land is given over to raising cattle and sheep. The party can observe the following abnormalities as they explore:

- Vast swathes of the golden sea look like a furry grey carpet from afar, drained of their luscious colour. The plants are covered in mats of grey-white fibres.
- The corpses of emaciated livestock dot the rolling hills, covered in the same grey-white fibres.
- Dead crows and vultures ring several corpses, likewise covered in fibres, the same as the livestock on which they were presumably feasting.
- Dung in the cow fields is white, covered in hairy mats of fibres.
- Plumes of black smoke can be seen from several smallholdings and hamlets. Farmers are burning the corpses and rotted crops.

Random Encounters & Rest. Aramachi is easily accessible by boat, through a forest, or across plains and hills. There is plenty of space at the inns. The surrounding farmland, where the rot is taking place, is an hour's walk from the centre of town.

Aramachi Sewers

A classic stinking sewer, these tunnels and caves are also home to the Shambling Mound gang. These smugglers sneak in contraband via the river at night, storing it in the basements of the various buildings with whom they have tacit agreements. The Shambling Mound gang see themselves as entrepreneurs and businessmen, rather than criminals, but keep their business discreet, nonetheless.

General Features

The sewers have the following features:

Ceilings, Walls, & Floors. The sewers are about 7 feet high, while the smugglers' rooms and caves rise to 12 feet. The walls and floor of the sewers and smugglers' rooms are made of well-cut stone. The deeper caves are formed of water-cut bedrock. Where there is water, it is a uniform 2 feet deep and is difficult terrain.

Doors. Unless stated, all doors are locked and can be unlocked with a successful **VDC + 3 Dexterity (thieves' tools)** check. A creature that fails by 5 or more breaks its tools and jams the lock.

Light. Unless lit, the sewers and smugglers' rooms are dark. Pale, green-white mushrooms dimly light the caves in the north and east sections of the sewer (rooms 6, 11, 12, and 14).

Atmosphere. The air is close and damp. The sewers stink, but the scent in the deeper caves is of a forest in autumn, perfumed with the rich odour of decaying leaves.

Environment: Aura Dampening. The magical nature of the Veiled Lady's lair dampens magical auras (including spells with the word 'aura' in their name). Their radii are reduced so that they affect only the creature from which the aura originates.

Hazard: Fungal Overload. The Veiled Lady and its lair actions can afflict a creature with the *fungal infection* spell (see page 504). If a humanoid is ever affected by this spell for one continuous minute, the creature falls under the control of the Veiled Lady as if by the *dominate person* spell (no maximum duration and no concentration required).

Hazard: Sewage. A creature that ingests any of the sewage water, or that unexpectedly falls under the water's surface, must succeed on a **VDC Constitution saving throw** or be **poisoned** for the next hour.

Edibles. Four rare types of edible fungus can be found within the sewers. They can be correctly identified with a successful **DC 14 Intelligence (Nature)** check, and their properties (all of which are a mix of beneficial and detrimental effects) discerned. The mushrooms lose their potency **1 hour** after they are harvested. A creature that uses its action to eat a mushroom is affected in the following way, depending on the mushroom's type:

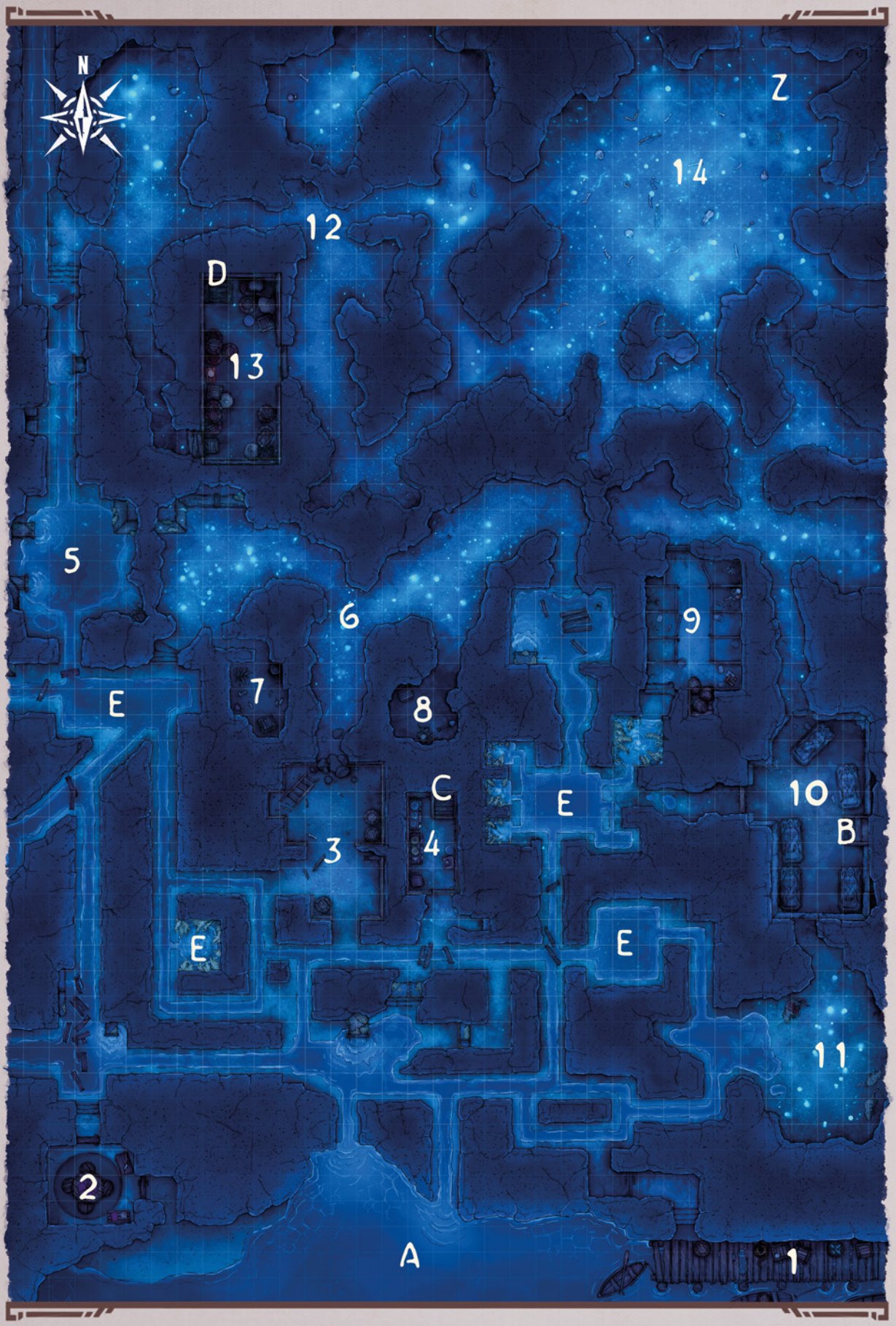
Opposite: Mohammed "Aggi" Bellafquih

- ***Amanita rotgut.*** You take **2d6** poison damage and are **poisoned** for **1 minute**. After the minute elapses, you gain **resistance** to poison damage and are **immune** to the poisoned condition for **1 hour**. This toadstool is red with bright yellow dots.
- ***Noradreno mucorales.*** You are affected by the *haste* spell for **1 minute**. At the start of each of your turns while you are affected by the mushroom, you must succeed on a **DC 15 Constitution saving throw** or be unable to move or take actions until the start of your next turn, as a wave of lethargy sweeps over you. This tall, skinny mushroom is electric-blue and crackles with lightning.
- ***Psilocybin kwikitrippiae.*** You are affected by the *confusion* spell for **10 minutes**. You can make a **DC 15 Constitution saving throw** at the end of each minute, ending the effect on a success. After the effect ends, you gain **advantage** on Wisdom saving throws for **1 hour**. This small, unassuming mushroom is plain brown when looked at directly, but twinkles with rainbow iridescence when in the corner of your eye.
- ***Raging henbane.*** You gain **resistance** to non-magical bludgeoning, piercing, and slashing damage for **1 minute**. At the start of each of your turns, if there is at least one creature within the reach/range of your currently-held weapon, you must immediately use your reaction to make one weapon attack against a randomly determined creature within your reach/range. This jet black mushroom has a tough, bark-like skin.

Entering The Sewers

There are five ways to enter the sewers: via the sewer outfall (A), through one of three buildings (B, C, and D), or through a street drain (E). These correspond to the keyed locations on map 13.1. Aramachi Sewers (page 334). Asking around the town reveals that these three buildings were particularly badly damaged during the last rot and are all freshly repaired.

- ***A—River Entrance.*** By swimming or rowing a boat, the party can approach the sewer outfall. Unless invisible, the party is seen by the people at area 1 - Smuggler's Dock (page 335).
- ***B—White Water Worship.*** A temple to river and sea gods run by his High Frothiness, Mustaf de Luge, Priest of the Rapids (NG male human **priest**). He regularly drinks sea water and is a little mad. If the party asks to see the crypt, he will show them down.
- ***C—Saucery.*** A potion shop run by a lotol named Tink Cha (CG nonbinary **commoner**). They are more than keen to show the party the fungus they've been cultivating in their basement and can inform the party of the mushrooms' properties (see Edibles, page 332).
- ***D—The Three-Eyed Fish.*** A large inn frequented by sailors and urkin vagabonds. The landlady is a female urkin named Madame Poubelle. She lets the adventurers pass for an appropriate bribe (ten times the average party level in gold pieces). She also complains that all she has to serve is beer — everything else is rotted.
- ***E—Drains.*** Entering through a street drain drops the players in a random location marked 'E'.



Map 13.1. Aramachi Sewers Cartographer: Cze & Peku 1 square = 5 feet

Cze & Peku

The following locations are keyed to Map 13.1. Aramachi Sewers (page 334).

1 - Smuggler's Dock

Under an overhang of bedrock, a rickety pier stands on rotted timbers. Three CN **bandits**, Milal (shrewd female halfling), Bodge (happy-go-lucky male human), and Fatakata (suspicious male gnome) are busy loading a rowboat, shuttling the contents from room 3. They are all members of the Shambling Mound gang. Though not immediately hostile, they will question the adventurers if they look to be nosing about. If asked, the bandits will tell the adventurers that mushrooms have been growing in the caves to the north and east.

Rotting Cargo. The gang's smuggled exotic animals (blink squirrels), as well as their tobacco, halfleaf, and rum have begun rotting. Everything is covered in thick white-grey mats of fibres. They're taking what's left upriver.

2 - Smuggler's Office

This surprisingly well-appointed room is occupied by Mechatik Clerk (N female urkin **bandit captain**). Mechatik, leader of the Shambling Mound gang, is anxiously tallying the losses incurred by the rot in a report to 'The Boss'.

3 - Smuggler's Storeroom

Now mostly empty, this damp room is lined with pallets upon which stand barrels and boxes of rotting contraband. A creature can spend 30 minutes to make a **DC 15 Strength (Athletics)** check, removing all the rocks and opening the passageway to room 6 on a success.

Encounter: Bandits. If the bandits or their captain haven't already been encountered, they come to the room for a final check. They approach with loaded crossbows. A character that tries to explain their true purpose can make a **VDC - 3 Charisma (Persuasion)** check. On a success, the bandits back down and explain their plight. On a failure, the bandits attack, believing the party to be thieves, agents of the town watch, or likewise. The bandits surrender if one of their number is killed.

4 - Saucery Basement

Through the locked door to this storage basement, a variety of alchemical scents can be discerned. The shelves are lined with instruments, dried reagents, and books on alchemy. A successful **DC 10 Intelligence (Investigation)** check yields 50 gp of alchemical components.

Edibles. Four small pots are each filled with different mushrooms growing in a small pile of soil: *Amanita rotgut*, *Noradreno mucorales*, *Psilocybin kwikitrippiae*, and *Raging henbane*. Each pot contains two portions of one type of mushroom.

5 - Silt Trap

The floor of this room, obscured beneath the murky water, is much deeper than the rest of the sewers. A creature that walks into this deeper section must succeed on a **DC 14 Dexterity saving throw** or fall beneath the surface. A creature that falls beneath the surface must succeed on a **VDC Constitution saving throw** or be **poisoned** by sewage for **1 hour**.

6 - Fungal Field

The floor of this room is lit by the dim glow of a field of tiny green-white mushrooms.

Hazard: Infectious Spores. When the party first enters this area, each character must make a **Constitution saving throw** against the Infectious Spores lair action (page 339).

Edibles. On a successful **DC 13 Wisdom (Perception)** check, a creature spots a clump of blue *Noradreno mucorales* (see Edibles, page 332). There are two portions of this mushroom.

Treasure: Keys. In the pool on the east side of this room, a set of keys can be spotted swirling in an unending eddy with a successful **DC 10 Wisdom (Perception)** check. They float by virtue of being tied to a piece of cork. They open the door in the north of Room 9.

7 - Cave Camp

A Small creature can access this room by squeezing through the narrow passageway. A **DC 14 Intelligence (Investigation)** check yields two bottles of alchemist's fire amongst the detritus.

8 - Mine

A human skeleton sits hunched in this dark cave. A shovel lies in one corner while planks cover a hole in the floor.

Trap: Powdery Mildew. A creature that examines the skeleton finds that it crumbles into dust, releasing a plume of black spores—the remnants of the plague caused by the first rot. The creature must succeed on a **VDC Constitution saving throw** or take **Vdam** necrotic damage and be afflicted by the *fungal infection* spell's Veiled Lady fungus (see page 504).

Treasure: Hole. In the hole is a skull covered in purple petals (the *infested cultist's skull*, see page 459, Appendix A).

9 - Smuggler's Pens

The bones of small animals litter these floor-to-ceiling metal cages. This is where the smugglers kept their exotic animals. A successful **DC 18 Intelligence (Medicine or Nature)** check identifies the bones as belonging to exotic animals like an arctic camel, a jackalope, and a tigerdillo. The skeletal remains of a halfling are locked in one cage.

Trap: Powdery Mildew. A creature that examines the halfling skeleton finds that it crumbles into dust releasing a plume of black spores; the remnants of the plague caused by the first rot. The creature must succeed on a **VDC Constitution saving throw** or take **Vdam** necrotic damage and be afflicted by the *fungal infection* spell's Veiled Lady fungus (see page 504).

Treasure: Purse. A purse can be removed from the skeleton's grasp without triggering the trap with a successful **DC 20 Dexterity (Sleight of Hand)** check. It contains a number of gold pieces equal to ten times the average party level. On a failure, the powdery mildew trap is triggered.

10 - White Water Crypt

Within this crypt are five sarcophagi. The stone panels of the room are carved with detailed depictions of water nymphs and elementals.

Exits. The panel to the north is heavily damaged and can be knocked down with a successful **DC 15 Strength (Athletics)** check. The panel to the south is more intact, but a successful **DC 12 Wisdom (Perception)** check allows a creature to notice air flowing under and over it; there is open space on the other side. Dealing **20** bludgeoning damage to this wall (**AC 16**) breaks it and attracts the attention of the **priest** and four **acolytes** in the temple above. They enter through the locked door at B to investigate the ruckus.

Encounter: Elementals. Opening a sarcophagus releases elementals that immediately attack. They flee if reduced to half their hit points or fewer.

Number of Elemental Enemies

Hunt Level	Elementals Released
4th	2 ice mephits
10th	1 water elemental
15th	2 water elementals

11 - Rat's Morgue

The fresh corpses of three giant rats, each covered in grey-white fungal mats, lie scattered around this cave. The floor is covered in pale, green-white mushrooms that shed a dim light.

Hazard: Infectious Spores. When the party first enters this area, each creature must make a **Constitution saving throw** against the Infectious Spores lair action (page 339).

Edibles. A successful **DC 15 Wisdom (Perception)** check allows a creature to spot a clump of black *Raging henbane* (see Edibles, page 332). There are two portions of this mushroom.

Investigation. A successful **DC 14 Intelligence (Investigation** or **Nature)** check reveals that these mats directly connect with the mushrooms on the floor. As a character watches, they can see the toadstools slowly swelling, growing in size.

12 - Fungal Labyrinth

The air within these winding caves is visibly thick with spores. The bones of cave-dwelling beasts, like rats, bats, and giant gnats, form a crunchy carpet beneath the dimly glowing fungus that covers the floor.

Hazard: Dense Infectious Spores. When the party first enters this area, each creature must make a **Constitution saving throw** against the Infectious Spores lair action (page 339). The spores here are so dense that creatures must make further saving throws at regular intervals. See the sidebar on the following page for ideas on how to decide when to ask for saving throws.

Edibles. A successful **DC 13 Wisdom (Perception)** check spots a clump of red *Amanita rotgut* (see Edibles, page 332). There is one portion of this mushroom.

Jesse Jackdaw Burns

Time and Dense Infectious Spores

If you're unsure of how many saves to ask for, you can use the following rules:

Check-based. After a creature makes an ability check, ask each player to make a save.

Distance-based. For every 150 feet the party moves (they are probably moving slower than combat speed unless they explicitly state otherwise), ask each player to make a save.

13 - Three-Eyed Fish

The basement of the inn is filled with barrels of beer, hanging rotted meat, and sacks of rotting vegetables. The door to the east is locked, but broken panelling in the southwest corner can be pulled loose with a successful **DC 12 Strength (Athletics)** check.

Investigation. A **DC 14 Intelligence (Investigation)** check reveals that, although the hanging, cured meat is rotted and covered in the familiar white-grey fibres, the beer seems to be completely unharmed (it contains yeast and so is immune to the fungal rot).

14 - The Veiled Lady

The fungal activity seems to concentrate in this nexus; finger-like grey-white tendrils run down the walls from the ceiling to the floor below. The floor is thick with glowing toadstools and crunchy with the bones of small, desiccated beasts. In the middle of it all stands a vaguely humanoid figure, the Veiled Lady. This is the location of wave 1 of the boss battle (see The Battle Ahead, page 338).

The Battle Ahead

The upcoming battle consists of two phases. In the first, the Veiled Lady tries to distract the players while hemming them in with necrotic puffballs. It doesn't give them the option to leave, inevitably leading to a violent confrontation. Once the Veiled Lady and its swarm spawner fungi are destroyed, the floor collapses, delivering the party to the heart of the fungal colony. Here the characters face off against three guardians, the adventurers Heliana sent during the previous rot.

Timing. The first wave ends when all the swarm spawner fungi and the Veiled Lady (or, in the 15th-level version, the Veiled Lady in its mythic state) are destroyed. The floor then collapses and the second wave begins.

Helping Hand. If things are going poorly for your party, feel free to have one of the NPCs the party previously encountered arrive and give aid in the form of healing or healing potions. For example, Mustaf de Luge, priest of White Water Worship, might be drawn by the noise while visiting the crypt and cast the *mass healing word* spell from beyond the fields of puffball fungus. The bandits, or Tink Cha the alchemist, might throw a potion that shatters on impact, healing some of the party members for **4d4 +4**. Observing the danger, none of these individuals are likely to stay long before retreating. These NPCs might even assist the party in escaping if you choose to use the optional ending (see page 343).

Lair Actions

The colony's hive mind is routed through its fungal heart, hidden deep in the cave system (see map 13.2). So long as this fungal heart is alive and within its lair, it can evoke the ambient magic to take lair actions. The fungal heart's layer includes the entirety of maps 13.1 and 13.2. The DCs and damage of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vmod	Vdam
4th	12	+4	3 (**1d6**)
10th	15	+7	10 (**3d6**)
15th	17	+9	21 (**6d6**)

GM Tip

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Jesse Jackdaw Burns

Lair Actions. On initiative count 20 (losing initiative ties), the fungal heart takes a lair action to cause one of the following effects. The heart can't take the same lair action two rounds in a row.

- ***Infectious Spores.*** The heart chooses one point within the lair. A variety of small mushrooms grow around it, releasing their spores and casting the *fungal infection* spell centred on that point.
- ***Mindfunk Spores.*** The heart chooses one creature within the lair, shooting a spray of spore-containing acid at it from a nearby toadstool. Make a ranged weapon attack against the target (**Vmod** to hit). On a hit, the target takes **Vdam** acid damage and must succeed on a **VDC Wisdom saving throw** or be affected by the *dominate person* spell until the end of its next turn. The heart can't use this lair action again until it has used a different one.
- ***Sprout Puffballs.*** Grey-black puffballs sprout in a 10-foot square within the lair. Each 5-foot square area of puffballs has AC 5, 1 hit point, **immunity** to necrotic damage, and **immunity** to all conditions bar petrification. The puffballs automatically fail all saving throws.

The puffballs erupt if they take any damage or if a creature moves into their space, immediately destroying a 5-foot square. Each creature within 5 feet of the puffballs when they erupt must make a **VDC Constitution saving throw**, taking **Vdam** necrotic damage on a failure, or half as much damage on a success.

Wave 1: Veiled Lady

The Veiled Lady is waiting for the party and communicates with them telepathically using mental images and emotions. When the party arrives in room 14 you can read or paraphrase the following:

> A huge humanoid figure in a flowing gown stands alone in the centre of a large, fungus-filled cavern. Corpses of sewer animals, some emaciated and desiccated, others plump and unblemished, are dotted throughout chamber.
>
> Upon noticing the party, the figure opens its arms wide in greeting, flooding your minds with a sense of welcome and the feeling of being comfortable beside a warm hearth.

It's A Trap! To the Veiled Lady, now that the party is aware of the hyphan colony's existence, they can't be permitted to leave. It will try to talk to the party, explaining, through emotions and images, that it has made mistakes with its search for food but that it's trying to adapt. While they converse, the fungal heart uses its lair actions each turn to sprout puffballs behind the party. Make a **Dexterity (Stealth)** check each 6 seconds (**Vmod** modifier). If you roll lower than a character's passive Perception, they notice the new growths.

Once the party is good and hemmed in, the fungal heart switches to using the Infectious Spores lair action.

Corpses. The bodies of giant rats, bandits, and darkmantles are dotted around the periphery of the room. There are **4 corpses** in the 4th- and 10th-level versions, and **8 corpses** in the 15th-level version.

Enemies

The sole enemy of the first wave is the Veiled Lady, although the mushrooms summoned by its lair actions can be targeted. The Veiled Lady is, in fact, a manifestation of the larger hyphan colony that runs through the surrounding soil and rock. When the encounter turns aggressive, Large, morel-like toadstools (swarm spawner fungi) puncture the rocky floor of the cave, their hundreds of orifices thrumming with concealed activity.

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

- 1 **lesser veiled lady*** (CR 6)
- 1 **swarm spawner fungus*** (CR 0; spawning ~1 CR 2 **swarm of pufflings***)

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

- 1 **veiled lady*** (CR 14; no mythic form)
- 1 **swarm spawner fungus*** (CR 0; spawning ~3 CR 2 **swarms of pufflings***)

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

- 1 **veiled lady*** (CR 14; CR 17 mythic form)
- 2 **swarm spawner fungi*** (CR 0; spawning ~6 CR 2 **swarms of pufflings***)

*See Appendix C

Swarm Spawner Fungus

The swarm spawner fungi create swarms of pufflings (see page 554). For balanced combat, use the following modifications (depending on adventure level) to the Spawn Swarm action:

- **4th Level.** The swarm spawner fungus produces 1 swarm on the second round of combat. Ignore the recharge function until after the Veiled Lady is defeated. You can describe the toadstool as 'vibrating dangerously' so the party sees it as a danger!
- **10th Level.** Run the swarm spawner fungus as written.
- **15th Level.** Half of the remaining swarm spawner fungi recharge their Spawn Swarm action each turn.

Tactics

Within the colony's long memory, the adventurers' quest to destroy it is a recent event, and one from which it has learned much. The Veiled Lady is a tactical and insightful combatant, intent on staying alive for as long as possible, though its main motive is to prevent any characters from escaping. The result of this is that:

- It uses the Mindfunk Spores lair action as often as possible, targeting those with the lowest Wisdom saving throws.
- It uses Mycelial Reconstitution directly before its turn to avoid opportunity attacks and position itself advantageously.
- On each of its turns, it tries to bring itself within range of a corpse to take advantage of its Detritivore trait.
- It uses its movement to bring it within range of characters with low Constitution or Wisdom scores, depending on whether it has Infectious Spores or Shackles of Pain recharged, respectively.
- It uses Shackles of Pain to repeatedly target the same creature. This is usually a character with high AC and Constitution (as well as low Wisdom).
- If there is a particularly threatening melee character, it uses its Hyphal Tether to restrain it.

Swarm Spawner & Pufflings. These plants act like walking landmines with no sense of self-preservation.

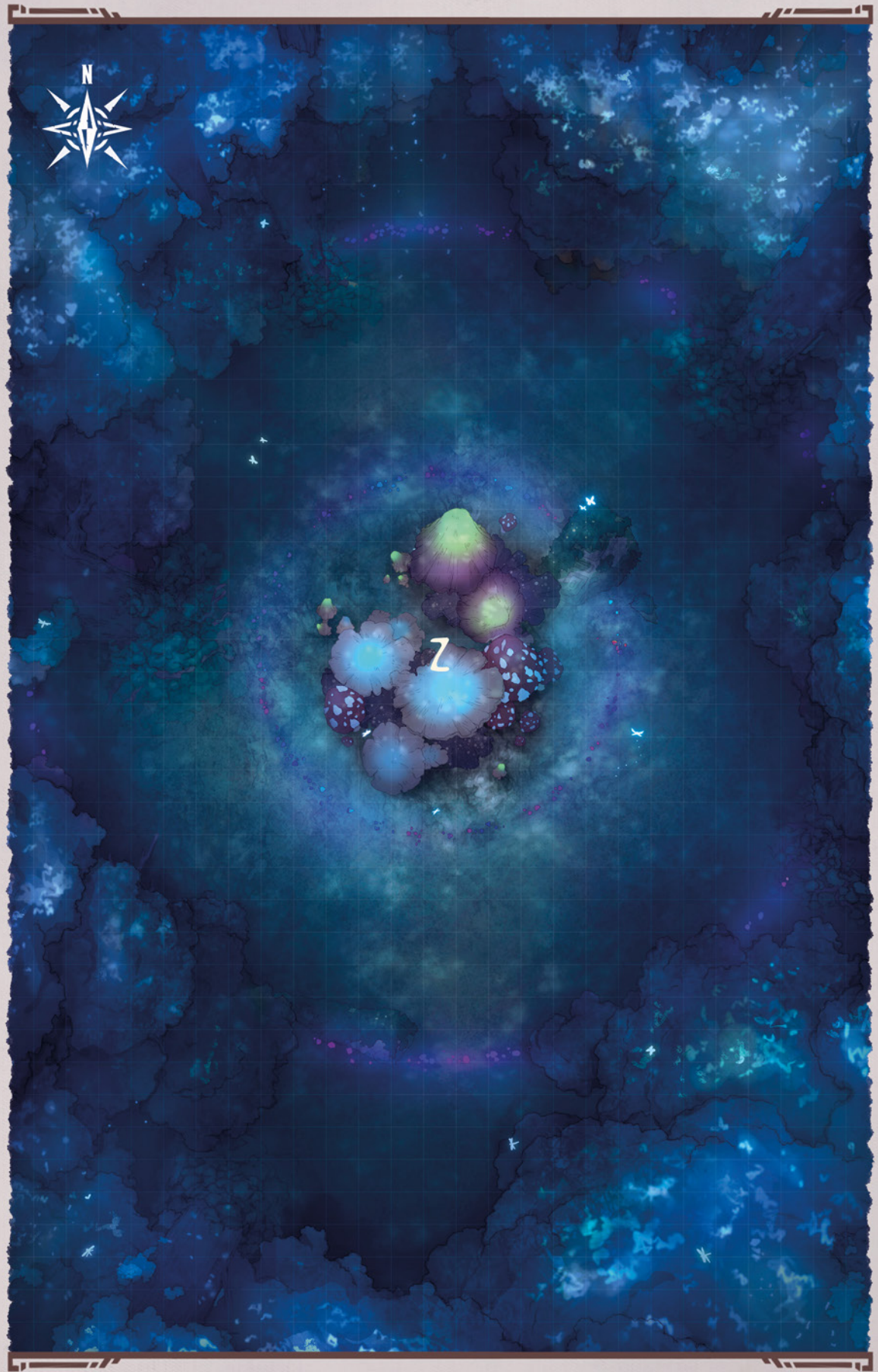
Wave 2: The Heart

Shortly after the Veiled Lady and the swarm spawner fungi are destroyed, the hyphal network supporting the floor collapses, delivering the characters to the colony's heart and its three guardians. The guardians are the remnants of previous adventurers, the party of Gus Fushrúm (from Clue 3). Once the Veiled Lady and swarm spawner fungi are defeated, you can read or paraphrase the following:

> A low rumble is swiftly followed by the sensation of falling as the floor gives way. Tumbling through earth and rock weakened by the rapid enlargement of the hyphal network, you find yourselves spilled into a large chamber. A thousand varieties of fungus coat the walls, each glowing a unique, muted shade that bathes the chamber in dim light. In the centre of it all, a massive conglomeration of toadstools pulses, thick ribbons of grey-white dispersing into finger-like fibrous strands that plunge into the earth and rock.
>
> Arranged around this central pillar are three oddly-humanoid mushroom-people: a looming behemoth with a single arm as thick as its body clutches a broken sword; a squat toadstool holds what appears to be a staff that lets forth plumes of thick black smoke; and a thin, lithe-looking creature is ringed in limbs ending in sharp, oozing points.

Collapse. When the floor suddenly collapses, have each character make a **VDC Dexterity (Acrobatics)** check. On a failure, a creature lands **prone**. Approximate the locations of your players on Map 13.2. The Fungal Heart based on where they were when the collapse happened on Map 13.1. The point marked 'Z' on Map 13.1 is directly above 'Z' on Map 13.2.

Layout. The hole to the Aramachi Sewers is about 30 feet above the floor of the chamber in which the fungal heart resides. The heart is an enormous, 30-foot-wide mass of fungus in the centre of this lower chamber. It is represented in Map 13.2 by the mushrooms in the map's centre.



Cze & Peku

Map 13.2. The Fungal Heart Cartographer: Cze & Peku 1 square = 5 feet

Fungal Heart

The fungal heart has AC 5, **immunity** to necrotic damage and all conditions except petrification, **resistance** to poison damage, **vulnerability** to radiant damage, and is **immune** to any spell or effect that would alter its form. It automatically fails **Dexterity saving throws** and automatically succeeds on **Strength saving throws**. It has the following different statistics depending on the level at which the hunt is run.

Heart Defensive Statistics

Hunt Level	Hit Points	Saving Throw Modifier
4th	120	+4
10th	230	+7
15th	400	+9

Heart's Actions. On initiative count 10 of each round (losing initiative ties), the heart takes the Hyphal Tether or Mycelial Reconstitution legendary action of the Veiled Lady (use the lesser veiled lady for the 4th-level hunt). If it uses Mycelial Reconstitution, the effect occurs on one of its guardians.

Killing the Heart. If the heart is killed, all the guardians become permanently **poisoned** and affected by effects identical to the *slow* spell.

Enemies

The heart's guardians assemble to defend the heart against the party. They follow the archetypes of a barbarian (brute), a sorcerer (sporeslinger), and a rogue (duskcap). For the fungal heart, use the statistics on the left side of this page.

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

- 1 **fungal heart*** (CR 1; 4th-level version)
- 1 **decrepit hyphan duskcap*** (CR 2)
- 1 **decrepit hyphan brute*** (CR 1)
- 1 **decrepit hyphan sporeslinger*** (CR 1)

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

- 1 **fungal heart*** (CR 6; 10th-level version)
- 1 **hyphan brute*** (CR 6)
- 1 **hyphan duskcap*** (CR 5)
- 1 **hyphan sporeslinger*** (CR 5)

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

- 1 **fungal heart*** (CR 9; 15th-level version)
- 1 **vigorous hyphan brute*** (CR 9)
- 1 **vigorous hyphan duskcap*** (CR 8)
- 1 **vigorous hyphan sporeslinger*** (CR 8)

*See Appendix C

The Hyphan Guardians

Jesse Jackdaw Burns

Shared Legendary Actions.

This new mechanic auto-balances the action economy of groups of enemies throughout a combat. Instead of an individual having three legendary actions to use each round, a group of individuals shares a pool of legendary actions, which can be distributed as you, the GM, see fit.

Tactics

The hyphal guardians are very tactically-aware combatants with no sense of self-preservation. They are part of the colony's hive mind, care only for the heart's survival, and will sacrifice themselves to ensure it.

Brute. The brute is a juggernaut. It aims to end each of its turns next to a character that won't have a chance to move before it can use its legendary action to Smush them.

Duskcap. The duskcap works in partnership with the brute, targeting characters adjacent to the brute to trigger its Sneak Attack. If you use the optional flanking rule, the duskcap moves within melee range to gain **advantage** on its attacks. If you don't use this optional rule, it uses its bonus action to hide behind the fungal heart and gain **advantage** on its ranged attacks.

Sporeslinger. The sporeslinger doesn't have great longevity and knows it. It uses all its sorcery points as quickly as possible. It keeps its distance from enemies, using ranged cantrips and spell attacks. It uses its legendary action to make itself heavily obscured (preventing opportunity attacks) and then move away from melee combatants. If it is safe and doesn't need to move, it defers its legendary action to the brute or duskcap.

Optional Ending: Cave In

When the heart is destroyed, the lair begins collapsing. Each creature must make three ability checks, taking **Vdam** bludgeoning damage on each failed check as they try to escape the collapsing cave system. A creature that fails all three checks is buried. What ability and skill checks to use is up to each player; encourage them to be creative! Decide the DC based on how much sense the attempt makes. Alternatively, you can request the following checks:

- Climbing up the rubble to the cave system above might require a **DC 10 Strength (Athletics)** check.
- Using your senses to foresee falling chunks of earth might require a **DC 15 Wisdom (Perception)** check.
- Jumping off of falling blocks might require a **DC 20 Dexterity (Acrobatics)** check.

Jesse Jackdaw Burns

Aftermath

If the fungal heart is destroyed, the rot ceases and the town goes on to have a meagre, though sufficient harvest.

- If the smugglers survive, they use their connections to ensure a steady supply of (slightly overpriced) food, becoming local heroes.
- The town holds a small celebration (stocked only with beer) in the characters' honour.
- If some of the mushrooms remain in the basement of Saucery, its owner, Tink Cha, refines them into potions that have the same effects, but which are no longer potent if not consumed within 1 hour.
- L'Arsene approaches the party about a potential heist in Armachi (see L'Arsène's Ludicrous Larceny, a free digital adventure).

heliana.lt/Larceny

Cacophonics

On returning to the Loot Tavern (or your destination of choice), the bard Cacophonics relentlessly pursues the party seeking heroic tales to make into a song. Regardless of what he is actually told, he pens the following ballad:

The crops are slowly dying,
there's decay around the town.
Adventurers used all their skill
to track it underground.

Infectious air.
My friends, beware.

They move amongst the fungus
as its web runs far and wide.
A lady in the distance,
with her family at her side.

Assimilate to keep her safe.
Assimilate. You won't escape.

As the lady tries to trap them,
they must navigate their way.
The heart must be the answer
so they hunt 'till they have slain.

They make their escape.
The town is safe.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/VeiledLady

Mohammed "Aggi" Bellafquih

Treasure

Within the thick, fungal webbing are the remnants of the adventurer's gear. The mundane stuff has rotted away leaving only unreactive, metal scraps and a single magic item: the *overgrown barkshield*.

Fungal Heart's Treasure Hoard

Hunt Level	Coins	*Overgrown Barkshield* Rarity
4	2d6 x 500 sp 6d6 x 50 gp	Uncommon
10	5d6 x 200 gp 1d6 x 10 pp	Rare
15	5d6 x 300 gp 1d6 x 20 pp	Very rare

Harvest

The fungal heart and the Veiled Lady are one and the same; treat them as a single Huge creature. The following unique components can be harvested, in addition to the normal components for a plant. One of the 3 *lady's veils* has been perfectly severed and can be harvested with a DC of 0 (but still requiring harvesting supplies if you use that optional rule). It can be socketed on any held or worn item. The food component for the unique recipe is a *pouch of spores*.

Fungal Heart's Harvest Table

Component DC	Components
10	*Pouch of hyphae* (∞)
15	*Pouch of spores*[E] (∞), *lady's veil (up to 3)*
20	*Spore-filled gills (up to 3)*
25	*Fungal membrane*[V]

Hyphan Longspike

Infested Cultist's Skull

Crafting

The following unique items can be crafted from the fungal heart's and Veiled Lady's components.

Fungal Heart's Craftable Items

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
Longspike	Weapon (rapier)	Uncommon Very rare	Optional	*Pouch of hyphae*	*Frail* *Potent*	850 gp 10,000 gp
Mycelial Cloak	Wondrous item	Rare	Required	*Fungal membrane*	*Robust*	2,300 gp
Painblinder Mycaxe	Weapon (any axe)	Uncommon Rare	—	*Spore-filled gills*	*Frail* *Robust*	400 gp 1,800 gp
Ring of Fungal Symbiosis	Ring	Uncommon Very rare	Optional	*Pouch of spores*	*Frail* *Potent*	500 gp 9,400 gp
Sporespreader	Rod, staff or wand	Uncommon Rare	Required	*Spore-filled gills*	*Frail* *Robust*	1,000 gp 4,500 gp

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

Mohammed "Aggi" Bellafquih

SHADOW OF THE BROODMOTHER
CHAPTER 14
5TH, 11TH, 17TH LEVEL
"SOMETHING IN THE SWAMP
JUST WON'T STAY DEAD."
HELIANA

Introduction

This hunt, *Shadow of the Broodmother*, is intended for 3 to 7 characters with an average player level (APL) of **5**, **11**, or **17**. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 6th level or halfway of the way to 12th or 18th level. The adventurers must find and defeat the remnants of a rare swamp aboleth that has purportedly already been killed by a group of celebrated adventurers. After hunting for clues about this aberration, the hunt culminates in a three-wave boss battle. This battle is **deadly** and uses the party's entire daily XP budget. A party well-equipped for an extended fight, as well as means of alleviating disease and mind control, will prove beneficial on this monster hunt.

Background

Slkvol (SLIK-vol) the aboleth broodmother has, for the past few million years, shaped the ecology of Milakul swamp to best serve its own interests: the native swallybogs worship Slkvol as a deity, the fauna all bear signs of Slkvol's modifications, and adventurers are enthralled to spread word of how uninteresting and unworthy of exploration the swamp is. However, Dr. Doolots is not so easily deterred.

Dr. Doolots, a female dragonborn anthrozoologist, is intent on unveiling the swamp's secrets. After several of her field assistants went missing, she gave credence to the swallybog tales of the 'swamp curse' and contracted Heliana, the Hunt Master, to send a group of monster hunters. The Fearsome Five tracked Slkvol to its flooded cave where they dispatched it in a mighty battle, taking one of Slkvol's spawn from its egg sacs back as proof.

However, Slkvol was prepared for such an eventuality. The egg sacs—and there are dozens—contain aboleth broodlings whose sole purpose is to venture into the swamp, mind control creatures, and return this biomass to the cave where it can be converted into a new body for Slkvol. Upon returning to the swamp, Dr. Doolots' assistants continued to disappear, leaving her believing the Five duped her.

By the time the party arrives, Slkvol has almost been reformed. The three waves of the battle represent the final flood of broodling-controlled biomass, the chrysalis converting this biomass into a new broodmother, and the reborn Slkvol.

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Dr. Doolots

Humanoid (dragonborn), zoologist, she/her

Personality. Curious, enthusiastic, overthinker.

Physical. Tall, sinewy, golden-scaled, piercing blue eyes, wears *pince-nez*.

Desire. To catalogue all species in the world.

Fear. Failing to prevent (or even causing) the extinction of an uncatalogued creature.

"What are you!? That hair, those eyes... hrm... is that parasite or symbiont embedded in your skin?"

Dr. Doolots

Summary

Here's the main info to digest:

- ***Which Monster?*** Slkvol the aboleth broodmother and its many broodlings.
- ***Where's the Monster?*** The monster's realm is a swamp accessible through a bayou. Its lair is enclosed by thick vines that prevent passage to those not under Slkvol's control.
- ***Monsters' Motivation.*** The broodlings want to gather enough biomass to reform Slkvol. Slkvol then wants to enthrall the party.
- ***Monsters' Previous Actions.*** Slkvol has lorded over the swamp for the last few million years, bending it to its will. After being killed, Slkvol's broodlings have mind controlled many creatures—including Dr. Doolots' field assistants—gathering them all in Slkvol's lair.

Adventure Hooks

Enticing your party to slog through a swamp ain't no easy thing! Luckily, if curiosity, morality, or the chance to tell a good story doesn't tickle their fancy, there's always gold. Feel free to use as many of the following hooks as necessary to get the party to bite!

- ***Curiosity: The Unending Curse.*** The party overhears an argument; Dr. Doolots accuses the Fearsome Five (jokingly called the Fearful Five for their tendency to give up when hunting especially ferocious beasts) of lying. The Five claimed to have killed the beast responsible for the 'swamp curse'—they have one of the beast's offspring to prove it. However, Doolots, their patron for this mission, claims that the local swallybogs are still behaving oddly. If anything, the curse is now worse!
- ***Morality: The Missing Assistant.*** Dr. Doolots, a zoologist studying swamp ecology, approaches or otherwise contacts the party. She previously hired adventurers to clear the swamp of a dangerous curse affecting local fauna but, despite the adventurers' protestations of success, the curse seems to be persisting. Her field assistant, a swallybog named Gilforth, has been captured and she needs someone to save the swamp's inhabitants. Gilforth is identifiable by the white lab coat he wears.

Jesse Jackdaw Burns

- ***Compensation: Swamp Gold.*** The party comes across an advert on a noticeboard in an adventurer's guildhall, town square, or on Heliana's job board in the Loot Tavern itself. In addition to monetary rewards (see the table below), L'Arsène Upin (an infamous gadgeteer), also near the noticeboard, mentions that the properties of monstrous amphibians' skin and toxins allow incredibly useful items to be fashioned from them. If the party can harvest whatever swamp monster is probably responsible for this curse, he could make something useful for the party.

In all cases, Dr. Doolots acts as the quest giver and can give the party directions to a place where they can dock their boat and proceed on foot. She doesn't know much about what's going on—she hasn't had a chance to start her research, as her assistants—local tribespeople known as swallybogs—keep disappearing. Dr. Doolots offers a reward relative to the party's level; adjust this to best fit your world's economy.

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
5th	3,000 gp	1,900
11th	14,000 gp	8,200
17th	35,000 gp	21,000

*Includes all scripted monsters, averaged for 4 player characters.

Jesse Jackdaw Burns

Know Thy Enemy

Doolots suggests the party's first port of call be the Fearsome Five, followed by Heliana who currently holds the monster-hunting contract. Each of the following clues lists ways in which you can hint at the broodmother's traits. The clues are:

- The aboleth broodmother and its offspring, broodlings, use mind control.
- The touch of the broodmother is infectious.
- The broodmother and broodlings travel mostly through water.

Clue 1: Mind Control

The aboleth broodmother and its broodlings can all attempt to charm creatures within close range of them that they can see. When charmed, a creature is under the charmer's control. On their own, a broodling's charm is easy to overcome but, en masse, broodlings become more powerful. A broodling can attempt to charm a creature once per day. Damaging a charmed creature can help break this charm.

Fearsome Five. The Five have a broodling captured in a small cage, covered by a cloth. When the cloth is removed, the broodling attempts to charm one of the party members. The DC is low (**DC 6 Wisdom saving throw**) but, success or failure, the party member realises they were a moment away from trying to free the critter. If asked, Ser Lonsalittle (LG male gnome **knight**) motions to a goliath compatriot and says something like the following:

> "Hah! Looks like little Slimo almost got you there!" he says, slapping his thigh. "Climbo here almost got taken in by the fellow, too! Had to give him a rap around the noggin' to snap him out of it, eh, Climbo? Yes, this little blighter," he points at the broodling "tries to get at least one of us each day. Lucky for us there's only one of them; get a few of 'em near each other and you don't stand a chance. The cloth seems to put paid to his hi-jinks, mind you."

En Route. As the party progresses into the swamp, a broodling splashes out of the undergrowth, staring at one of the party members and trying to charm them. Success or failure, the character realises they were close to picking up the critter and protecting it.

Clue 2: Infectious Disease

The aboleth broodmother and its offspring can spread disease through their touch. The diseased creature becomes a vessel for more broodlings and is prone to drying out if it spends too long out of the water. The broodlings can only hatch underwater, so this alteration is a way of keeping their host in a favourable environment.

Fearsome Five. One of the Five, a N female halfling assassin named Garr Oate, has a large tub of grease she is constantly applying to her skin, which looks painfully dry. A **DC 15 Wisdom (Perception)** check notices a conspicuous, fleshy yellow lump (a broodling sac) under her sleeve. She mentions:

> "Bloody swamp has dried my skin out. Only time I get any relief is when I take a bath - I've never bathed so much!"

If pressed about the yellow sac she says:

> "Just some botfly larvae. Our cleric says to wait till it hatches so we don't leave an open wound."

A **DC 15 Intelligence (Nature** or **Medicine)** check reveals that this is not a botfly larva. The broodling sac is too unique for anyone to know what it is by making a check.

En Route. As the party nears Slkvol's swamp while boating through the bayou, they spot a half-submerged crocodile sunning itself near a fallen tree. A **DC 8 Wisdom (Perception)** check spots the large yellow lumps (broodling sacs) on its back. A result of **13** or higher notices that, where the crocodile is out of the water, both its skin and the sacs look dry and damaged. Under the water, the skin and sacs look healthy, and small creatures can be seen moving within the sacs.

Opposite: Jesse Jackdaw Burns

Clue 3: Watery World

The swamp's inhabitants are more mobile—and more deadly—in the water. Water can act as a medium through which the broodmother's and broodlings' psychic energy can propagate. For this reason, the lair around Slkvol's cave can produce waves to knock creatures over and submerge them. Items and spells that grant a swim speed will prove great boons on this hunt.

Fearsome Five. The party's bard, a NG male dwarf named Cacophonics, is composing a song about the fight. In its current, unfinished version it reads:

> "Attend the tale of the Fearsome Five.
> Through curséd swamps did they bravely strive.
> The water crashed and did pull them in,
> So phantasmical horrors could wear them thin.
> Their magic let them swim and thrive,
> The Fearsome Five,
> Delivered the monster's death wish."

Stories. If the party enquires with any locals, or perhaps asks Dr. Doolots herself, it's revealed that the swamp curse is capable of plucking men from their boats so that they see untold horrors in the water below. It's not such a big deal for those that can easily swim out of the water, but many a warrior laden with heavy armour has failed to resurface after such a wave.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Broodmother

Milakul Swamp

For the most part, Milakul swamp is a navigable bayou replete with a dizzying array of unique flora and fauna. It is a humid, mosquito-filled labyrinth from which many adventurers have failed to emerge. Luckily for the party, the map Dr. Doolots has provided makes finding Slkvol's swamp much easier. You can use the following list to describe some of the many wonders observed en-route:

- A bird shoots a lightning bolt from its long, reptilian tail, stunning a fish near the water's surface before swooping down to pluck it with its long talons.
- An eight-eyed fish spins a web around an unlucky frog under the water's surface.
- A large-fronded fern bends down to dip its net-like leaves into the water, scooping up a pile of silt which it begins filtering.
- Small, six-limbed mammals groom one another in the tree-tops, fixing the party with hard stares as they ferry insects to their mouths.
- An unkempt human clad in ragged scraps of armour (an adventurer who got lost many decades ago) runs away when spotted by the party.
- An amphibious-looking humanoid (a swallybog, see page 581) spear fishing on the edge of the river.

The party can park its boat at the head of a sunken trail leading through nigh-on impassable underbrush to Slkvol's lair. This short journey is a good time to reveal Clue 1 to the party (page 350) if you have not done so already.

The Battle Ahead

The upcoming battle consists of 3 waves, the first against the broodlings and swallybogs, the second against the aboleth's chrysalis, and the third against the reborn aboleth broodmother. The battle should be conveyed as a race against time to try and prevent the broodmother from reforming. In reality, there is no way to stop this, but the players can affect how strong the subsequent waves are depending on how much damage they deal to the broodlings, the mind-controlled creatures, and the chrysalis.

Variable Strength. Throughout the encounter, actions the players take can reduce how strong the chrysalis and broodmother are in the subsequent waves. This change in strength is measured by a passive penalty or bonus to the damage of its attacks and abilities. The penalty can be no greater than **-5**, and the bonus no greater than the average player level. This can be affected in the following ways:

- **Wave 1:** Each **10 damage** dealt to the huddled creatures results in a **-1 penalty** to the damage rolls of the chrysalis and broodmother.
- **Wave 2:** Each broodling or creature that melds into the chrysalis gives a **+1 bonus** to the damage rolls of the chrysalis and broodmother.
- **Wave 2:** Each **20 damage** dealt to the chrysalis results in a **-1 penalty** to the damage rolls of the chrysalis and broodmother.

Infected Crocodile

GM Tip – Keeping Track

Save yourself panic by having a pencil and eraser ready! A tally chart can be used to keep track of the current bonus/penalty the chrysalis and broodmother have applied to their damage rolls. The tally chart is then simply another modifier you apply to the result of each damage roll.

Timings. Waves 2 and 3 start on round 4 and 7 of combat, respectively. The third wave (and the encounter) ends when the broodmother is defeated.

Broodmother's Lair

Upon arriving at the entrance to Slkvol's swampy lair, you can read the following to narrate the party's journey:

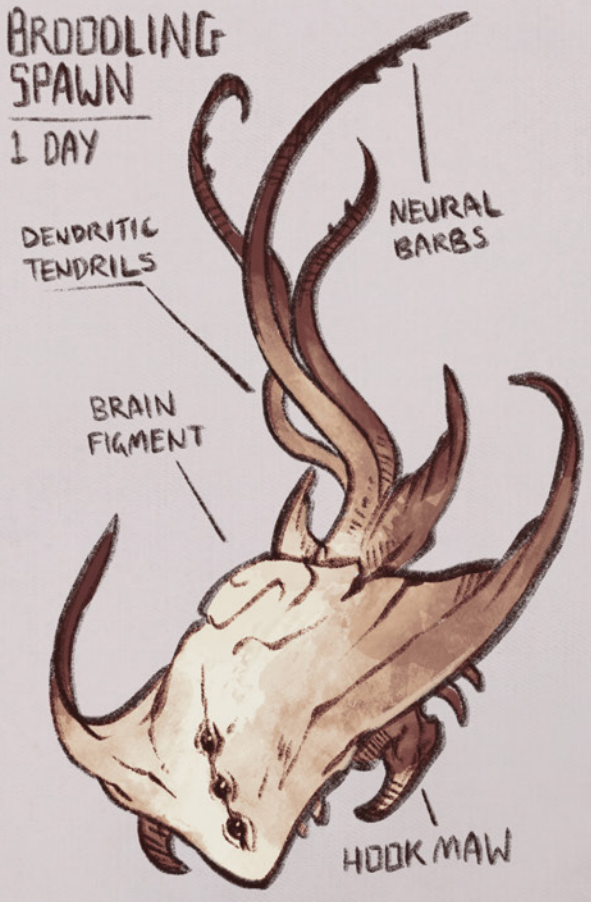
A small, muddy bay leads up to a thicket of impassable vegetation. Within the wall of closely knitted swamp bramble is a half-submerged passageway of uneven, muddy ground, scarcely 5 feet wide.

The air is cool and clammy within the passage. The ground undulates beneath the water; roots and clods of earth occasionally break its surface, while at other times it falls away with a lurch, leaving you thigh-deep. Despite the lack of any perceivable current—whirlpools of silt spiral straight upwards with each footfall—the water elicits a sensation like a strong tide pulling you onwards wherever it touches your bodies. The air is void of the thrum of living things that have accompanied you on the journey thus far. There is no buzz of mosquitoes and the distant call of bird song is muffled, swallowed by the thick vegetation that hems you in.

This is an appropriate time to narrate the 'en route' encounter for Clue 1 if you choose to do so. Otherwise, you can continue reading:

Turning yet another corner, the space opens up. You would be forgiven for thinking you were in a cave, so thick is the twisted swamp bramble that rises up from the surrounding foliage, forming a dome overhead. Visible within the humid, dimly-lit dome is a lake some hundred feet across. Small islands of mud protrude from the water below and the ruins of a primitive village are picked out by narrow shafts of sunlight.

On a small island at the far side of the lake is the unmistakable dead form of a tentacled creature. Between the lake's entrance and the corpse are assembled all manner of local swamp creatures, many bearing the fleshy yellow sacs you've seen elsewhere. More appear through the thick vegetation or bubbling up from the lake. Each carries tiny manta-like creatures that latch onto their hosts' backs with a hooked mouth appendage.

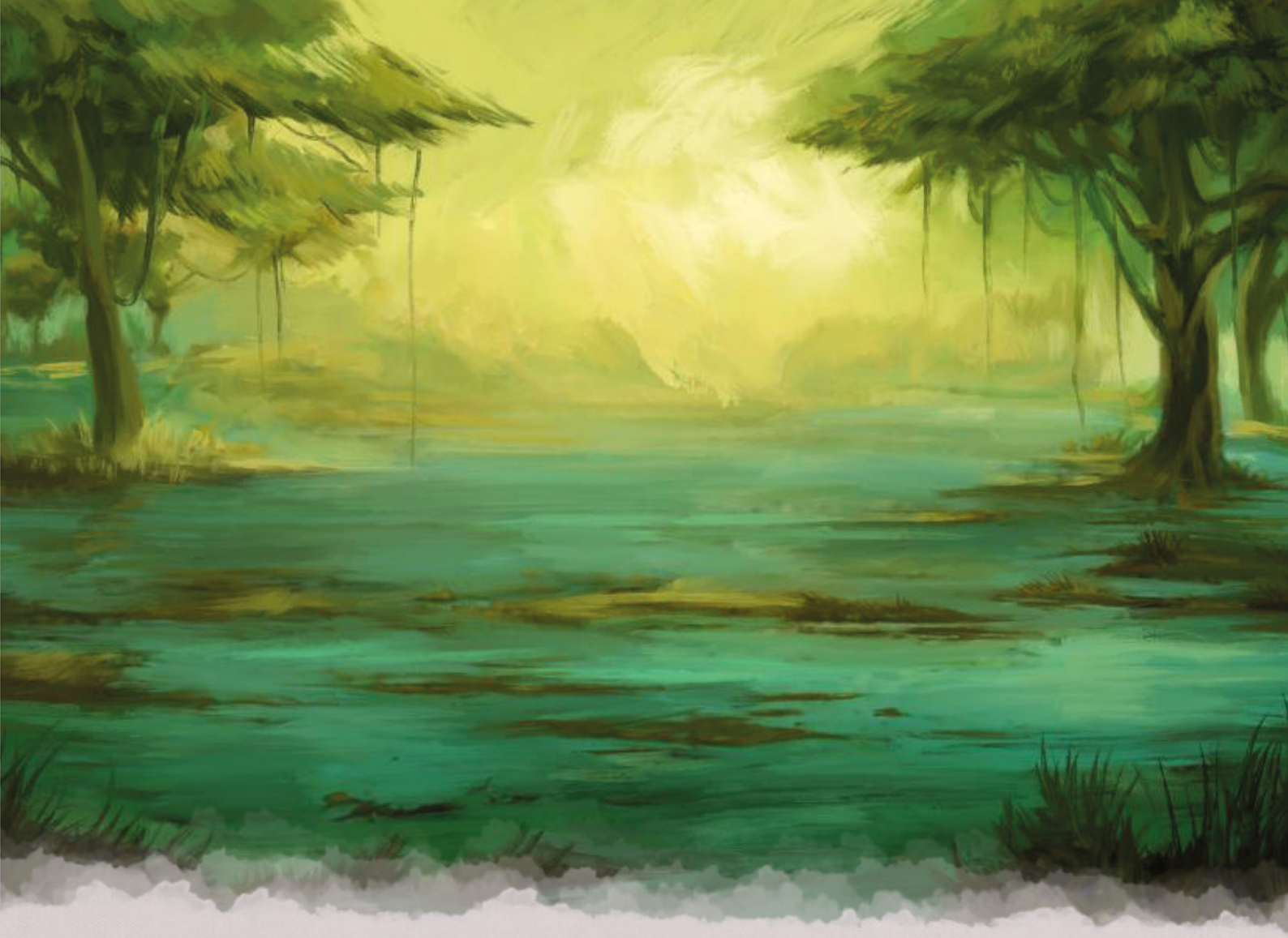


Both: Jesse Jackdaw Burns

Map 16.1. Slkvol's Lair 1 square = 5 feet
Cartographer: The Mad Cartographer

Key: A - Huddled Creatures
B - Slkvol's Cave

The Mad Cartographer; Opposite: Jesse Jackdaw Burns



General Features

The lair has the following features:

Ceiling. The ceiling is a dome made of 5-foot-thick swamp bramble. It starts 10 feet above the water around the lair's edge and rises to 40 feet high in the centre. Each 5-foot cube of the thicket has an AC of 15, 50 hit points, **vulnerability** to cold damage, **resistance** to bludgeoning damage, and **immunity** to piercing, poison, and psychic damage.

Walls. The walls are made of the same thicket as the ceiling but are 15 feet thick. The walls can open to allow broodlings, the broodmother, and the creatures they control to pass.

Floor. The floor is mostly murky water 15 feet deep. 5 feet of water heavily obscures anything beyond it. Small islands—tangles of roots, mud, and rushes—protrude from the water and are difficult terrain. The swallybog ruins are made of damp wooden planks.

Light. The interior is dimly lit.

Hazard: Infections. The water of this swamp is a petri dish of loose genetic material and virulent creations of the broodmother. Any creature that is reduced to half its maximum hit points or fewer by piercing or slashing damage must make a **VDC Constitution saving throw** or become infected with a disease. If the disease is not cured within **24 hours**, the creature becomes afflicted by one randomly-determined disease from the *contagion* spell until the disease is removed.

A submarine cave (containing various treasures, see page 362) can be found in the water to the east with a successful **DC 10 Wisdom (Perception)** check.

Lair Actions

The aboleth broodmother has **tremorsense** throughout its lair. So long as the broodmother or one of its offspring is alive and within the lake, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

Level-Based Lair Action Statistics

Hunt Level	VDC	Vmod	Vdam
5th	13	+5	5 (**2d4**)
11th	15	+7	10 (**3d6**)
17th	17	+9	21 (**6d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the creature takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ***Tempestuous Turbulence.*** The water within the lair writhes and swirls, causing 6-foot-tall waves to crash over all the low-lying islands. Each creature in the water, or on the ground less than **5 feet** above the water's surface, must make a **VDC Strength saving throw** or be pulled up to **20 feet** into the water.
- ***Plague Tide.*** The water begins to bubble, filling the lair with noxious, aerosolised droplets. A creature is affected even if it doesn't need to breathe. Each creature must succeed on a **VDC Constitution saving throw** or become **poisoned**. If running this hunt at 11th or 17th level, the creature is poisoned as if it had failed a saving throw against the *contagion* spell (no concentration required). A creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.
- ***Aqua Phantasm.*** Water in the aboleth broodmother's lair magically becomes a conduit for the unspeakable horrors the broodmother has witnessed in its vast memory. Each creature of the broodmother or broodlings' choice within the lair's waters must succeed on a **VDC Wisdom saving throw** or take **Vdam** psychic damage and become **frightened** of the huddled mass of creatures (wave 1), the chrysalis (wave 2), or the broodmother (wave 3) until the end of its next turn.

Wave 1: Broodlings

Upon noticing the party, several of the charmed creatures change tack to intercept them, though the majority stay in a huddled mass near the lake's centre. **Broodlings** (page 524) that haven't yet found a host jet through the water towards the characters. Hiding from the party, charmed **swallybogs** (page 581) sneak freely through the undergrowth. The rest of the creatures huddle together in front of the cave's entrance.

Sneaking Swallybogs. Roll a single **Dexterity (Stealth)** check for the swallybogs before combat and on each of their turns until they attack. In the brambles, their check modifier equals **Vmod**. If the result is lower than one of the adventurers' passive Perceptions, let that player know that its character notices something moving through the swamp bramble.

The Missing Assistant. If using "The Missing Assistant" adventure hook, Gilforth (NG **swallybog**), conspicuous in his now-muddied white lab coat, is visible near the north edge of the huddled mass. Gilforth resists any attempt to grapple him (**+1 Dexterity (Acrobatics)** modifier). If Gilforth is not within the huddle when wave 1 ends (at initiative 0 of the third round of combat), the charm on him is broken. If he is still in the huddle, he gets absorbed into the chrysalis.

Huddled Creatures. Separate from the monsters which attack the party is a Huge mass of creatures—broodlings, swallybogs, crocodiles, snakes, frogs and other swamp dwellers—huddling together in front of the cave. This huddle can be targeted by attacks and spells. The huddled mass has an AC equal to the **VDC** and a saving throw modifier equal to **Vmod - 3**. Treat the huddle of creatures as two separate individuals for the purposes of determining damage from area of effect abilities and spells.

To add a sense of urgency, tell the players that the huddled mass is slowly growing, with the flesh of adjacent creatures fusing to one another.

Darkvision & Perception

Creatures without darkvision have **disadvantage** on Perception checks that involve sight in dim light. You can impose a **-5 penalty** on **passive Perception** to account for this disadvantage.

Enemies

Charmed snakes and crocodiles swim alongside broodlings, while swallybogs lurk behind the swamp bramble, ready to unleash an ambush. Depending on the level at which you're running this hunt, the makeup of the enemy combatants differs.

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

- 8 **broodlings*** (CR ½)
- 3 **swallybogs*** (CR ½)
- 3 **constrictor snakes** (CR ¼)

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

- 1 **swallybog gillwrangler*** (CR 6)
- 1 **giant crocodile** (CR 5)
- 2 **swallybog sharpfins*** (CR 3)
- 6 high threat **broodlings*** (CR 2; 52 hit points, 50 foot swimming speed, **+8** to hit modifier, Sting saving throw **DC 14**, Entrance base saving throw **DC 14**)

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

- 2 **swallybog gillwranglers*** (CR 6)
- 3 **giant crocodiles** (CR 5)
- 4 **swallybog sharpfins*** (CR 3)
- 8 high threat **broodlings*** (CR 2; see above)

*See Appendix C

Broodling

Both: Jesse Jackdaw Burns

Tactics

Broodlings and Beasts. Broodlings in close proximity to one another have higher Intelligence (see Appendix C). Hence, while the snakes/crocodiles surge toward the nearest target, the broodlings identify which of the party has a low Wisdom saving throw and flank the adventurers to attack that creature *en masse*.

Swallybogs. The swallybogs can move freely through the thick undergrowth around the lair's periphery. They can emerge from any part of the forested swamp bramble area on the map. Their purpose is to isolate and eliminate any creature that is attacking at range and keeping its distance from the huddle.

Affecting the Next Waves

Damaging the huddle of creatures in front of the cave weakens the chrysalis in wave 2. For each **10 points** of damage the huddle takes, the chrysalis' and broodmother's damage rolls gain a **-1 penalty** (maximum of **-5**) until it finishes a short or long rest.

Visceral Feedback - Wave 1

Your players don't know if they're having an effect if you don't narrate it! If a player damages the huddle of creatures, be sure to let them know the other creatures they're fighting dislike that. They could even change targets to attack the creature that damaged the huddle. You could say, *"As the mindless beasts fall under your attack, your foes let out hisses and snorts of anger, turning their attention on you."*

Wave 2: The Chrysalis

With a wet sucking sound, the huddle of creatures melds into a mass of writhing limbs, eyes, bones, and viscera. As the form of each creature dissolves into a single bubbling mound of flesh, the broodlings all turn tail, rushing to merge with the creature. Over the next few rounds, more creatures rush from the surrounding water to meld with the mass.

Survivors. Each non-swallybog creature that survived wave 1 spends all its movement and actions to move towards the chrysalis. These creatures Dash; they don't have the wherewithal to take the Disengage action. Each creature that reaches the chrysalis' space immediately melds with it, granting the chrysalis and the broodmother a **+1 bonus** to damage rolls until it finishes a short or long rest.

Newcomers. At initiative 20 of each round (winning initiative ties), **constrictor snakes** appear at the edge of the map (GM's choice of location; consult the table below for the number of snakes). They act on initiative 0 of each round, using their movement and action to move directly towards the chrysalis. Each creature that reaches the chrysalis' space immediately melds with it, granting the chrysalis and the broodmother a **+1 bonus** to damage rolls until it finishes a short or long rest.

Snakes Spawned per Round

Hunt Level	Number of Constrictor Snakes Spawned
5th	2 (**1d4**)
11th	6 (**2d4 + 1**)
17th	9 (**3d4 + 2**)

Lair Actions. Ignore the lair actions for this wave.

Enemies

This wave involves a single chrysalis, a couple more aggravating swallybogs, and multiple low-health beasts that spawn each turn. Depending on the level at which you're running this hunt, the makeup of the enemy combatants differs.

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

- 1 **lesser brood chrysalis*** (CR 6)
- 2 **swallybogs*** (CR ½)

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

- 1 **brood chrysalis*** (CR 12)
- 1 **swallybog gillwrangler*** (CR 6)
- 1 **swallybog sharpfin*** (CR 3)

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

- 1 **greater brood chrysalis*** (CR 18)
- 2 **swallybog gillwranglers*** (CR 6)
- 4 **swallybog sharpfins*** (CR 3)

*See Appendix C

Tactics

All creatures except the swallybogs and chrysalis spend their movement and actions trying to reach the chrysalis in order to be assimilated. The chrysalis tries to maintain a central position while slowing creatures with its Sticky Ectoplasm so they can be assimilated after its adult form emerges.

Brood Chrysalis

Swallybogs. As in wave 1, the swallybogs, being charmed creatures, move freely through the thick undergrowth. They can emerge from any part of the forested swamp bramble area on the map. Their purpose is to attack creatures that are out of the chrysalis' range.

Affecting the Next Waves

Damaging the chrysalis weakens the **aboleth broodmother** in wave 3. For each **20 points** of damage the chrysalis takes, the chrysalis' and broodmother's damage rolls gain a **-1 penalty** (maximum of **-5**) until it finishes a short or long rest.

Visceral Feedback - Wave 2

Giving players feedback on how their actions affect this mechanic is an important part of them solving the puzzle in wave 2. You can say things like *"As the snake melds into the chrysalis, the mass of flesh writhes in triumph, its movements more vigorous and its ectoplasm more virulent,"* or *"As your blows crack the chrysalis' exterior, its strength appears to wane, its attacks becoming less potent."*

Jesse Jackdaw Burns

Wave 3: Broodmother Reborn

The hard carapace of the chrysalis ruptures open with a damp crack, releasing the tentacled form of a rubbery-skinned aboleth. Small yellow sacs on its back already swim with unborn broodlings.

Enemies

The **aboleth broodmother**, along with any surviving swallybogs and beasts, attacks the players. Depending on the level at which you're running this hunt, the makeup of the enemy combatants differs.

Level 5. At 5th level, the wave 3 combatant is:

- 1 **lesser aboleth broodmother*** (CR 8)

Level 11. At 11th level, the wave 3 combatant is:

- 1 **aboleth broodmother*** (CR 16; no mythic form)

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

- 1 **aboleth broodmother*** (CR 16; CR *22* mythic form)

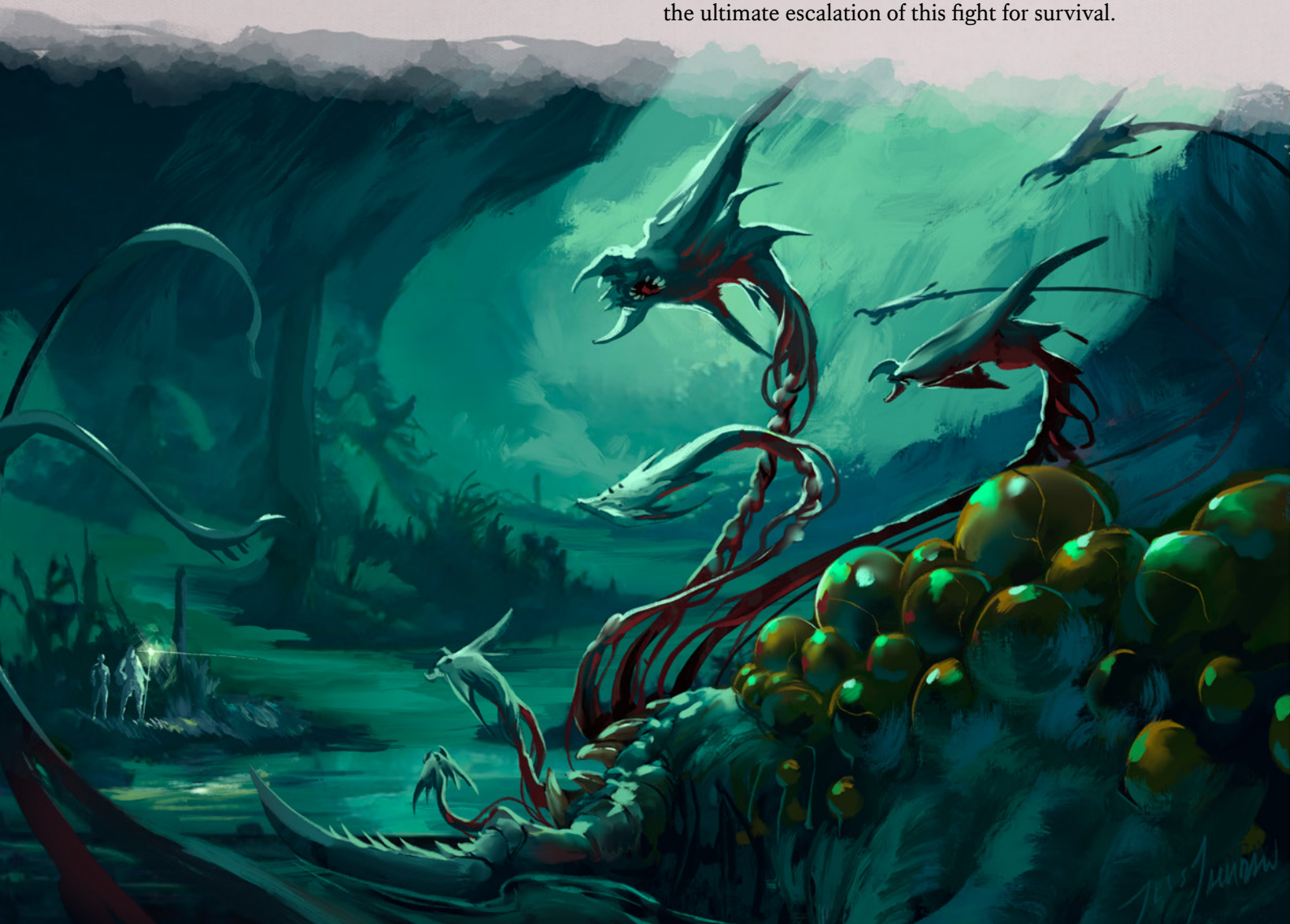
*See Appendix C

Tactics

Using its Jet legendary action in conjunction with the murky water, the aboleth broodmother can pop up almost anywhere, taking a party unawares. Its greatest defence is avoiding being seen. It is an extremely intelligent fighter and uses the following tactics:

- It immediately identifies low-Wisdom characters.
- It spends its first turns birthing broodlings and trying to Entrance characters.
- Under no circumstances does it willingly move onto land; its long tentacles can reach up to the swallybog ruins.
- It doesn't let itself get cornered, especially by high damage dealers.
- It uses its Jet legendary action to disappear below the murky water immediately before the turn of a player character it deems particularly dangerous.

Once it has used up its daily uses of its Entrance action, the broodmother's tactics become more aggressive; it is now fighting to survive. The mythic trait (only used in the 17th-level hunt) represents the ultimate escalation of this fight for survival.



Aftermath

What happens next? The options below are possible routes you could choose to take the story.

- Slkvol is gone! The remainder of its broodlings succumb to predators of the swamp and the only trace of the broodmother is a bizarre ability the swamp's humanoids develop; a psychic, telepathic connection that spreads like an infection. The curse is lifted!
- Slkvol lives on! There's no way all the broodlings could have been killed, right? A much reduced Slkvol is reborn, intent on re-establishing its dominion of Milakul swamp, much to Doolots' chagrin. The curse continues!
- If Slkvol is slain, the swallybogs seek the next most impressive specimen to worship. This could be Doolots, a mysterious jungle creature, or one of the player characters themselves.
- If Gilforth is slain, Doolots is disappointed, but quickly finds a new assistant from the local population.
- If Gilforth lives, he helps the party with any Harvest checks immediately after the fight concludes.
- Heliana, or whichever patron you've chosen for this quest, gives the players their reward and offers them a new contract.

Both: Jesse Jackdaw Burns

Treasure

Slkvol's underwater cave can be spotted with a successful **DC 10 Wisdom (Perception)** check. Inside are the spoils of ill-prepared adventurers, explorers, and traders. The rewards depend on the level at which you run this hunt.

Treasure in Slkvol's Cave

Hunt Level	Coins	Gemstones
5th	1d6 x 1,000 sp 3d6 x 100 gp	1d4 x 25 gp diamonds 1d4 x 25 gp gems
11th	5d6 x 200 gp 1d6 x 20 pp	1d6 x 50 gp diamonds 3d6 x 50 gp gems
17th	7d6 x 300 gp 1d6 x 30 pp	2d6 x 50 gp diamonds 6d6 x 50 gp gems

Broodmother Eye

Harvesting

Slkvol's first corpse has already begun to rot—there are no salvageable parts. If the party manages to slay Slkvol's reborn form, however, the fresh corpse has plenty to offer to a harvester with a steady hand.

Hazard: Biohazard. Harvesting an aboleth broodmother carries all sorts of risks. Any creature that attempts to harvest or assist in the harvest of the broodmother must make a **VDC Dexterity (Sleight of Hand)** check. On a failure, the creature comes into contact with mucous and must make a save against the broodmother's Infectious Mucous trait.

Harvest: Broodmother. The broodmother has the following harvestable components, in addition to the normal components for an aberration. As luck would have it, one of its four eyes has come perfectly detached and can be harvested with a DC of 0. The food component for the unique recipe is a *broodmother tentacle* (flesh).

Broodmother Harvest Table

Component DC	Components
5	*Broodmother eye* (up to 4*)
10	*Broodmother tentacle*[E] (up to 5)
15	*Broodling sac*
20	*Broodmother hide*

*One eye has fallen out; Slkvol has 3 more available.

Crafting

The following magic items can be crafted from the broodmother's unique monster components.

Broodmother Aboleth Craftable Items

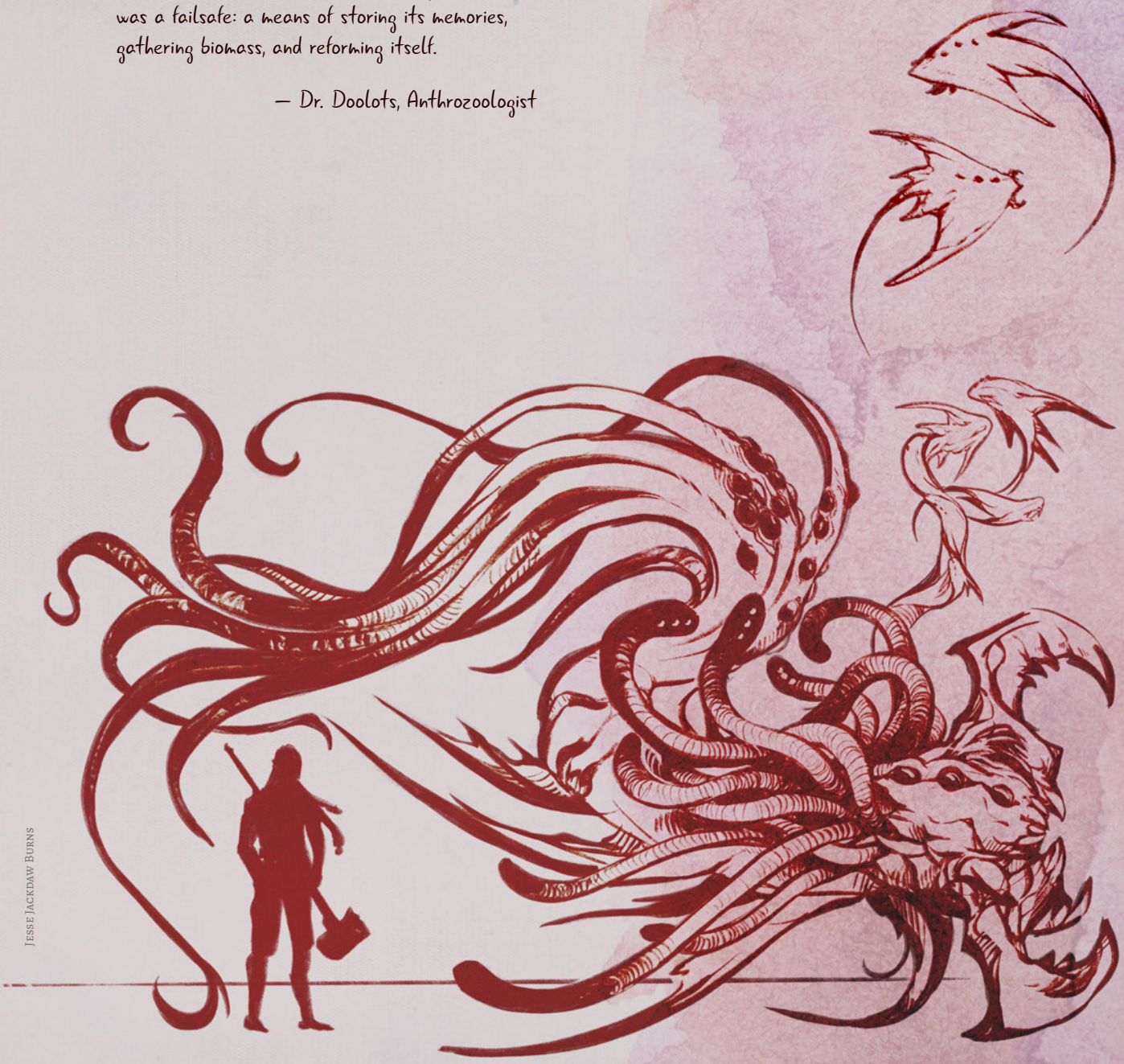
Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
Broodmother's Embrace	Wondrous item	Rare	Required	*Broodmother hide*	*Robust*	3,500 gp
		Very rare			*Potent*	12,000 gp
		Legendary			*Mythic*	41,600 gp
Broodslinger	Wondrous item	Uncommon	Required	*Broodling sac*	*Frail*	800 gp
		Rare			*Robust*	2,500 gp
		Very rare			*Potent*	9,500 gp
Tome of Living Memories	Wondrous item	Uncommon	Optional (by wizard)	*Broodmother eye***	*Frail*	750 gp
		Rare			*Robust*	2,300 gp
		Very rare			*Potent*	10,000 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.
**One, two, or three *eyes* for uncommon, rare, and very rare, respectively.

Mohammed "Aggi" Bellafquih

Aboleth broodmothers weave a rich genetic tapestry with the ecosystem in which they settle. A broodmother does not evolve via the mechanisms proposed by many famous zoologists, but rather assimilates the adaptations that other species develop through natural selection. After ingesting an organism, special enzymes within a broodmother's gastric tract extract useful genes and mutations, apportioning them to the relevant organs in the broodmother's form. One of those adaptations was a failsafe: a means of storing its memories, gathering biomass, and reforming itself.

— Dr. Doolots, Anthrozoologist



Jesse Jackdaw Burns

DREAM WEAVER
CHAPTER 15
5TH, 12TH, 19TH LEVEL
"NEVER FOLLOW YOUR DREAMS.
THEY'RE TERRIBLE NAVIGATORS."
HELIANA

Introduction

This hunt, *Dream Weaver*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **5**, **12**, or **19**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 6th or 13th level, or two-fifths of the way to 20th level. The adventurers must enter the Dreamscape to free a population of villagers held in perpetual sleep by an extraplanar aberration: the dreamholder.

After discovering all of the villagers asleep, the party must themselves fall asleep to enter the Dreamscape. In the Dreamscape, the party meets the villagers' psyches in a perpetual loop of three locomotive carriages. They have a chance to release these psyches from the illusions to which the dreamholder is subjecting them. Eventually, the dreamholder notices the party's interference, and things take a more violent turn.

Background

On a psychedelic trip to the Astral Plane induced by consuming magical mushrooms, Esmeralda Butterwort, the apothecary for the village of Cordette, brought back a stowaway from the Far Realm in the corners of her mind. This parasite, a dreamholder by the name of Insomnium, began hopping between villagers' dreams, manipulating them to incite great emotion on which it fed. This had the side effect of linking the villager's dreams, creating some socially awkward encounters.

Insomnium quickly realised that the village was small and diurnal—a problem for a being that requires a continuous chain of sleeping creatures to exist. All the villagers worked during the day, meaning that, in order not to get ejected back to the Astral Plane, Insomnium had to spend the days manipulating the dreams of napping cats, barn owls, and—worst of all—bats (all they dream about is nectar). These simple-minded creatures provided little nourishment, and Insomnium was "forced" to lock sleepers into their dreams, to ensure it didn't have to consume such paltry offerings again.

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Bucket, the village mayor's automaton, is one of the few individuals left unaffected, by virtue of not needing to sleep. While some villagers escaped, most are now trapped in slumber, and Bucket has sent a request to Heliana for help. Several villagers are showing signs of physical exhaustion, and one has passed on entirely. If action isn't taken quickly, more of the villagers might soon expire.

Summary

Here's the main info to digest:

- ***Which Monster?*** The dreamholder, Insomnium, is an aberration from the Anomalies, a strange and distant plane of existence.
- ***Monster's Motivation.*** Insomnium desires to create a perpetual Dreamscape from which it can feed. To do this it plans to lock the villagers into a perpetual sleep.
- ***Monster's Previous Actions.*** About a week ago, Insomnium created a Dreamscape by linking the dreams of Cordette's villagers and has since held them in an almost-perpetual slumber. It feeds on their emotions, which it manipulates through illusions. To ensure these dreamers do not die from exhaustion, it must periodically let them wake to eat and drink, knowing that they must return to sleep. However, it hasn't perfected this practice: some villagers—the frail and infirm—have already passed from exhaustion, and one individual wakes and flees when the party arrives (see Clue 2, page 370).
- ***Where's the Monster?*** The dreamholder exists within the Dreamscape, a melange of the dreams of the villagers over which it holds dominion.

Adventure Hooks

A hamlet full of sleeping villagers? That doesn't sound like a dungeon. Like a deep therapy session, the real dungeon is in your mind or, more specifically, the adventurers' dreams. Use as many of the following hooks as necessary to get your party motivated.

- ***Curiosity: Group Naptime.*** A whole village has gone to sleep, and none can be woken. Bucket, the mayor's automaton, has tried the usual medical procedures: smelling salts, leeches, and electrocution; nothing has worked! This seems like a magical mystery.

- ***Morality: Eternal Sleep.*** One villager has already passed from exhaustion and more could soon follow if steps aren't taken to wake them. Luckily, the village's children were on a school trip and have since been residing in a nearby town. However, will there be parents to return to?
- ***Compensation: Baron Bodrum's Disaster Relief Discretionary Fund.*** As per its programming, Bucket, the automaton, can access the discretionary fund set up by Baron Bodrum to ensure continuity of all business ventures. It is permitted to pay the party upon resumption of normal village activity.

Bucket. The town's mayor, Sandy Topman, was gifted an automaton by Baron Bodrum. This magic-infused machine usually performs menial tasks, acts as a secretary, and secretly reports to the Baron. Sandy, quite astutely, doesn't trust it. Now, Bucket is the only conscious being in the village. It can act as the party's quest giver and guide them around the village, explaining the information in the adventure hooks and providing the clues marked 'Bucket' in the Know Thy Enemy section.

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
5th	3,000 gp	2,400
12th	17,000 gp	7,500
19th	35,000 gp	20,000

*Includes all scripted monsters, averaged for 4 player characters.

Characters

Bucket

Bucket is an advanced automaton from Baron Bodrum Businesses Inc.'s buddy bot line. Vaguely humanoid-shaped, his brass exterior is in need of polish, and slight squeaks can be heard whenever he moves, as his joints need oiling. Bucket is polite, verging on obsequious, but has an experimental behavioural enchantment that results in moments of low-key sarcasm and saltiness. If pressed about this apparently rude behaviour, he will feign innocence, remarking "How could I have been so blind as to not see the offence that might have caused! Please accept my heartfelt apologies."

Bucket

Automaton, secretary, he/him

Personality. Jobsworth, obsequious.

Physical. Humanoid-shaped, made of wood and metal, eye glows with arcane energy.

Desire. To report any and all findings back to Baron Bodrum and to tacitly insult all humanoids.

Fear. Becoming obsolete.

"I do apologise if my words cause offence. Dealing with you emotion-havers is quite the effort!"

Bucket

Michelle Mueller; Opposite: Derek Murphy

VILLAGERS

Throughout the village, there are twelve sleepers. One of them (Ayu Aeska, see Clue 2) awakens while the party is in town, fleeing after they interact with the party. Another, the village storyteller, Ol' Matthias, has expired. The rest of the villagers, including all the children, are staying in a nearby town. The villagers were not moved out of Cordette for fear of spreading their infection. The sleeping villagers are:

- **Esmerelda Butterwort**, a jolly NG female halfling, is Cordette's apothecary. She enjoys recreational use of magical mushrooms and hates people who behave too officiously or lawfully.
- **Sandy Topman**, an affable and polite LG female dwarf, is Cordette's mayor and the mill owner. She is charming, has a head for numbers, and likes to avoid confrontation, ensuring all are as happy as can be, within reason.
- **Ma Slake**, a sardonic female LN half-elf, is Cordette's innkeeper. She runs a tight ship, having worked as a quartermaster on merchant vessels in her youth. She likes efficiency and loathes laziness.
- **Alan Gruber**, a laissez-faire male N human, is the village drunk. He lives off of his war pension, having been a soldier, and is secretly in love with Ma Slake. He likes jokes and avoids talking about anything too serious.
- ***Labourers.*** Cordette contains a large contingent of miners and farmers. Of those, three individuals are in the Dreamscape. All three appreciate camaraderie and a respect for workers' rights, and all detest how big business treats its workers as expendable cogs in a larger machine.
  - ◊ **Brude Mountainroot**, leader of the three, is a middle-aged, taciturn NG female dwarf, who's never been promoted to foreman because she is "more on the worker's side than the business'".
  - ◊ **Mokun Fastwrench** is a young, excitable NG male gnome, full of bravado, but unwilling to throw the first punch, ever.
  - ◊ **Kosh** is a silent, steely-eyed N male half-elf who had his tongue removed for speaking out against a former master.
- ***Lawyers.*** Though not technically from Cordette, these three lawyers were in town to parlay with the dissenting workforce who were trying to unionise. They represent Baron Bodrum Businesses Inc. and see all the villagers as either misguided or malevolent.
  - ◊ **Silvant Brightquill**, a precise LN female gnome, is the group's leader. She follows the letter of the law; morality has no say in the decisions she makes.
  - ◊ **Mala Velont**, a ruthless LE female dragonborn, is Silvant's assistant. She is greedy, in it for her own gain, and is quick to bear a grudge.
  - ◊ **Brosh**, a quiet LN male gobboc, is their clerk. He constantly takes notes, leaving him no time to talk. He is easily impressed by his superiors but takes a haughty, patronising stance with those he believes beneath him.

CORDETTE

Cordette is a small, ambiguous village, usually home to approximately one hundred individuals; a mix of humans, dwarves, halflings, and half-elves. If you find yourself in need of guidance, Cordette can be set in rolling green hills, scattered with sparkling rivers, industrious farms, and mine shafts. The village itself is centred around a mid-sized river, over which spans an ancient-but-sturdy stone bridge. On one side of the bridge, Topman's Watermill grinds grain for the surrounding farmers. On the other, Slake's Thirst provides ale after a hard day's work and has lodgings for miners. Other notable buildings are:

- **Herbaltrip**, Esmeralda Butterwort's apothecary.
- **The Bodrum Teachery**, a school funded by Baron Bodrum Businesses Inc.'s Philanthropic Fund. The teacher, Ms. Taxi, as well as all the kids, were on a school trip when the ordeal began and are now in a nearby town.
- **Ferally Ferrous**, a smithy run by a suspiciously hairy male human named Omon Fowl. Omon was away for a 'full moon' party at the time everyone got trapped in their sleep stasis and has not yet returned.

Know Thy Enemy

Interacting with Bucket or exploring Cordette can reveal clues about the upcoming confrontation. These can be delivered before the party enters the Dreamscape or during their exploration of the locomotive carriages.

- Creatures in the Dreamscape take psychic damage.
- You enter the Dreamscape by sleeping, and creatures trapped there can be restored to their body.
- The dreamholder likes things to be quiet; thunder damage (and psychic damage) disturb its ethereality and remove its immunity to bludgeoning, piercing, and slashing damage.

Clue 1: Psychic Trauma

Observing the sleeping villagers reveals two things: they suffer from exhaustion and psychic damage.

Exploration

Observing any of the sleepers gives the party the opportunity to identify some of the symptoms of perpetual sleep. A successful **DC 12 Intelligence (Arcana** or **Medicine)** check reveals two things:

- All villagers (except the mayor; see Bucket, below) suffer from **exhaustion**; they haven't eaten or drunk in days.
- Some villagers have dried blood near their eyes, ears, and nose*, and their eyes are bloodshot. These are the typical symptoms of taking psychic damage.

A result of **16** or higher on the check also reveals that the effect is magical in nature, and can't be reversed from the Material Plane by all but the mightiest of magics.

Bucket

Bucket explains that he administers a sugary brine solution to the mayor which seems to stave off the exhaustion effects. However, another harm, one that causes bleeding from the nose, eyes, and ears*, seems to occur spontaneously. A successful **DC 12 Intelligence (Arcana** or **Medicine)** check reveals these to be signs of psychic damage.

*If you describe psychic damage using different symptoms, substitute those here.

Handout 15.1: Psychi Trauma

Jesse Jackdaw Burns

Clue 2: Sleep to Wake

Any attempt to wake the sleepers on the Material Plane, besides using the *wish* spell, fails. Spontaneously, one sleeper, a slightly deranged CG male halfling labourer named **Ayu Aeska**, wakes, explains some basics to the party, and flees. This should inform the players that there is a place they can enter by falling asleep and that they can find the sleeping villagers within.

Exploration

Whenever you deem appropriate, the party can find the sleeping form of Ayu Aeska or overhear crashing in a nearby building as he suddenly awakens. By chance, he became lucid in his dream and managed to break out of the Dreamscape. He explains that he saw all of the other villagers, but none of them made any sense. There was one creature he didn't recognise, a conductor, explaining, "*His eyes had too many pupils...*" He refuses to stay in the village, despite being obviously exhausted, and crawls away as soon as possible, stating, "*I'll never sleep again!*" He leaves behind the scribbled note, below (handout 15.2).

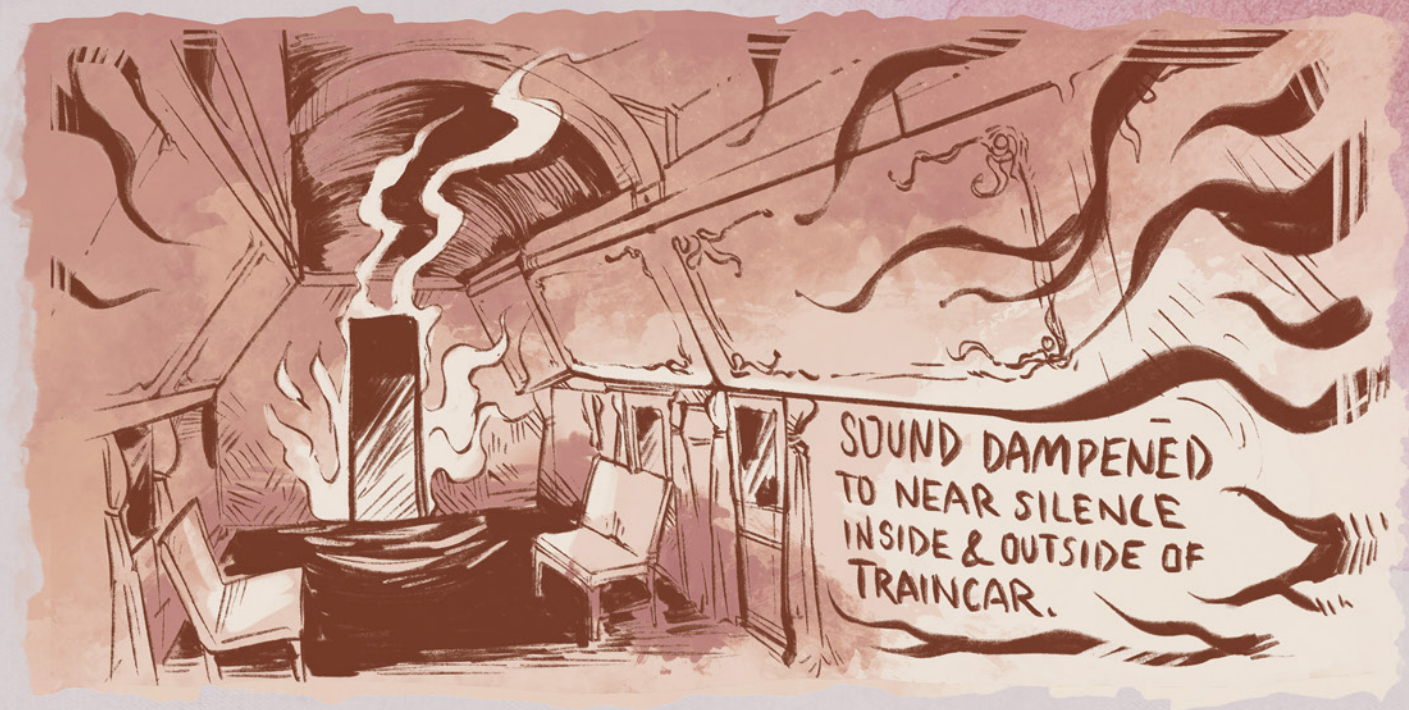
Bucket

Bucket mentions that before they left, some villagers refused to go to sleep. Those that successfully staved off their fatigue never got trapped and were able to leave to a nearby town. The villagers refused to bring the sleepers with them, for fear of spreading 'the disease'.

Sleeping Draught. Bucket can guide the party to Herbaltrip, Esmerelda's apothecary, and help them find a sleeping draught with enough doses for all the party. This *draught of lucid dreaming* is powerful enough to cause even elves to dream and ensures its drinkers are lucid when they enter the Dreamscape.

Handout 15.2: Dreamer's Note

Jesse Jackdaw Burns



Handout 15.3:
Dampened Sound

Clue 3: Quiet

The dreamholder can flicker out of existence, avoiding bludgeoning, piercing, and slashing damage entirely. In addition, it abhors loud noises. Thunder damage, along with psychic damage, can interfere with its focus and render it corporeal, allowing the physical damage types to affect it.

Loud Noises. This is a hard clue to communicate. You can narrate how loud noises cause visual glitches to occur in the environment of the Dreamscape. Though it's not in its stat block, you can have the dreamholder make a **VDC Wisdom saving throw** whenever it hears a loud noise, triggering its Inconsistent Incorporeality trait on a failure. This gives lower-level characters, which typically have fewer damage types at their disposal, a viable means of triggering the trait.

Exploration

Once the adventurers enter the Dreamscape, everything is muted. This is reinforced by sections of each read-aloud passage. In addition to that, you can describe the following:

- The floor and walls are padded, dampening the sound of footsteps.
- The storm outside the locomotive's windows is entirely silent.
- It's generally hard to hear. You, as the GM, can speak quietly so that the players ask you to speak up in your narration. In addition, all creatures have **disadvantage** on **Wisdom (Perception)** checks that involve hearing.
- An adventurer or NPC can bump into something causing it to fall and make a loud sound, which in turn causes visual glitches.

Jesse Jackdaw Burns

The Dreamscape

When a creature sleeps, its psyche manifests a reality commonly known as a dream. Usually, these Dreamscapes exist solely within the mind of the dreamer, a private dimension to explore one's own memories and thoughts. However, powerful magic, such as that possessed by a dreamholder, allows creatures to enter the Dreamscapes of others. Dreamholders can bridge the Dreamscapes of nearby sleepers and even trap people within their dreams, creating a tangled web of interconnecting landscapes, scenarios, and characters. This Dreamscape becomes a dreamholder's lair, from which it feeds on the psychic energy caused by extreme emotions, such as joy, anger, and fear.

Insomnium, the aberration that holds Cordette in its sway, has created a Dreamscape consisting of adjoined locomotive carriages that are an enclosed loop. The villagers' psyches are trapped in this Dreamscape.

Dreamscape Knowledge

You can impart the following information (Death, Dream Spell, and Resting) to a creature that succeeds on a **VDC Intelligence (History** or **Arcana)** check.

Death. Dying in the Dreamscape causes the psyche to become shattered. It can't return to its body, which remains in a coma and eventually passes away from exhaustion unless magically fortified.

Dream Spell. A creature that casts the *dream* spell while in the Dreamscape can duplicate the effects of any other spell of 4th level or lower. It doesn't need to meet any requirements of that spell, including costly components. The spell simply takes effect. Alternatively, a creature can create one of the following effects of its choice:

- The creature creates one object of up to 5,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space the creature can see on the ground.
- The creature allows up to four creatures that it can see to regain half their hit points, and it ends all effects on them as described in the *lesser restoration* spell.
- The creature grants up to four creatures that it can see **resistance** to a damage type it chooses for **10 minutes**.

The creature might be able to achieve something beyond the scope of the above examples. The player should state their desire to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the desire, the greater the likelihood that something goes wrong. Anything, be it object, creature, or other, created by this spell, remains in the Dreamscape if the caster leaves this realm.

Resting. It is impossible to rest in the Dreamscape. A creature can't gain the benefits of either a short or long rest, no matter how much time it spends resting. The exception to this is changing prepared spells; which can be done over the course of 10 minutes. Going for more than 24 hours without a long rest prompts a **Constitution saving throw** to avoid gaining exhaustion, as usual.

Entering the Dreamscape

To enter Insomnium's Dreamscape, an adventurer must fall unconscious while within one mile of one of Cordette's sleeping villagers. A character that does so immediately awakens in the Dreamscape. Bucket can direct the party to the local apothecary, which contains *draughts of lucid dreaming* with enough doses for all the party. These draughts affect even creatures that don't normally dream, like elves, and ensure a creature is lucid when it dreams. Alternatively, a creature that casts the *dream* spell targeting a creature in a dreamscape can remotely enter the dreamscape as a lucid dreamer.

Entering the Dreamscape Accidentally

What if your players' characters fall asleep without consuming the *draught of lucid dreaming*? A creature that falls asleep within a mile of Cordette enters the Dreamscape but must succeed on a **VDC Wisdom saving throw** in order to be aware that it's dreaming. A creature that fails this saving throw sees what the dreamholder wants it to see, and is kept in the Dreamscape by Insomnium until it becomes a lucid dreamer.

Leaving the Dreamscape

A creature that is lucid dreaming can use its action to make a **VDC Wisdom saving throw**. On a success, its psyche is restored to its body and it wakes in the Material Plane.

Beguiled Dreamers. Typically, creatures trapped in the Dreamscape aren't lucid dreaming. Such creatures can be made to see through the dreamholder's illusions by interacting with lucid-dreaming creatures (such as the player characters) inside the Dreamscape (see Dreamers). A creature that sees through the illusion becomes a lucid dreamer and can attempt to leave the Dreamscape as described. From the Material Plane, only a *wish* spell can restore a psyche trapped in the Dreamscape to its body.

Dreamers

Inhabiting the locomotive are the trapped villagers. They don't know they are trapped in a Dreamscape and are completely under the dreamholder's dominion, seeing exactly what the dreamholder wants them to. Each dreamer is being induced to experience one emotion from which the dreamholder feeds.

Snap Out Of It. If the party can make the dreamer feel the opposite of the emotion the dreamholder is imposing, the dreamer snaps out of their reverie, sees past the illusions, and becomes a lucid dreamer. This can be achieved through exploration and social interaction. For example, a VDC Charisma (Persuasion) check is useful to represent a player trying an emotive argument, while an attempt to point out how unnatural the sky outside the carriage is might use a VDC Intelligence (Nature) check.

Non-Standard Ability Checks

You can mix and match abilities and skills as you see fit. For example, if a character uses a logical argument, you can give the player the choice of making a non-standard **Intelligence (Persuasion)** ability check in place of the Charisma check.

Restorative Magic. A *lesser restoration* spell can cause a dreamer to see through the illusions. To cast this touch spell against an unwilling creature, the caster must succeed on a **Dexterity (Sleight of Hand)** check, contested by the target's **Dexterity (Acrobatics)** check. On a success, the spell functions normally and the dreamer is immune to the dreamholder's illusions for the next 24 hours. On a failure, the spell is wasted.

Let Battle Commence. Causing dreamers to see through the illusions is one of the suggested triggers for starting wave 1 (see page 377).

Compelling Narrative

Having the party suspect there is an overarching enemy in charge of this whole dream realm can really up the ante. To help generate some tension, you can use the following sensory effects whenever a lair action takes place, or if the party does something the dreamholder doesn't like (such as causing a dreamer to see through its illusions):

- A huge, multi-pupiled eye flickers briefly into existence, staring at one of the player characters.
- The skin on the back of an adventurer's neck prickles, as if something is watching it. There is nothing to see if the character turns around.
- A voice, somewhere between beast and person, growls "No" in the back of a player character's mind.
- The sharp metallic tang of blood fills the nostrils and mouths of the adventurers, before fading away moments later.
- Sounds drift in from the Material Plane, through the ears of sleeping dreamers. A goat bleating, wind in the trees, the clip-clop of a horse, or Bucket's musings. There is no source of this sound.

Lower-Class Carriage

When the adventurers first fall asleep, they immediately awaken in the rickety lower-class carriage. At the south end of this carriage are some stinky toilets, though there is nothing untoward in the toilet bowls; the smell seemingly has no source. The north door leads to the dining carriage, and the south to the lounge car. You can read the following:

The gentle, regular swaying and persistent, muted rumble slowly shakes you awake. Rough wooden benches line each side of a sparsely-furnished carriage. A sickly sweet smell comes from the rear, while an occasional gust brings the scent of rich roast meat from the fore. The windows that line each side of the carriage depict a storm of black clouds and silent purple lightning. An old woman sits knitting at the far corner, humming gently to herself as threads materialise out of thin air.

Esmerelda Butterwort. Esmerelda, the town's apothecary (NG female halfling **sleepwalker**), is the jolly lady knitting in the corner. The dreamholder is causing her to feel surprise and joy. The dreamholder's illusions cause her to identify the first player character to approach her as her long-lost daughter, Saphyre, a fact she reacts to with great joy. She insists that this player character try on the child-sized sweater and is very confused when it doesn't fit.

By talking to Esmerelda, the party can discover that Saphyre went missing over 15 years ago when she was ten years old. If the party uses the discrepancy between the time that has passed and the child-like illusion that she sees, the ability check made to convince her of the dreamholder's illusion is made with **advantage**.

Dining Carriage

To the north of the lower class carriage, through a sliding door, is the dining car. This is filled with three individuals: Ma Slake (sardonic female LN half-elf **sleepwalker**), barkeep at Slake's Thirst in Cordette; Sandy Topman (charming female LG dwarf **sleepwalker**), mayor and mill owner of Cordette; and Alan Gruber (inebriated male N human **sleepwalker**), the town drunk. The north door leads to the lounge carriage, and the south to the lower class car. You can read the following:

The rich smells of malty beer and roasted meat pervade this warmly-lit carriage. A long bar runs along the east side, a scowling half-elf standing to attention behind the counter. Despite obviously rattling with the motion of the carriage, the glass bottles make only muted tinkling sounds. Further on, an anxious-looking female dwarf and a bleary-eyed human sit at the bar.

Ma Slake. Ma, behind the south end of the bar, believes the party to be scullery maids, late delivering food to her customers. She is being made to feel anger. She berates them, saying 'at least the meat smells roasted'. Pointing out that there is no meat, only the smell of it, gives **advantage** on ability checks made to persuade her of the illusion.

Sandy Topman. Affable and polite, Sandy apologises to the party, explaining that she doesn't have a ticket for this locomotive and seems to have forgotten her wallet. She believes the party to be train conductors and is being made to feel panic. Pointing out that no one has a ticket gives **advantage** on ability checks made to persuade her of the illusion.

Alan Gruber. Drunk and slurring his speech, Alan is being made to feel joy. He identifies the party as old drinking friends from the army. If induced to reminisce about old times, he will gradually remember that each of the people he sees was killed in battle. He becomes very sad and confused, conferring **advantage** on ability checks made to persuade him of the illusion.

Lounge Carriage

To the north of the dining carriage is the lounge. Two groups of three huddle at either end, and the tension can be cut with a knife. One group is composed of three labourers, miners trying to unionise for better working conditions. The second group is composed of lawyers representing Baron Bodrum Businesses Inc., who're in town to quash the growing resentment amongst the workers and remind them of their place. The north door leads to the lower-class car, and the south to the dining carriage. You can read the following:

A well-appointed room of comfortable chairs, couches, and carpets is juxtaposed by the steely tension between the two groups in this room. At the far end of the carriage are three rough-looking individuals in worn clothes, wearing steely expressions. At the southern end are three finely-dressed people, sporting clipboards, quills, and quietly terrified visages. A faint stink comes from the north end of the car.

Labourers. Mokun (excitable NG male gnome **sleepwalker**), Brude (taciturn NG female dwarf **sleepwalker**), and Kosh (silent, steely-eyed N male half-elf **sleepwalker**) are being made to feel disgust. They see the party as enforcer automatons sent by Baron Bodrum to break up their unionization efforts.

Lawyers. Silvant Brightquill (precise LN female gnome **sleepwalker**); her assistant, Mala Velont (ruthless LE female dragonborn **sleepwalker**); and their clerk, Brosh (silent LN male gobboc **sleepwalker**) believe the party to be more labourers. They are being made to feel fear.

Pointing out that the party is being made to appear like what each group hates most confers **advantage** on ability checks made to persuade either group about this illusion. Neither side is inclined towards violence nor will throw the first punch.

Esmerelda

Roberto Lima

The Battle Ahead

The hunt to defeat the dreamholder takes place as three combat waves, set across two map locations. The first wave occurs in the train carriages, the second in the locomotive station.

The first combat wave begins when the dreamholder realises that the adventurers threaten its Dreamscape. The dreamholder modifies the illusions the sleepwalkers see, causing them to view the party as ravening demons, horrors, or some other such entities that the villagers might deem hostile. There are a variety of suggested triggers for when to start this wave (see below) but really, it is whenever you, the GM, see fit.

The second wave involves dreamer(s)—horrors and phantasms—from Insomnium's previous forays into the Material Plane. They've spent a lot longer in the Dreamscape and have lost connection with both their corporeal forms and their sanity. These creatures await the party in the shadows of the locomotive station. Once they're dispatched, the dreamholder arrives, and the third and final wave begins.

Insomnium's Lair

Insomnium's lair consists of the entire shared Dreamscape it has created. For the purposes of this hunt, the adventurers enter the lair when they fall asleep and leave it once they awaken.

Regional Effects

The dreamholder's lair has the following unique properties:

- ***Detect Thoughts.*** The dreamholder can detect the surface thoughts of all creatures within its lair. This gives it **advantage** on any **Wisdom (Insight)** checks against creatures in its lair.
- ***Immutable Form.*** The environment of the Dreamscape can be permanently changed only by a *dream* or *wish* spell. All objects are otherwise unbreakable.
- ***Speed of Thought.*** Each creature gains a modifier to its speeds equal to its **Intelligence score minus 10** (rounded down to the nearest 5-foot increment).
- ***Strength of Mind.*** Strength, Dexterity, and Constitution saving throws are all replaced with Intelligence saving throws.
- ***Quiet.*** The Dreamscape is magically quietened;

the dreamholder doesn't like loud noises (or thunder damage). All creatures have **disadvantage** on **Wisdom (Perception)** checks that involve hearing.

Helping Hand. If the party needs help at any point, you can reintroduce a character they save, such as Ayu Aeska. Give the NPC a couple of level-appropriate healing spells (1st-level, 3rd-level, or 5th-level, respective to the hunt level), or perhaps even the ability to deal thunder damage if the party hasn't cottoned on to Clue 3.

Lair Actions

While Insomnium lives, it can invoke the ambient magic of the Dreamscape to take lair actions. The saving throw DCs, damage, and temporary hit points of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam	Temporary Hit Points
5th	13	5 (**2d4**)	3 (**1d6**)
12th	16	14 (**4d6**)	7 (**2d6**)
19th	18	28 (**8d6**)	14 (**4d6**)

Lair Actions. On initiative count 20 (losing initiative ties), Insomnium takes a lair action to cause one of the following effects. It can't take the same action two rounds in a row. See the table above for the damage, save DCs, and temporary hit points.

- ***Forgetful Friend.*** Each creature of the dreamholder's choice within the lair must make a **VDC Intelligence saving throw**. On a failed save, the target loses the ability to distinguish friend from foe. It regards all creatures it can see as enemies until initiative 20 of the next round.

Map 15.1. Train Carriages.
Doors with matching letters connect to one another

Cartographer: Cze & peku

1 square = 5 feet

Cze & Peku

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

- ***Valiance.*** The dreamholder inspires creatures of its choice within its lair, giving them visions of triumph and hope. Each affected creature gains temporary hit points and is under the effects of the *bless* spell until initiative 20 of the next round.
- ***Despair.*** The dreamholder gives creatures of its choice within its lair visions of failure and despair. Each creature the dreamholder chooses must make a **VDC Charisma saving throw**. On a failure, a creature takes psychic damage and is affected by the *bane* spell until initiative 20 of the next round. On a success, the creature takes half as much damage and isn't affected by the spell.

Wave 1: Sleepwalkers

When wave 1 starts is up to you. It should ostensibly occur when the dreamholder might realise that the party poses a threat to the status quo it had been maintaining in the locomotives. Some examples of what might constitute a trigger are:

- The party successfully persuades three or more individuals to see through the illusion.
- The party fails to persuade eight or more individuals to see through the illusion.
- The party shows they possess magic that can allow folks to see through the illusion.
- The party makes a ruckus that lets the dreamholder know they're onto its scheme.

When you decide the time is right, you can read the following:

> In an instant, the expressions of the other people in the carriage change to ones of abject horror. Yells of "to arms" and "defeat these foul demons" fill the air, from in front and behind.

You can also describe the players as seeing demonic forms in any reflective surfaces, including their reflections in the carriage windows.

Enemies

The enemies in wave 1 are the **sleepwalkers**. In the higher-level versions of this hunt, these are accompanied by one or more **phantasms**, which appear in advantageous positions of the GM's choice. Any sleepwalkers that have been persuaded by the party to see through the dreamholder's illusions aren't hostile towards the party and spend their actions making VDC Wisdom saving throws to attempt to escape from the Dreamscape.

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

- Up to 10 **sleepwalkers*** (CR 1)

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

- 2 **phantasms*** (CR 7)
- Up to 10 **sleepwalkers*** (CR 1)

Level 19. At 19th level, the wave 1 combatants are:

- 5 **phantasms*** (CR 7)
- Up to 10 **sleepwalkers*** (CR 1)

*See Appendix C

Tactics

Sleepwalkers. The sleepwalkers move slowly for the first couple of rounds, taking the Dodge action and psyching themselves up. This gives the players a chance to persuade them they're not really demons. After that, they attack with little sense of self-preservation; Insomnium's illusions assure them they'll be victorious.

Phantasms. In the higher-level versions of this hunt, these creatures make use of their incorporeal movement to move out of the carriage, re-entering at a point that is advantageous for them (such as near a less-armoured character).

Lair Actions. For greatest effect, the dreamholder uses Forgetful Friend during the first round, and Despair during the second. It then alternates Forgetful Friend and Valiance until there are more player characters than sleepwalkers, at which point it changes Valiance for Despair.

Players. The player characters can use an action to make a **VDC Charisma** or **Intelligence (Persuasion)** check with **disadvantage**. On a success, a **sleepwalker** sees through the dreamholder's illusio. It spends its turns running away and using its action to make a VDC Wisdom saving throw to attempt to escape from the Dreamscape.

Wave 2: Please Alight

When the last sleepwalker either is killed, sees through the dreamholder's illusions, or is otherwise eliminated from the fight, the locomotive comes to a screeching halt in a lofty, dimly-lit locomotive station. You can read the following:

> Like an old, moss-covered bell, the screech of the rapidly halting locomotive mutely echoes around a large, marble-clad chamber that seems to coalesce from nowhere. Gone is the silent, tumultuous storm of dark, roiling clouds and violet lightning. Instead, a lofty hall filled with high walkways and a web of pipework fills the windows. In an instant, doors materialise on either side of the carriage and a robotic female voice says, "Please alight from the locomotive."
>
> A man, dressed in a conductor's uniform, cowers at the top of the wide marble staircase. "They're everywhere," he whimpers.

The conductor acts in a terrified manner, whimpering and hiding its eyes (which are the multi-pupiled eyes of the dreamholder) from view. Its goal is to draw the adventurers into the open.

Phantasm

Surprise. Whenever you deem appropriate, the assailants for this wave enter the hall. Phantasms phase through the floor, while horrors drop from the dark shadows of the roof or burst through posters on the walls, which instantly reform. If an adventurer's passive Perception score is lower than the VDC, that player character is **surprised**.

Enemies

In wave 2, the enemies are **horrors** and **phantasms**.

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

- 1 **phantasm*** (CR 7)
- 1 **horror*** (CR 3)

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

- 2 **phantasms*** (CR 7)
- 5 **horrors*** (CR 3)

Level 19. At 19th level, the wave 2 combatants are:

- 7 **phantasms*** (CR 7)
- 7 **horrors*** (CR 3)

*See Appendix C

Tactics

These creatures are closely controlled by the dreamholder's illusions. As the dreamholder is an intelligent fighter, it can manipulate them to attack especially vulnerable targets. For example, if the player characters split up, the horrors might all attack a single, lone character at once.

Horrors. The horrors attack with no sense of self-preservation; the dreamholder's illusions keep them assured of victory.

Phantasms. The phantasms tend to use their Horrifying Visage, then remain airborne, pelting an adventurer with no ranged capabilities from afar. Pairs or trios of phantasms can work together to frighten the same adventurer from either side. As the adventurer has a source of fear on both sides of it, this heavily restricts its movement.

Lair Actions. If the adventurers are ever grouped together, the dreamholder uses Forgetful Friend as often as possible. On rounds when it can't use this lair action, it alternates between Valiance and Despair. If the party splits up, it forgoes using Forgetful Friend.

Players. The horrors can be freed from the illusion by the *greater restoration* or *wish* spells. Otherwise, using an action to persuade them has no effect. The phantasms can't be rescued by any means.

Roberto Lima

Wave 3: Nightmare

At the end of the round when the last of the phantasms and horrors are dispatched, the dreamholder rolls initiative and makes its appearance on the following round.

> With a susurration, the sound in the hall fades, a *diminuendo* centred on the cowering conductor. The conductor rises, straightening, a grisly, too-wide smile etched on its face. The mouth opens wider and wider, skin tearing as the top of its head falls behind it and out of view. A great, shifting, multi-pupiled eye launches itself from the conductor's throat, staring hauntingly from above a gaping translucent maw. Six, long, sinuous tentacles, each swimming with numbers and symbols, end in yet more eyes that flap and swing in an unfelt astral breeze. "Leeeeeave," it growls in your minds.

Dreamholder

Jesse Jackdaw Burns

Roleplaying Insomnium

Insomnium is clever. Very clever. Combined with its ability to read the surface thoughts of creatures within its lair, Insomnium has a preternatural ability to appraise a creature's weaknesses, predict its actions, and mess with its mind. Before the session, consider asking all your players to do a little character development and write down their characters' insecurities. Use these along with their flaws, ideals, and bonds to occasionally mock or criticise the characters in order to evoke emotional responses, which Insomnium feeds upon. This makes the adventurers really dislike Insomnium, which is kind of what you're going for.

Enemies

In wave 3, the enemies are the **dreamholder** and **horrors** or **phantasms**.

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

- 1 **starved dreamholder*** (CR 7)
- 1 **horror*** (CR 3)

Level 12. At 12th level, the wave 3 combatants are:

- 1 **dreamholder*** (CR 14)
- 2 **horrors*** (CR 3)

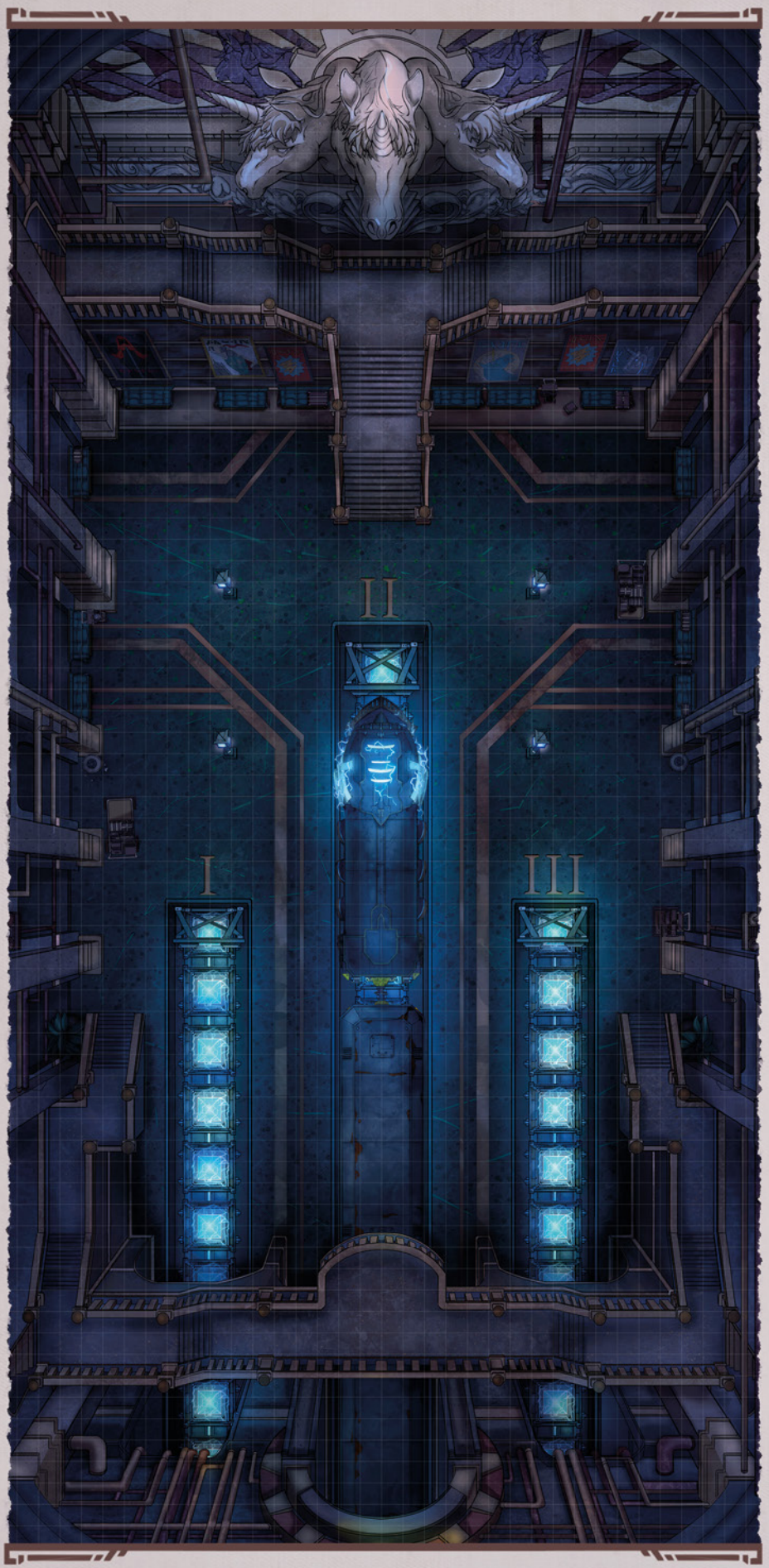
Level 19. At 19th level, the wave 3 combatants are:

- 1 **glutted dreamholder*** (CR 21)
- 2 **phantasms*** (CR 7)

*See Appendix C

Tactics

The dreamholder keeps its distance. It positions itself so that its Phantasmal Cone covers as many of the adventurers as possible. If the player characters are focussing on the **horrors** or **phantasms**, the dreamholder uses its actions teleporting and firing Eye Rays. If the adventurers ever focus on the dreamholder, it quickly uses its Mirror legendary action.



1 square = 5 feet

Map 15.2.
Insomnium's
Station

Cartographer:
Cze & Peku

Cze & Peku

Intelligent Eye Rays. The dreamholder's extreme intelligence lends it a preternatural ability to sense the adventurers' weaknesses. To represent this, note each player's Intelligence, Wisdom, and Charisma saving throw modifiers. When deciding targets for the dreamholder's eye rays, choose the individuals with the lowest saving throw modifiers for each ray.

Weakness. If any creature deals thunder or psychic damage to the dreamholder (the damage types that trigger its Inconsistent Incorporeality trait), it and its minions immediately turn their collective ire on that creature.

Lair Actions. As in wave 2, if the adventurers are ever grouped together, the dreamholder uses Forgetful Friend as often as possible. On rounds when it can't use this action, it alternates between Valiance and Despair. If the party splits up, it forgoes using Forgetful Friend.

Optional Ending: Astral Ejection

If you're running a one-shot (or, more likely, a two-shot), there might not be much point in harvesting the corpse. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt.

When the dreamholder dies, all the sleeping creatures are released from their slumber, the sleepwalkers return to their bodies, and the Dreamscape begins to disappear. You can read the following:

> With an ear-splitting implosion, sound returns to the hall. Hunks of marble fall from the ceiling and cracks run up the grand pillars. A female voice, the same one from when the locomotive arrived, says, "Please board the locomotive. It is time to depart."

Each player that isn't on the train at the end of the third round after the dreamholder's death is sent to a random location on the Astral Plane as the entire chamber falls away, leaving only the locomotive.

The locomotive is now linear; to the north of the lounge carriage is the driving car. The party has three rounds to make three successful **VDC Intelligence** checks, with each check requiring an action. A creature with proficiency in any sort of vehicle can add its proficiency bonus to these checks. The checks have the following effects:

- The first check starts the engine, generating a roar of humming lightning.
- The second check releases the brakes, causing the locomotive to shift and slowly ease forward.
- The third check causes the locomotive to shoot forward.

If these three checks are not succeeded by the end of the third round (six rounds after the dreamholder's death), the locomotive is ripped apart and each creature is sent to a random location on the Astral Plane. On a success, you can read the following, and each player character wakes on the Material Plane, in the location they fell asleep.

> The locomotive lurches forward, gaining speed at an impressive rate. Through the viewport, a landscape of rolling purple clouds and now-audible lighting is all that's visible, save for a pinprick of light. The light grows brighter, closer. You see something dark at its centre. An eye. A closed eye. The inside of an eyelid. The locomotive smashes into it. You wake.

Aftermath

Here are some possible outcomes of the hunt:

- Each sleepwalker and horror killed in the Dreamscape has a corresponding comatose physical form; the body persists though its psyche has been shredded. Such a creature can only be restored by the *wish* spell, and often returns to its body with a long-term madness effect.
- If more lawyers are killed than labourers, the miners' attempt to unionise is successful.
- Bucket pays the agreed amount to the party. If the party somehow helps the labourers to form a union, a small fee (2%) is deducted from this payment.
- The teacher, Ms. Taxi, watches the village from afar and gathers the children as soon as she sees the villagers waking. They arrive shortly thereafter and are reunited with their parents, who wish they'd had an extra day to recuperate.
- Humperdink is most interested in the existence of the Dreamscape and commissions L'Arsène to create more *draughts of lucid dreaming*. He spends a lot of time in restless sleep, exploring his 'mind palace'.
- Folks in Bodrum (see Mecha Koboldzilla, Chapter 17) have been having 'cross-dreams'. This dreamholder is much harder to track down, as it alternates between the nocturnal kobolds and the diurnal surface-dwellers.

Cacophonics

Cacophonics, the Loot Tavern's bard, pounces on the party upon their return. After extracting all the details of the party's adventure, he unveils the following song:

You can't travel here by horse or foot.
Enemies show when eyes are shut.
Can you tell what's real or not?
This train might not be what you thought.

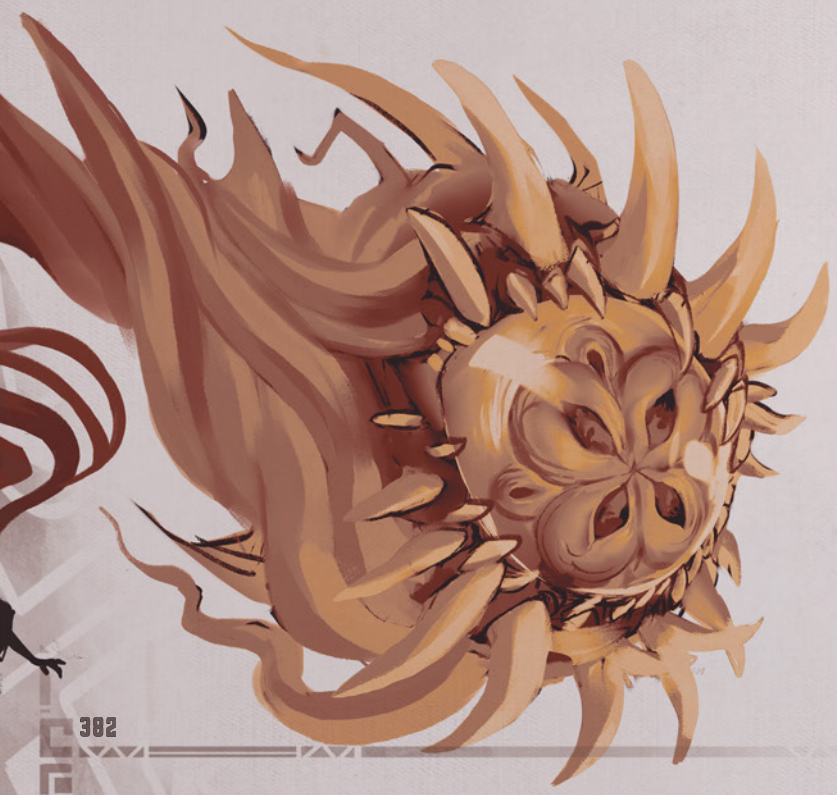
Dreamholder in the mirror
Which one to attack?

Perpetual slumber, use your speed of mind.
Maybe sound will help to win this time.
Heroes are welcome if you mind the gap.
Phantasms loom and wait to attack.

Dreamholder, when it mirrors,
Which one to attack?

My friends would have to use their brains.
Outsmart the one from Astral Planes.
The battle was lengthy, but the war was won.
Our heroes could return to the sun.

Dreamholder no longer in disguise
Our friends opened our eyes.



You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Dreamholder

Jesse Jackdaw Burns

Treasure

A dreamholder's lair doesn't have much in the way of treasure. However, you can choose to reward your players with the boon, Speed of Thought, for their accomplishments within the Dreamscape.

Speed of Thought. Your accomplishments in the Dreamscape have unlocked a minor psionic talent. As a bonus action, you can increase your walking speed by a number of feet equal to your Intelligence score until the start of your next turn. Once you use this feature, you can't do so again until you finish a long rest.

Second Chance

Harvest

The dreamholder has the following unique components, in addition to the normal components for an aberration. When the party exits the dreamscape, the character with the highest passive Perception notices a pocket watch—the one the conductor was wearing—on the floor. This is *second chance*, an uncommon item that can be socketed onto any clothing. The food component for the unique recipe is a *dreamholder subeye* (eye).

Dreamholder's Harvest Table

Component DC	Components
5	*Dreamholder subeye*[E+] (up to 6)
10	*Dreamholder bone* (up to 6)
20	*Dreamholder brain*, *dreamholder hide*
25	*Dreamholder main eye*[V]

Crafting

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

Dreamholder's Craftable Items

Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
Astral Luggage	Wondrous item	Uncommon Very rare	Optional Attunement	*Dreamholder brain*	*Frail* *Potent*	300 gp 3,200 gp
Dreamy the Lucid	Wondrous item	Uncommon	—	*Dreamholder subeye*	*Frail*	200 gp
Hammer Time	Weapon (any hammer**)	Uncommon Very rare	—	*Dreamholder main eye*	*Frail* *Potent*	1,300 gp 6,200 gp
Time Splitter	Weapon (any axe)	Uncommon Very rare	Required	*Dreamholder bone*	*Frail* *Potent*	850 gp 9,800 gp
Robes of Beaurêve	Wondrous item	Rare Legendary	Required	*Dreamholder hide*	*Robust* *Mythic*	1,600 gp 32,000 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.
**Includes club, greatclub, light hammer, mace, maul, and warhammer.

Michelle Mueller

A TALE OF TWO TAILS
CHAPTER 16
6TH, 13TH, 18TH LEVEL
"SPELLCASTERS BEWARE,
DEVILISH MAGIC FILLS THE AIR."
—HELIANA

Introduction

This hunt, *A Tale of Two Tails*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **6**, **13**, or **18**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 7th, three-fifths of the way to 14th level, or three-quarters of the way to 19th level. The adventurers must locate the lair of mob boss Tony Two Tails, and rid the desert of his infernal influence.

After tracking down Tony's location in the Lotof's End Desert, the party must contend with his magic-subverting traits and horde of bestial swarms, devils, and undead. Offensive spellcasters will be at a disadvantage in the final fight; a means of dealing radiant damage, abilities that target fiends and undead, and characters experienced in tracking will be of use in this hunt.

Background

Tony Two Tails: mob boss, desert outlaw, and the most fluffiest little kitty cat in the whole wide world. While Tony might have the outward appearance of a clumsy cloudcat, he is a fiendishly devious, cunning, and cut-throat native of the Hells: a pygmy rakshasa. Having wended his way to the Material Plane, Tony has exerted his devilish influence over all manner of desert pests, from the oasis-town rats to the sun-lounging snakes and swarms of subterranean spiders. He is now the erstwhile boss of a small but menacing mob of creatures known as the Meowling Marauders.

From the tomb of an ancient, devil-worshipping queen, Dah Roude, this rapacious group of raiders has been plundering trade caravans, pillaging fishing boats on the Olong River, and looting temples in a wide area throughout the Lotof's End Desert. Not only that, they've been legitimately purchasing all the fish from the markets, sending prices sky-rocketing. Of course, this is all part of Tony's dastardly plan to capture souls; hungry people will do almost *anything* to feed their families.

Ognjen Sporin; Opposite: Jesse Jackdaw Burns

Summary

Here's the main info to digest:

Which Monster? Tony Two Tails, the pygmy rakshasa, and his mob of swarming pests. Tony is carried by his handler, a nameless human who has forfeited his soul for infernal power.

Monster's Motivation. Tony's intent is to make the inhabitants of the Lotof's End desperate so that he can trade his devilish favours for their souls.

Monster's Previous Actions. For the past weeks, Tony has been raiding trade caravans, fishing boats, and temples, as well as raising the price of fish (a staple along the Olong River).

Where's the Monster? Tony's lair is in the tomb of the ancient, devil-worshipping queen, Dah Roude, an extremely hard-to-find edifice that shifts between different locations.

Adventure Hooks

Swarms, devils, and undead—this hunt can be as creepy as you make it. Use as many of the following hooks as necessary to get your party motivated:

- ***Curiosity: The Wandering Tomb.*** The tomb of Dah Roude can't be found using any map. It has no fixed location, appearing in different places within the Lotof's End Desert of its own accord.
- ***Morality: The Deserted Desert.*** While richer merchants and nobles might be able to pack up and leave with what wealth remains, the poor folk of the desert, wandering nomads and fishermen, are stuck. Tales already abound of pacts with devils and souls sold to the infernal fires of the Hells.
- ***Compensation: Fishers' Union.*** With the price of fish soaring to the point where those that work the boats can't afford the fish they catch, the newly-formed fishers' union of the Olong River has clubbed together to root out the source of this insider-trading evil. They'll reward anyone that can permanently return the economy to normal.

Talouc

Celestial couatl, fisherman, they/them

Personality. Calm, charismatic, commanding, community-minded.

Physical. Androgynous, dark-skinned, tall, human. Wears fisherman's garb.

Desire. To protect the folk of the Lotof's End Desert.

Fear. True nature being discovered and having to reinvent a new identity.

"Let us rid the desert of evil, seize the means of production, and feast on fish!"

Talouc

Talouc. Talouc is a couatl, a celestial that has shapechanged to appear like a handsome ebony-skinned fisher, and possesses a calm, self-assured demeanour. Through union meetings, the *dream* spell, and creating magical food, they have brought about a unified response among the fisher folk. Talouc acts as their temporary secretary and the party's point of contact for the quest. They keep their celestial nature a secret.

Under the guise of having a passing interest in the area's history, Talouc recounts how thousands of years ago, Dah Roude made pacts with fiends to help build her empire. Nothing remains now except for her tomb, which was enchanted to periodically change location in an attempt to stop graverobbers (which has so far proved successful). Talouc doesn't know of the rakshasa's existence, *per se*, but has deduced the likely cause to be fiendish in origin.

Mikhail Palamarchuk

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
6th	4,200 gp	2,700
13th	20,000 gp	12,000
18th	39,500 gp	31,000

*Includes all scripted monsters, averaged for 4 player characters.

Lotof's End Desert

The desert landscape of Lotof's End is an extraordinarily dense amalgamation of geography. From dunes to oases, ravines to salt flats, and pillars of looming red rock, it is prized for its beauty. The Olong River provides a lifeline of food and water for the conurbations that have sprung up along its flanks. Herds of wild camels are a common sighting when crossing the desert, as are the nomadic trade caravans that connect the various settlements.

Tracking

Finding Dah Roude's tomb is difficult. Using the tracking rules in Chapter 3, it is suggested that each Tracking check takes a full day and that three checks and three successes are required. This number is perfect for introducing the party to the three clues about their quarry on pages 388 - 390.

Environment: Water. The desert is hot and water is scarce. A creature requires twice as much water to survive each day as normal. If an adventurer wishes to search for water, have them make a separate **DC 20** Tracking check; on a success, water is found, while on a failure, the creature must succeed on a **DC 15 Constitution saving throw** or gain one level of **exhaustion** from the extra effort.

Unique Flora & Fauna

Though Lotof's End is a desert, it is composed of more than just lots of sand. Beyond the miles of rolling dunes, there are deep ravines, ancient river beds, bluffs, plateaus, mesas, and vast expanses of salt flats. You can use the following examples to populate this barren expanse with a unique and delightful ecosystem:

Sandshrew. These yellow-scaled, armadillo-like beasts are sturdy, expert burrowers. If approached without tact and astute animal husbandry, the sandshrew will rapidly dig a tunnel, spraying a would-be aggressor with blinding sand and dirt.

Cactus Peach. Every seven years, the cactus peach plant of the Lotof's End Desert flowers, producing succulent fruit with hues of blushing gold and sunset orange. This coincides with the septennial migration of the great flawed thrush. The fruit is prized for the depth and flavour of the peach brandy crafted from it, a liquor preserved for special events within the Lotof community. Comically, the fruit is especially prone to fermentation which, if the thrush migrates too late, can result in some drunken antics as the birds feed on the alcohol-rich fruit.

Great Flawed Thrush. This beautiful bird has feathers of gold and rust, with the males of its species sporting a plume of iridescent indigo. Its flaw is that it is stupid. Really stupid. Tales abound of the thrushes performing mating rituals in front of mirrors (presumably not realising what a reflection is), migrating the wrong way during winter, and even sleeping on top of warm ovens, as if bakers needed an excuse to use their rich, juicy meat in a pie. How it has survived this long is a mystery to zoologists the world over.

Sam Jumisko

Know Thy Enemy

As the party explores the desert looking for the lair, interactions and events can lead them to discover the following pieces of pertinent information:

- The enemies include fiends and swarms.
- Spells are unreliable, often going off course.
- A means of dealing radiant damage will be beneficial.

Clue 1: Fiends and Swarms

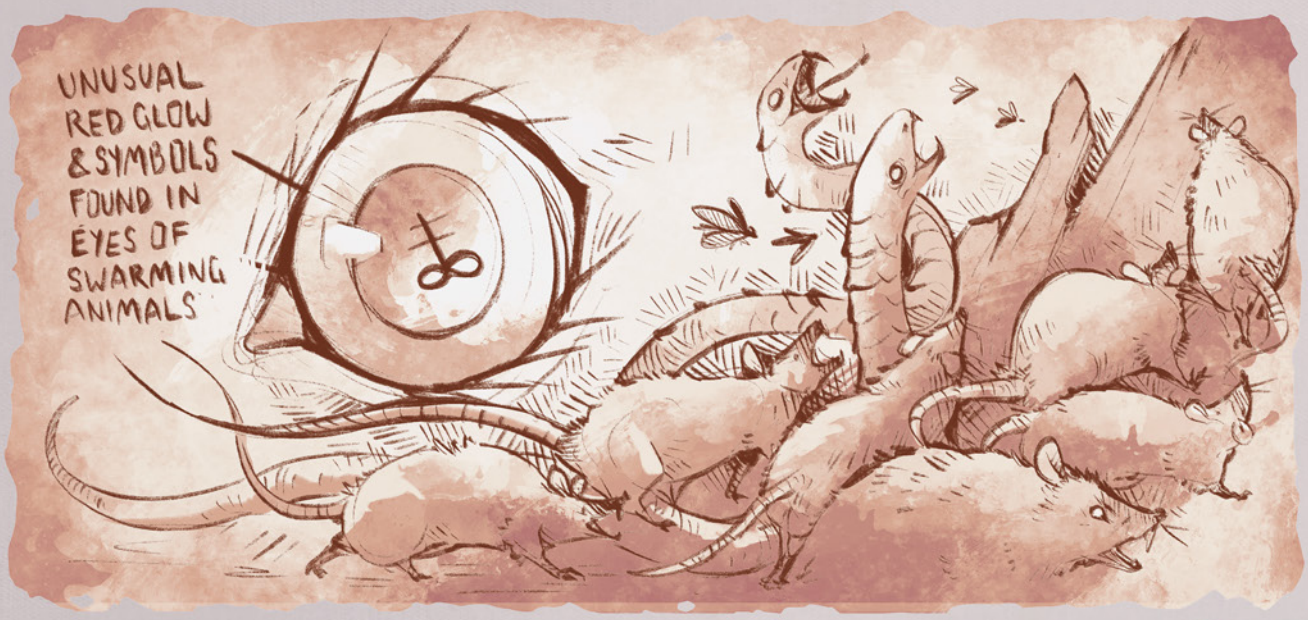
The rakshasa is a fiend; it has a peculiar pupil in the shape of a symbol for the Hells. Preparing certain spells, such as *protection from evil and good,* can help in a fight against fiends.

Exploration

Suala, a small fishing village on one of the few tributaries to the Olong River, has very little food, but a surprising amount of gold. The fishers of Suala describe how they were tricked into selling all their fish to a large man with red eyes who carried an adorable fluffy cat. The village priest, Rifika (protective LG male human **priest**), explains the following:

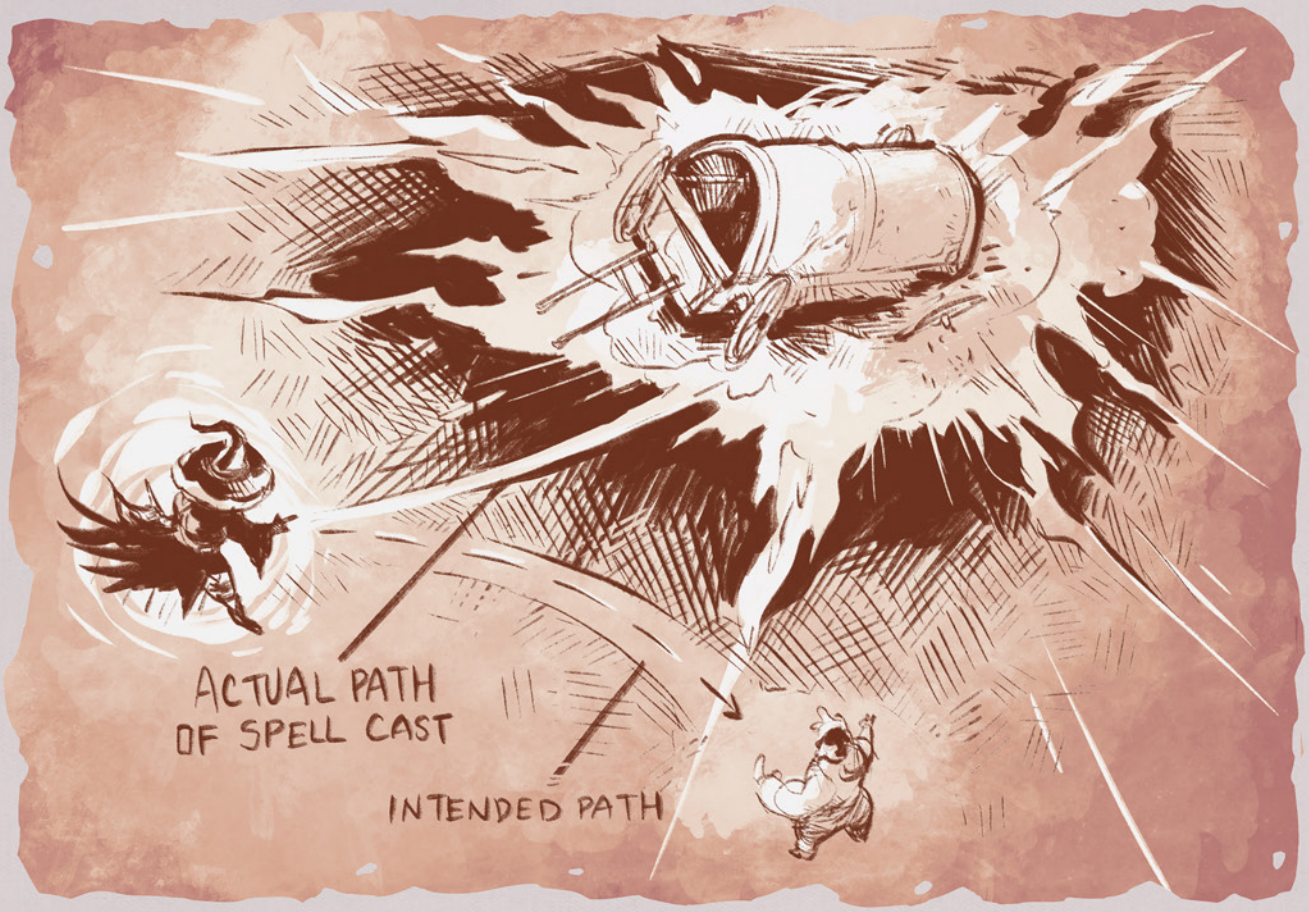
- While Rifika was elsewhere attending a sick fisherman, a large, powerfully-built man holding a cat came to the village. He asked to see each fishing boat owner and wheat farmer, one by one.
- Each sold all their food to the stranger, for a handsome price. They can't eat gold, and trading caravans haven't come through in a while.
- On divining the cause of this behaviour, Rifika's deity informed him of fiendish influences—this was all devils' work.
- All the food was carried away on the backs of thousands of insects, snakes, and rodents.

The villagers describe how the animals' eyes had a peculiar pupil, and they draw the shape. A successful **DC 12 Intelligence (Religion)** check reveals this to be the symbol for the Hells; the enemy is a fiend!



Handout 16.1. Ocular Symbols

Jesse Jackdaw Burns



Handout 16.2. Magic Awry

Clue 2: Spellcasters Beware

Pygmy rakshasas can cause magic to veer off course, hitting unintended targets. They can also entangle the Weave, with wild and unpredictable magical consequences.

Exploration

Coming over a rise, the party can spot the charred remains of camels and people, a single figure in a pointy hat kneeling in their midst. The lone survivor is a wizard, Nameena (LN female half-elf **mage**), one of the retinue tasked with protecting a caravan in these trying times. She explains the following:

- Rats, snakes, and beetles began swarming all over them, but they managed to form a defensive line.
- She's usually so careful with her fireballs, she can even sculpt out pockets of safety.
- She tried to ignite the area just beyond her comrades.
- Something caused her spell to go off course. These charred husks are all that remain.
- The Weave became tangled, she struggled to cast even the most basic spell and they often came out with unintended consequences (see th *weave entanglement* spell, page 514). It took all her skill just to cast the *expeditious retreat* spell and escape, before returning to mourn her fallen comrades.

Jesse Jackdaw Burns

Handout 16.3. It Burnses Us!

Clue 3: Radiant Deliverance

The handler has a trait (Fiendish Vigour, page 541) that grants him temporary hit points at the start of each of his turns. When he takes radiant damage, this trait doesn't function and he doesn't gain any temporary hit points.

Exploration

The party encounters an extremely wounded Rifika, suffering many small claw marks and several puncture wounds. After the events in his village, he went to check on the next village down the river. There, he found the man and his cat up to the same tricks.

He attacked the fiend with his family heirloom, a magical *+1 khopesh* (scimitar). However, though each attack managed to damage the man, tumorous growths soon reformed where the wounds were dealt. It wasn't until he summoned his *spiritual weapon*, a special sunsword peculiar to his particular deity, that the wounds remained, cauterised by the radiance. Unfortunately he was no match for the pair and only survived thanks to a *word of recall* spell, the destination for which is a small cave near the party's current location. Here's the key info to impart:

- Magic weapons deal damage, but don't prevent the temporary hit point generation.
- Rifika has a unique *spiritual weapon* that deals radiant damage instead of force.
- Radiant damage makes the wounds remain on the handler.

Jesse Jackdaw Burns

The Battle Ahead

After the party finds the tomb, they can gain entry without impediment or danger. Tony is expecting the adventurers, as the magic of his lair gives him advance notice of intruders. He can be found in the arms of his handler, at the back of the main hall, protected behind his retinue of pests. Tony tries to win the adventurers over to his cause when they first encounter him, promising them gold from the mummy's tomb in the next room.

Misdirection. The idea here is to employ a little misdirection and make the party think that the bad guy is the hulking bipedal figure. This is, in fact, the rakshasa's handler, who has sold his soul to Tony, the bundle he carries and strokes. A successful **DC 18 Wisdom (Perception)** check identifies that it is in fact the cat talking, not the man holding the cat.

Dah Rhoude's Tomb

Tony's lair is the tomb of Dah Rhoude. The stones of the tomb's walls are magically protected against decay or deformation. Nothing short of a *wish* spell can damage, change, or otherwise affect the tomb When the players first enter, read the following:

> Entering the sandstone structure, you see hundreds of eyes staring at you, from all manner of different beasts. Two pools filled with stinking, rotting fish lie to either side of you, braziers shed small pools of bright light, and, at the northern end of the hall, a giant black rock statue looms. A hulking, shadowy, bipedal figure at the back of the dimly-lit room addresses you as it strokes a bundle in its arms, "Ah, you made it. Is this a business trip, or for pleasure?"

The first wave takes place in the main hall of the tomb. It begins if the adventurers make it clear they won't join Tony in his efforts, or if they do anything remotely threatening. Tony gives warning for them not to come any closer and is unforgiving if this warning is not heeded. The second wave takes place in the rear room, where Tony and his handler make a final stand. The third wave sees Tony inhabit his mythic form, and the undead in the sarcophagi come to his aid, fulfilling an aeons-old pledge.

Environmental Hazard: Fountains of Fish. The two pools at the southern end of the main hall are filled with dead and rotting fish. A creature within 15 feet of either of these pools has **disadvantage** on any saving throw made to maintain its concentration on a spell.

Regional Effects

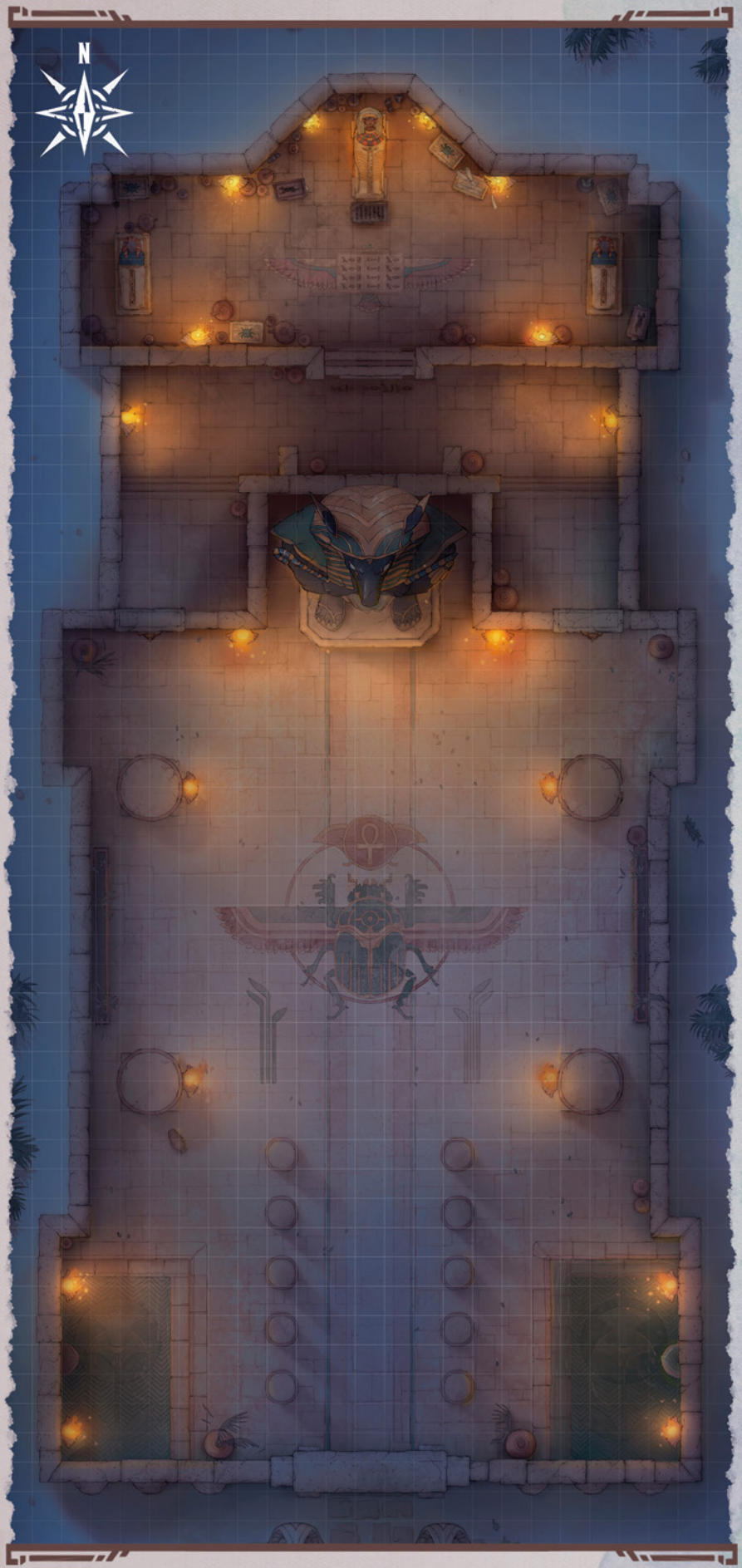
The area within 6 miles of the pygmy rakshasa's lair has the following unique properties:

- ***Hairweeds.*** Tumbleweeds made of cat hair abound wherever the wind takes them.
- ***Land on Your Feet.*** Creatures always have a tendency to land on their feet, gaining **advantage** on any ability checks or saving throws they make to prevent falling **prone**.
- ***Sunbeams.*** Sunbeams create particularly comfortable areas in which to stretch out and relax. When a creature starts a short rest in such an area, it must succeed on a **VDC Wisdom saving throw** or fall asleep for the rest's duration. Regardless of the result, such a creature gains **1** additional hit point for each Hit Die it spends to recover hit points at the end of the rest.
- ***Swarming Critters.*** When a creature takes a short or long rest, a **swarm of insects** appears and consumes a day's rations. A creature watching for danger that succeeds on a **VDC Wisdom (Perception)** check observes the insects and can fight them off (they retreat if reduced to one-half of their hit points or fewer).
- ***Unsafe Ledges.*** All shelves are unsafe; occasional wafts of magic cause any objects near the edge of a shelf, ledge, or overhang to be knocked off.

Helping Hand. At any time during the battle or tracking encounters, Talouc, in their couatl form, can lend the party aid. They fly so fast they're barely visible, lingering just long enough to cast *cure wounds*, *lesser restoration*, or *protection from poison*.

Lair Actions

While Tony Two Tails lives, he can invoke the ambient magic of Dah Roude's lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt.



Map 16.1. Dah Rhoude's Tomb

Cartographer: Cze & Peku

1 square = 5 feet

Cze & Peku

Variable Lair Action Statistics

Hunt Level	VDC	Vdam	Weave Snap Damage
6th	13	5 (**2d4**)	2 (**1d4**)
13th	16	14 (**4d6**)	4 (**1d8**)
18th	18	28 (**8d6**)	7 (**2d6**)

GM Tip

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), Tony takes a lair action to cause one of the following effects. He can't take the same action two rounds in a row. See the table above for the damage and save DCs.

- ***Fish Guts.*** The internal viscera of thousands of fish pours down in a **10-foot-radius, 30-foot-high cylinder**. Each creature in the area must succeed on a **VDC Constitution saving throw** or become **poisoned** until initiative count 20 on the next round. Until the fish are removed, the ground in the area is difficult terrain and a creature in this area has **disadvantage** on saving throws made to maintain its concentration on a spell.
- ***Swarm.*** Tony targets one Large or smaller creature within his lair, causing a horde of Tiny beasts and fiends to swarm over it. The creature must make a **VDC Strength saving throw**. On a failure, the creature takes **Vdam** piercing damage and is **restrained** until initiative count 20 on the next round.
- ***Weave Snap.*** Tony targets one creature within his lair that is attuned to a magic item or under the influence of a spell, and forces it to make a **VDC Charisma saving throw**. On a failure, the creature takes force damage equal to the value in the Variable lair Action Statistics table for each magic item it is attuned to, as well as for each level of spell currently affecting it. On a success, it takes half as much damage.

Wave 1: Pests

Tony's no fool; wave 1 begins as soon as the adventurers do anything that he might consider threatening, such as beginning to cast a spell, drawing a weapon, or starting to close the distance between them. When wave 1 begins, he and his handler immediately retreat to the northern room, locking the door behind them as a devilish figure materialises out of the air. As Tony leaves, any creature with a **passive Perception** of **16** or higher notices that two jet-black gems appear in the 12-foot-tall statue's eye sockets (these gems were in the doors' locks; they teleport to the eye when the doors are closed).

Swarm of Fiend Cats

Ognjen Sporin

Pygmy Rakshasa

Pygmy Rakshasa's Mythic Form

Enemies

The enemies in wave 1 are the swarms of pests, commanded by the devil that appears when the wave begins. Although specific stat blocks are detailed, you can narrate the swarms as being all manner of different pests: scarabs, rats, wasps, snakes, and even cats.

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

- 1 **barbed devil** (CR 5)
- 2 **swarms of poisonous snakes** (CR 2)
- 2 **swarms of wasps** (CR ½)

Level 13. At 13th level, the wave 1 combatants are:

- 1 **erinyes** (CR 12)
- 2 **swarms of fiendcats*** (CR 5)
- 2 **swarms of poisonous snakes** (CR 2)

Level 18. At 18th level, the wave 1 combatants are:

- 1 **pit fiend** (CR 20)
- 4 **swarms of fiendcats*** (CR 5)

*See Appendix C

Tactics

Devils. The devil (barbed devil, erinyes, or pit fiend) starts positioned near the north end of the hall, and uses its movement, ranged attacks, and spells to damage threatening, low-hit-point characters. It is tactically aware and uses the environment to its advantage, telepathically commanding the swarms of creatures to intercept any melee attackers. The devil knows it can't permanently die on this plane and fights without fear.

Swarms. The swarms position themselves according to the devil's intent, but aren't intelligent enough to discern which creatures might have a low Constitution saving throw modifier. The swarms are mindless and also fight without fear of death.

Wave 2: Tony & Co

Doors. The doors to the north of the tomb are locked without any discernible keyhole; just two fist-sized hexagonal facets. A successful **DC 12 Wisdom (Perception)** check spots that the eyes in the 12-foot-tall statue to the north are made of two fist-sized jet gems, hexagonal in profile. These gems

Jesse Jackdaw Burns

can be pried free as an action by a creature within reach of them. If both placed in the hollows of each door, the doors open.

It's a Trap! Removing the gems from the statue triggers a delayed trap; on initiative count 20 of the following round, poisonous gas floods from the statue's mouth and the base of each column, covering the floor. The gas lasts for **1 hour**, but doesn't leave the main room. The effect of the gas depends on the hunt's level: At 6th-level, it produces the effect of the *stench* spell (see page 511); at 13th-level, *cloudkill*; and at 18th-level, *cloudkill* as an 8th-level spell. The **save DC** equals the **VDC**. You can narrate the increasing volume of gas becoming more lethal by starting at **1d6** damage on round 1, half the spell's damage on round 2, and the full damage on round 3. When the spell ends, the gems teleport back to the statue's eyes and the doors re-lock. The doors can be opened from the inside without the gems.

Tony & Co. Tony and his handler have taken cover in the sanctum of Dah Roude, the northernmost room. The handler readies an action to fire his tommybow at the first adventurer to enter, while Tony readies the *enrage* spell (see page 502) when the door begins to open, targeting the second player to appear. Wave 2 begins in earnest when these readied actions are realised, but you can stick to initiative and keep using lair actions to make the player characters get a move on.

Enemies

In wave 2, the enemies are Tony Two Tails (a **pygmy rakshasa**), and his handler. Note, pygmy rakshasas have a higher CR when fought with their handler due to the synergy of the legendary actions. These are the CRs listed below.

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

- 1 **pygmy rakshasa mewling*** (CR 7)
- 1 **soulbound handler*** (CR 4)

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

- 1 **pygmy rakshasa*** (CR 14)
- 1 **fiendish handler*** (CR 11)

Level 18. At 18th level, the wave 2 combatants are:

- 1 **pygmy rakshasa kingpin*** (CR 21)
- 1 **infernal handler*** (CR 17)

*See Appendix C

Tactics

Tony and his handler work in tandem; the handler always uses its Guardian reaction if the rakshasa is close enough to benefit from it, while Tony's Devil's Hiss legendary action gives the handler a bonus attack (a product of the infernal fire in the handler's veins).

Tony. Tony's tactics differ depending on whether the handler is alive or not. Tony is not very worried about spellcasters, knowing that his Weavebender reaction allows him to redirect their attempts, or even cause an adventurer's *fireball* to hit their allies. Tony is tactically astute; when choosing a target for a spell that requires a saving throw, take into account the saving throw modifiers of his potential targets.

Handler Alive. If the handler lives, Tony uses his legendary actions to have his handler deal damage. He always tries to have one of his powerful spells active. His first priority is to cast *dominate person* on the most susceptible amongst the party. If this fails, or if he is ever in direct danger, he casts *greater invisibility* or *mislead*. As a secondary priority, Tony uses his claw attacks against a creature that is benefiting from an ongoing spell, in the hopes of cursing the target and halting the spell's benefits.

Handler Dead. If the handler is dead, Tony switches his legendary actions to Purr in the hopes of charming a creature and creating chaos. Tony can then use Devil's Hiss to cause the charmed creature to make an attack against a creature of Tony's choice.

Handler. At the start of the fight, the handler aims to spray as many of the bunched-together adventurers as possible with his tommybow (which can hit two adjacent creatures, making an attack roll for each creature). Once he has emptied his magazine, he throws it to one side and draws his morningstar (he always has his shield equipped). He uses his movement to stay between the rakshasa and the adventurers, but close enough to use his Guardian reaction.

Wave 3: Mummies

When Tony's normal form is reduced to 0 hit points, triggering his Ninth Life trait, wave 2 ends and wave 3 begins. The tomb's mummies animate; they are soulbound and sworn to aid the will of any devil, such as Tony's archdevil overlords. The mummies roll for initiative on initiative count 0 of the round on which Tony is reduced to 0 hit points, removing the lids to their sarcophagi and standing up. They join the combat the following round.

> As the rakshasa finally succumbs to your onslaught, a sound catches your ears. The scrape of sandstone on sandstone is quickly followed by the staccato boom of three lids falling to the ground, the sound echoing around the chamber. At once, the air is filled with musty humidity so ripe you can almost taste it. With a groan, three linen-wrapped figures rise from their stone coffins, and the devil-cat lets out a mirthless chuckle. He is magically raised to his feet and his eyes and wounds glow with a malicious infernal flame.

Enemies

In wave 3, the enemies are the mythic form of Tony Two Tails, as well as three undead creatures. The handler may still be present during this wave.

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

- 1 **pygmy rakshasa mewling*** (CR 6 mythic form)
- 1 **mummy** (CR 3)
- 2 **skeletons** (CR ¼)

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

- 1 **pygmy rakshasa*** (CR 14 mythic form)
- 1 **mummified immortal*** (CR 8)
- 2 **mummies** (CR 3)

Level 18. At 18th level, the wave 3 combatants are:

- 1 **pygmy rakshasa kingpin*** (CR 21 mythic form)
- 3 **mummified immortals*** (CR 8)

*See Appendix C

Tactics

Tony, recognising that he is trapped and his only hope of survival is to attack, becomes hyper-aggressive. If he can, he casts *greater invisibility* or *mislead* as an initial defensive measure, before getting into a good position to affect as many enemies as possible with his Caterwaul mythic action. He has no compunction about harming the mummies if necessary, and will use his Wind Strike mythic action to both attack low AC characters and keep his distance from any hard-hitting melee adventurers.

Undead. The undead fight with no sense of self-preservation, attacking the nearest creatures.

Mummified Immortal

Ognjen Sporin

Optional Ending: Curse of Dah Roude

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When Tony is slain in his mythic form, an almighty sandstorm begins to brew. You can read the following:

> A sound like beads of glass tinkling against a hard floor grows louder and louder. The ceiling and walls are falling apart grain by grain, the trickle rapidly becoming a flood, with glimpses of light visible through the disintegrating ceiling.

Each character has one round to act before, on initiative count 20 of the following round, a whirlwind of sand materialises in a **15-foot-radius, 30-foot-high cylinder** of lightly obscured difficult terrain that spreads around corners and is centred on the central sarcophagus. A creature that starts its turn in this area takes **Vdam** slashing damage and must make a **VDC Strength saving throw** or be pulled **15 feet** towards the whirlwind's centre. On initiative count 20 of each of the following rounds, the whirlwind's radius and height increases by **30 feet**.

On initiative 20 of the fifth round since its formation, the whirlwind implodes, dealing bludgeoning damage equal to twice the **Vdam** to any creature still within its area. The tomb is a ruin, its treasures buried beneath tonnes of sand.

Aftermath

Here are some possible outcomes of the hunt:

- If the tomb's main inhabitant (the mummy in the 6th level hunt and a mummified immortal in the 13th and 18th level hunts) is destroyed and its remains burnt, the magic maintaining the tomb is lifted, and it stops shifting location.
- If the mummy from the central sarcophagus is slain but not burnt, the tomb continues to shift locations, and mummies begin plaguing the Lotof's End Desert (a possible future plot hook).
- With the primary purchaser of fish gone, prices plummet, and feasts can be found in every town and village over the next week, with the adventurers the guests of honour at any opportunity.
- The party is compensated by the fishers' union. In addition, any fisher gladly helps them travel up or down the Olong River for free.
- The party makes an ongoing enemy of Tony Two Tails, who eventually reforms in the Hells. He reappears on the Material Plane (in disguise) with a dastardly scheme to acquire the adventurers' souls. He plans to grant them great power in order to combat a fiendish menace. But there's a catch: the menace must be defeated within a strict time limit. Unbeknownst to the party, it is Tony who has brought the devils to the Material Plane and actively acts against the party to keep the devils hidden. If the adventurers don't complete the task within a certain time, he wins their souls.

Cacophonics

Cacophonics, the Loot Tavern's resident bard, pesters the party for details upon their heroic return. He later plays the following song:

> Searching for the tomb,
> The swarms will come and try to block the path from being used.
> The pygmy has his ways,
> The fiend has found a way to keep the magic all at bay.
>
> But our adventurers have found their way through the dunes and now,
> The handler waits to meet his fate only they know how.
> Radiant deliverance his fiendish vigour confounds,
> And as Tony falls his collar may be swept from the ground.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

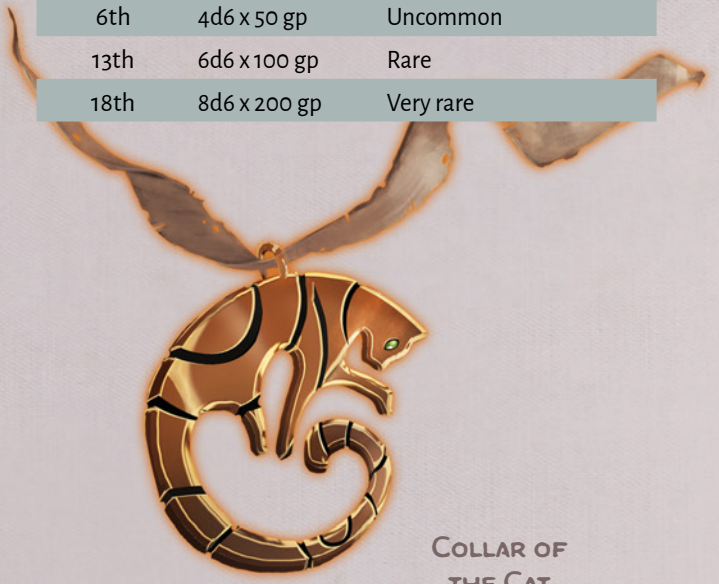
heliana.lt/Rakshasa

Treasure

In the various sarcophagi are a wealth of gold coins and gems (see Treasure table, below). In addition, the handler's magical *splinterspray tommybow* can be gathered from wherever he threw it. Feel free to keep the type of crossbow ambiguous so you can make it useful to your players (e.g., if they use a hand crossbow, give them a hand crossbow).

Treasure in Dah Roude's Tomb

Hunt Level	Treasure Objects	*Splinterspray tommybow* rarity
6th	4d6 x 50 gp	Uncommon
13th	6d6 x 100 gp	Rare
18th	8d6 x 200 gp	Very rare



Collar of the Cat

Harvest

The pygmy rakshasa has the following unique components, in addition to the normal components for a fiend. Unlike other fiends, which turn to ash on death, each pygmy rakshasa wears a magical collar that preserves their body (in the hopes that their handler can revive them). This allows the body to be harvested as normal. The party can take this *collar of the cat*, a common magical item that can be socketed into any weapon, spellcasting focus, or piece of clothing. The food component for the unique recipe is a *pygmy brain*.

Handler. In addition, an *infernal soul*, the thing that made the handler so powerful, can be harvested (DC 25) from the handler and used to craft the *felinobelix*. You can attract attention to his corpse by narrating it as convulsing, with magic users detecting something trying to escape.

Pygmy Rakshasa Harvest Table

Component DC	Components
5	*Pygmy eye* (up to 2)
10	*Pouch of pygmy claws* (up to 2)
15	*Pygmy sinew* (up to 2)
20	*Pygmy brain*[E]
25	*Pygmy soul, infernal soul (handler)*

Crafting

The following unique items can be crafted from the pygmy rakshasa's (and handler's) components.

Pygmy Rakshasa Craftable Items

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
Claw of Corruption	Weapon (claw)	Uncommon Very rare	Required	*Pouch of pygmy claws*	*Frail* *Potent*	500 gp 9,400 gp
Eye of the Tiger	Ring	Uncommon Very rare	Required	*Pygmy eye*	*Frail* *Potent*	650 gp 9,500 gp
Feline's Fury	Weapon (any tommybow)	Rare	Required	*Pygmy soul*	*Robust*	4,500 gp
Felinobelix	Wondrous item	Rare Legendary	Required	*Infernal soul (from handler)*	*Robust* *Mythic*	2,100 gp 41,600 gp
Tail's End	Weapon (any sword)	Rare Very rare	—	*Pygmy sinew*	*Robust* *Potent*	1,600 gp 6,400 gp

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

Michelle Mueller

Like all middle-management, pygmy rakshasas are masters of bureaucracy and legalese. They might look like an adorable kitty-cat, but: Do. Not. Trust them! If one ever makes a request of you, do the exact opposite of what it wants. Unless it's trying to bluff you; then do exactly what it asks for. Is that clear?

— Heliana, Cat Lover

Jesse Jackdaw Burns

MECHA KOBOLDZILLA
CHAPTER 17
7TH, 14TH, 20TH LEVEL
"BARON BODRUM'S PHILANTHROPIC FUND
MAKING YOUR TODAY: OKAY."

Derek Murphy; Opposite: Jesse Jackdaw Burns

Introduction

This hunt, *Mecha Koboldzilla*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **7**, **14**, or **20**. Characters who complete this hunt should earn enough experience to progress two-fifths of the way to 8th level or three-fifths of the way to 15th level. The adventurers must prepare to face a colossal, metal construct, piloted by kobolds who've been coaxed to zealous levels of battle-readiness by a campaign of misinformation.

After picking apart information about the alleged end of the world and learning about the weaknesses of Bodrum's automatons, the party are given a chance to rest before ascending Bodrum Button to face the end of the world. This battle is **deadly** and uses the party's entire daily XP budget. Equipment for an extended fight, spells and effects that deal acid or cold damage, and strategies that impose Dexterity saving throws will prove terrifically helpful in this endeavour.

Background

Aeons ago, a giant space hamster crash landed in a swampy expanse of the planet the party calls home. Long drained and cultivated, that expanse is now home to the perfectly arable town of Bodrum, a hub for agriculture, wineries, and fat mining. Preserved deep underground, the remains of this incredibly well-fed space hamster are excavated by wheelbarrow and bucket for use as fuel, fertiliser, and fine dining.

Kobolds, natives of dark spaces and narrow tunnels, excel at this lipid extraction, and they don't seem to mind the smell, either. Employed by Baron Bodrum Businesses Inc. for the past few decades, these kobolds are an integral part of life in Bodrum. Sure, pies go missing off of window sills and horses become magically unshod overnight, but without these kobolds, Bodrum would be nothing more than a boring backwater producing buckwheat and beer. While most of Bodrum's townsfolk believe the fat to come from "dinosaurs or something," kobold oral tradition teaches the hamster truth.

Branton Quark, winner of the Guild of Artificer's ignoble 'Most Likely to Accidentally End the World' award three years running, has been stirring up trouble in the kobold community. Since losing his job as chief engineer at Baron Bodrum Businesses Inc. a month ago, Quark has been seen posing as an emissary of the Many-Headed Dragon Queen (the costume for which is a very homemade dragon onesie), on Bodrum's high street. Each day, he hands out flyers detailing the end of the world on the coming equinox at the hands of a second giant space hamster in an attempt to scare off the kobolds.

Over the past month, the number of kobolds turning up for work has dwindled. Quark showed the kobolds his designs for a giant automaton with which he would fight the space hamster, which they immediately vandalised and stole. They have since excluded him from the fabrication process and bent all their resources to its construction, disappearing from the surface three days prior to the party's arrival. His plan to make the kobolds leave work has succeeded and he is vying to get his former position at the factory back.

Meanwhile, in Bodrum, stuff has been going missing. Lots of stuff. Though the populace isn't aware of the perpetrators' identity, it is the kobolds that have been busy purloining all the bits, bobs, and other apparatus they need to create Quark's world-saving machine. Much to the chagrin of the local populace, this includes the town gazebo, which disappeared one night. Baron Bodrum, occasional philanthropist (for tax reasons), has put up a bounty to have the thieves captured, and the goods returned.

Summary

Here's the main info to digest:

- ***Which Monster?*** An enormous, kobold-piloted, mechanical construct called the 'mecha koboldzilla'. It is held together by poor welding, rusty rivets, and belief.
- ***Monster's Motivation.*** The kobolds and, by extension, their koboldzilla, believe they are saving the world. Whipped up into a fervour by Branton Quark's stories about the coming apocalypse, the kobolds have built a mechanical marvel which they aim to bring to the surface to fight off the giant space hamster and its evil minions.
- ***Monster's Previous Actions.*** The kobolds have been an integral part of Bodrum's workforce for decades now, mining the hamster fat deposits, working the fields at night, and repairing odd bits of machinery. Small things that weren't tied down occasionally went missing, but this was seen as only a minor nuisance. Now, however, bigger and bigger things are disappearing on an almost daily basis. The theft of the town's gazebo was the last straw.
- ***Where's the Monster?*** The koboldzilla is several miles underneath the town of Bodrum. The koboldzilla will appear on the Bodrum Button, a hill above the town, at dawn on the equinox (the day after the party arrives). The investigation and clue-finding part of the hunt takes place in Bodrum. To avoid the characters heading underground to see the kobolds, imply that the kobolds have left, scared off by Quark's actions.

Adventure Hooks

An apocalyptic prophecy, the end of the world, and a town with a particularly robust and fruitful economy... this is a dream contract for any adventurer! You can use the following adventure hooks to pique any of your player characters' interest and get them to take the hunt contract!

Curiosity: A Prophecy. Branton Quark has been seen distributing pamphlets about "Thee End Off Da Wurld!", picturing a giant space hamster devouring the town. The townsfolk commonly believe the fat deposits to be from "a dinosaur or something", but kobold oral history teaches that the deposits came from a giant space hamster that crashed into the planet thousands of years ago. Quark claims that on the equinox*, its mate shall descend from the stars and end the world.

Morality: Peewee's Performance. The Bodrum's Young Workers Primary School is due to have its end-of-term performance at the town gazebo the evening after the equinox. It's a rite of passage for all youngsters that grow up in Bodrum and the kids are devastated now that it's disappeared. Think of the children.

Compensation: Baron Bodrum's Philanthropic Fund. Wealthy industrialist Baron Bodrum is willing to offer up a sizeable reward for the cessation of the thefts and return of the stolen property. He will need a detailed invoice, for tax purposes.

*Which specific equinox is left intentionally ambiguous so you can fit it into your game. It should just be the day your players arrive.

V3P0 (vee-THREE-pee-oh, or VEE-po), a prototype vending automaton of Baron Bodrum Businesses Inc., acts as this hunt's quest giver. It introduces itself as soon as the party arrives in Bodrum, can deliver the adventure hooks to the players, and can be used to demonstrate several of the weaknesses that can be exploited when fighting automatons such as the koboldzilla (see 'V3P0' paragraphs in Know Thy Enemy, page 410). Alternatively, players can discern clues themselves by using the 'Exploration' paragraphs in the same section.

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
7th	5,600 gp	4,600
14th	23,000 gp	15,000
20th	49,000 gp	47,000

*Includes all scripted monsters, averaged for 4 player characters.

This One's Different. This hunt works a bit differently from the others. The fact that the party is going to have an epic boss fight isn't necessarily immediately apparent. In fact, there is some misdirection afoot to lead folks to believe a giant space hamster is going to attack. As the players investigate the disappearances, guided by V3P0, they should encounter the signs of the coming apocalypse (see Apocalypse Incoming, page 408). These portents of doom should all be really shoddy, with signs that they aren't legitimate, lest your party believe the space hamster is the real foe.

Characters

Branton Quark

The unfortunate loser in the wage war for low-priced automatonic engineers is Branton Quark, Baron Bodrum Businesses Inc.'s former chief engineer (slightly mad and embittered CN male gnome artificer). His firing was due, in no small part, to his incompetence and propensity for cutting corners. He is quick to blame his employer for all the accidents that happened, and is proud to show off his collection of almost-working mechamagical devices in his shop (page 406).

Branton has constructed a campaign of misinformation about an incoming 'giant space hamster', tricking the kobolds into abandoning their work. They absconded with the schematics, and he now attempts to regain his employment. He expresses concern about what 'terrible automatonic construct' the kobolds might fashion using the designs without his expert guidance.

Branton Quark

Human, artificer, he/him

Personality. Embittered, eccentric, angry

Physical. Short, plump, unkempt, scowls

Desire. To oust the kobold mechamagicians and get his job back as chief engineer for BBB Inc.

Fear. Visits from his parents, who're especially kind and doting. They indulge his 'entrepreneurship'.

"Don't worry about the exposed arcanothermic core, I have cardiac rejiggler around here, somewhere."

Quobald, Kwobald, & Cobald

Kobolds, apprentice engineers; he, she, and they

Personality. Mischievous, clever, playful

Physical. Tan scales, bright eyes, dirty rags. Sometimes disguise selves in a single trenchcoat.

Desire. To make cool automatons,

Fear. Losing access to Branton's workshop

Hands player character a fistful of live locusts. Nods sagely.

V3P0

Automaton, vending machine; it/theirs

Personality. Robotic, matter-of-fact, helpful, Lackey for BBB Inc.

Physical. Made of walnut wood and rusty iron. Chest filled with magic items.

Desire. To help solve the mystery of the gazebo and recite BBB Inc. slogans.

Fear. Not selling enough stock and being retired.

"Baron Bodrum's Buddy Bots. Uncharmable, incorruptible, and 100% tax deductible!"

Quobald, Kwobald, & Cobald

Quark has three "arcanomechanical apprentices" around his shop: three young kobolds named Quobold, Kwobold, and Cobald. They have a penchant for mischief and are too young to have learnt more than a few words of Common yet. They have sticky fingers and try to good-naturedly relieve any bystanders (including any player characters) of a few gold coins (**+5 Dexterity (Sleight of Hand)** modifier).

Like Quark, they know nothing of what their kobold cousins are working on underground, though they have taken it upon themselves to make Quark's portents of doom (see Apocalypse Incoming, page 408) come true. They wear a partially burnt trenchcoat, are covered in iron filings, and tend to a cage full of locusts, clues that link them to the acts in Apocalypse Incoming.

Ignoble Intentions. Embittered after losing his job to the much-cheaper kobold mechamagicians, Quark has hatched a dastardly plan. Disguising himself as a herald of the Many-Headed Dragon Queen, he has fomented a zealous drive within the kobold populace to build an almighty automaton, the koboldzilla, in order to prevent the end of the world. As he sees it, the best possible outcome is that the kobolds get fired and he gets his job back. At worst, the town of Bodrum disappears and Quark has a shot of sweet, sweet revenge to enhance his morning coffee.

Foreshadowing. Quark likes to boast that he would have built the ultimate mech suit with which to fight the giant space hamster if the kobolds hadn't "stolen" his plans. He gestures to his prototype, a rusty, two-left-footed suit hanging in his chop shop (this is a good time to give Clue 3, page 411). Quark is lying (**DC 15 passive Charisma (Deception)**); the plans weren't stolen, he gave them away. Since inciting zealotry within the kobolds and delivering his plans, Branton has had no contact with the wider kobold community in the past 3 days.

Branton's Assistants: Quobald, Kwobold, and Cobald

Brian Syme

V3P0

Vendor Mk.3 personality: 0, or V3P0 for short, is the latest model of vending automaton from Baron Bodrum Businesses Inc. V3P0 is a 7-foot-tall, box-like automaton made of cobbled together scrap metal and wood, with the stats of a **clay golem** (without the Acid Absorption trait). It has a glass front behind which its wares are lit up by a magical light. It is powered by an arcanomechanical engine, and has the same Constructed Weakness trait as the janky koboldzilla (see page 559).

It is keen to help, and even keener to sell its slightly overpriced wares. The wares are stored within V3P0's body, which requires a **DC 25 Dexterity (thieves' tools)** check to unlock. A creature that V3P0 detects trying to steal from it takes **Vdam** lightning damage (see Variable Lair Action Statistics, page 413). V3P0 is fond of saying company slogans, such as:

- "Bodrum Tarfat. Will get you almost warm for most of the price."
- "Baron Bodrum's Buddy Bots. Uncharmable, incorruptible, and 100% tax deductible!"
- "Let go with Lady Bodrum's Loosey Laxatives. Release your inner peace today."
- "Baron Bodrum Businesses—we cut corners so you don't have to."
- "Baron Bodrum's Buddy Bots. They don't tire and they're always for hire!"
- "Baron Bodrum's Philanthropic Fund. Making your today: okay."
- "Baron Bodrum's Buddy Bots. Their friendliness depends on your credit rating!"
- "Pensions, HR, and healthcare a bore? Well here's a solution the unions abhor. Buy a butler, a bodyguard, and a labourer today. We'll dispatch them right to you, without a delay."

Wares. The following items can be purchased from V3P0, at 120% of their normal cost (suggested, inflated prices in brackets):

- 12 Dynamite sticks (180 gp each)
- 6 *Healing potions* (60 gp each)
- 2 *Greater healing potions* (180 gp each)
- *Kobold wristbow* (60 gp)
- *Oil of slipperiness* (576 gp)
- *Potion of acid resistance* (288 gp)
- *Potion of fire resistance* (360 gp)
- *Potion of thunder resistance* (264 gp)
- *Scroll of grease* (72 gp)
- *Scroll of acid arrow* (216 gp)
- *Scroll of protection** (216 gp)
- *Scroll of acid rain** (432 gp)
- *Scroll of fly* (432 gp)
- *Scroll of fabricate* (1180 gp)
- *Scroll of mass cure wounds* (2400 gp)

*See Appendix B

V3P0

Jesse Jackdaw Burns & Michelle Mueller

Bodrum

Bodrum is a sizeable town made up of roughly equal numbers of humans, halflings, and gnomes. Though no one knows the exact size of the kobold population, which lives underground, mark-release-recapture surveys conducted by the anthrozoologist Dr. Doolots estimates the number of kobolds to be roughly equal to the town's population. Though the kobolds are tolerated, and respected for their unique brand of mechanical ingenuity, social interactions between the above-grounders and below-grounders are limited, in part due to their differing circadian rhythms. However, the kobolds have been even more absent than usual over the past month.

Business. In addition to fat mining, kobolds are employed by Baron Bodrum Businesses Inc. as automatonic engineers. Kobolds create magical devices using rudimentary arcane rituals, harvested magical components, and belief: the harder a kobold believes, the more potent its magic and more robust its inventions. Leveraging this unique form of belief-based arcanomechanical engineering, Baron Bodrum has created a line of automatonic servants: Baron Bodrum's Buddy Bots.

The largest department in BBB Inc. is 'Kobold Resources'; making the kobolds feel good about their work is integral to their belief-based manufacture. In fact, there is a growing sense of panic amongst the townsfolk that the kobolds' disappearance could mean the end of the town's affluence; no one else can stand fat mining!

Where's Baron Bodrum?

He's not here. He's in a meeting. He's just teleported to a different continent and no one knows when he'll return. He's currently on a cruise around the Lesser Bantillies. His pet racoon is sick and he's taken it for a spa weekend in faraway Springarden. In short, he can't be reached, and makes a habit of keeping it that way. Who's really in charge? No one knows.

High Street. Bodrum high street has the normal hustle and bustle you'd expect of any town: street food vendors, market stalls, and travelling traders all hawk their wares. Shouting at the top of his lungs, Branton Quark—resplendent in a Many-Headed Dragon Queen onesie—lists off the various signs of the end times (see Apocalypse Incoming, page 408). A **DC 15 Wisdom (Perception)** check shows that his kobold helpers are picking the pockets of bystanders watching Quark's display.

Kleptomania & Guidance

All sorts of things have been going missing, most notably the town gazebo. V3P0 directs the players to ask around the town for clues. This gives you a chance to drop the clues in Know Thy Enemy (page 409), and allow Branton Quark to carry out the 'precursor events of the apocalypse' (see Apocalypse Incoming, page 408). If asked what there is to see, you can use the following options:

Branton Quark's Chop Shop. A rundown, corrugated iron-panelled warehouse filled with junk, schematics of automatons like V3P0, and badly-designed mechamagical devices. Of note are:

- A rusty mech suit with two left feet that can only walk in circles.
- An illiterate, speech-to-text printing press (that he uses to make the pamphlets).
- A vending machine that doesn't give you anything when you put money in.

Quark mentions that before the kobolds disappeared, they vandalised and stole a copy of his designs for an 'Uber Awesome Mechanical Dragon'. He shows the party shcematics of a huge, dragon-themed automaton, with a hammer in its right hand and a flamethrower on its left. See Clue 3 (page 411) for more information on the information that can be garnered from the schematic. Quark expresses concern about what kobolds might do with such designs.

Quark still has a 5-foot-tall rusty prototype. He proudly boasts that he plans to use it to fight off the giant space hamster. Looking at the prototype can also reveal the Constructed Traits detailed in Clue 3 (page 411).

Butcher. An austere, clinical building of stainless steel. A huge machine—Baron Bodrum's Below-Average Temperature Storage Box (BATS Box, a walk-in freezer)—hums noisily in the rear half of the shop. Elmza F'lay (a direct and unblinking N female **lizardfolk**) describes how all her meat hooks disappeared a week or so ago. All her meat was left hanging, tied by bits of sinew and string. In addition, the faulty BATS Box was fixed, leaving her wares nice and cool.

Dr. Doolots' Herpetological Sanctuary. This humid, plant-filled glasshouse is remarkably quiet. Doolots (a tenacious and intelligent NG female dragonborn **mage**) explains that at some point last night, all her frogs were stolen.

Baron Bodrum's Businesses Buildery. This huge warehouse complex on the outskirts of town houses an assembly line and testing range for Bodrum's Buddy Bots. These three types of automatons—the bodyguard, butler, and labourer—all perform their tasks badly. Bodyguards fire crossbows at archery butts, missing wildly; butlers practise laying tables, sending shards of crockery flying; and labourers swing pickaxes wildly at a pseudo fat mine, hitting each other more than the fat.

The chaotic scene looks markedly understaffed, not a kobold to be seen. The foreman, an anxious gobboc named Narn Deau (LG female **commoner**), says she thinks it's some sort of kobold religious holiday. They've been showing up less and less over the past month and she hasn't seen a single kobold in at least 3 days.

Hatterdashery. A well-appointed shop trimmed with pink cotton and white lace, selling all manner of knitting needles, wool, and many, many buttons. Hattie Fluffernutter (a prim and proper NG female **kobold**) says that a tall, rather unsteady-looking dragonborn came in and bought all her crowns and tiaras, including those meant for children or dolls. He wore a long coat, a broad-brimmed hat, and spoke perfect Draconic. Unbeknownst to her, this was Quark's three helpers in a trenchcoat. If asked, she doesn't deign to talk about her kobold relations, having "risen above their primitive ways".

Old Miller's Windmill. Neatly stacked sacks of grain are laid around deep stone foundations, the circular footprint of what was once a tall, imposing building. Tred Miller (down-to-earth NG male human **commoner**) says his entire windmill was stolen last night. The whole thing. Gone. All that was left was one of Branton Quark's pamphlets, with "Eye o yew" written on it. If asked, Quark doesn't know anything about this.

Baron Bodrum's Young Workers Primary School. This four-room, wooden schoolhouse is painted white, and has a small playground surrounded by a wooden picket fence. There are three classrooms, each with 20 children, and one common room, to which the teachers escape. The head teacher, Terry (docile LG male halfling **commoner**), says the kids were very upset to hear about the missing gazebo - it's their end of term performance tomorrow. It disappeared only 3 days ago.

Scrap Yard. In an old quarry behind the factory is a now-emptied scrap yard. Mello Sprockajunk (a surly LN male **deep gnome**) says his scrap iron pile has been shrinking over the past month. Two days ago, it all disappeared! All that was left was one of Quark's giant space hamster pamphlets.

Unique Fauna. Bodrum is home to the rare 'sawbird'. This finch-like avian has adapted its song to confuse predators; it sounds like a mechanical saw cutting through wood, and is quite unpleasant. Luckily for the birds, there is little logging in the area; sawbirds frequently confuse lumberjacks with potential mates. It is not a clever bird.

Apocalypse Incoming

Quark's apprentices have decided to play some mischief and make the precursor signs of the end times come true. They are extremely adept at using sewers, rooftops, and the *dimensional doorknob* magic item to stay out of sight. However, it can be fun to sow doubt about these occurrences' legitimacy in your players' minds by having them catch glimpses of these kobolds; a tail here, a teenage-kobold-sized footprint there. In fact you can link the kobolds to the following portents of doom using the details in the Helping Hand section on page 413.

Reign of Frogs. Frogs, toads, and even some giant specimens, all wearing crowns, come bounding down the high street.

Darkness. Thick black smoke blocks the sun, casting the town in a night-time-like darkness. A successful **DC 13 Wisdom (Survival)** check identifies the source of the smoke, a tar fat fire in the local scrap yard. **A DC 16 Intelligence (Investigation)** or **Wisdom (Perception)** check finds a mostly-burnt handkerchief with the initials BQ stitched into it. This belonged to Branton Quark and was 'borrowed' by his helpers.

Water to Blood. The fountain in the centre of town, the well, and all the horse troughs are blood red. This is just red dye (as discerned with a successful **DC 13 Intelligence (Investigation)** check, with iron powder added to give it a slightly bloody taste (as identified with a successful **DC 16 Intelligence (Investigation)** check if a creature tastes the water).

Swarm of Locusts. A **swarm of insects** (the ones the kobold helpers were rearing in Branton's chop shop) is attacking foodstuffs in the town. Luckily, the frogs eat the locusts pretty quickly.

Hailstones. Fist-sized lumps of ice come crashing down around the town. Each minute they are outdoors, each creature must make a **DC 12 Dexterity saving throw** or take 3 (**1d6**) bludgeoning damage. A successful **DC 13 Wisdom (Survival)** check finds the source of the hailstones: the butcher's new Baron Bodrum's Below-Average Temperature Storage Box (a freezer). A successful **DC 16 Intelligence (Arcana** or **Investigation)** check reveals that the contraption has been sabotaged. It can be fixed on a successful **DC 16 Dexterity (Tinker's Tools)** check, or destroyed (AC 15, 10 hit points, **resistance** to cold damage).

Jesse Jackdaw Burns

Know Thy Enemy

Interacting with V3P0, or exploring Bodrum and witnessing the day-to-day advertisements and events, can reveal clues about the upcoming battle. Either way, before the party has the opportunity to take a long rest and prepare for the battle ahead, they should know:

- The time and location of the koboldzilla's appearance (dawn, Bodrum Button).
- The koboldzilla is a construct.
- The koboldzilla's construction gives it a high AC, but means it can rust if exposed to acid and malfunction if it gets too cold.

Clue 1: Where & When

As detailed in Quark's pamphlets, the arrival of the giant space hamster is scheduled for the equinox, tomorrow morning. The literature calls for all hamster-fearing folks to gather at the temple on top of Bodrum Button, a local high point.

All the non-kobold locals talk about how kobold time keeping is terrible, and they can arrive hours early or late. They say things like:

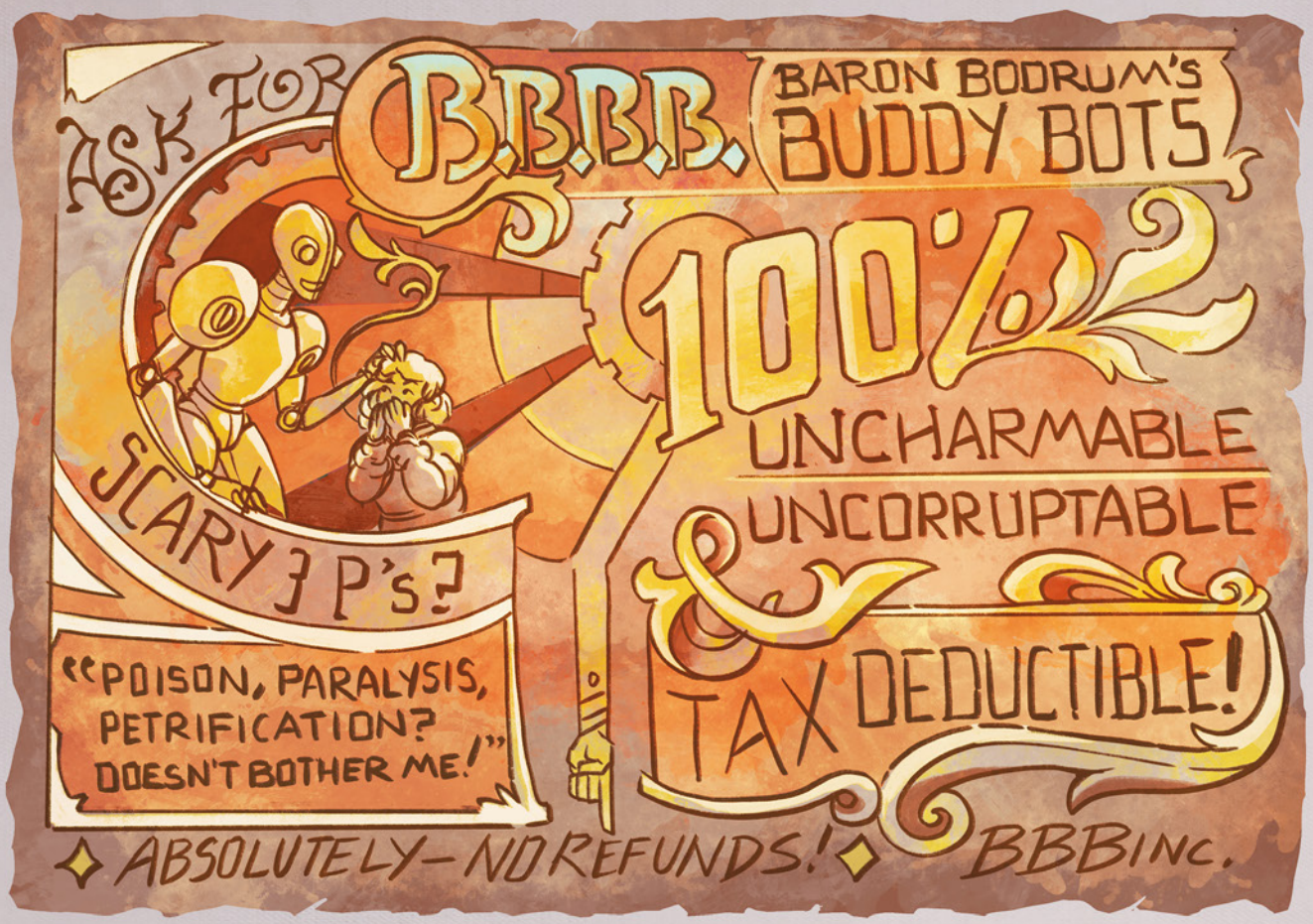
- "*What do you call a kobold in the right place at the right time? A miracle.*"
- "*When I bought a year's supply of tar fat for my furnace, I didn't expect it to arrive all at once. Nor at the end of the year.*"
- "*I scheduled my drains to be cleaned three times a year. They've only gone and done it every day for the past week and charged me for two years' work!*"

Clue 2: Construct Nature

The koboldzilla is a construct, conferring it **immunity** to many conditions, as well as to poison damage. Talking with V3P0, or looking at the advertisements around the town, can reveal these mechanical details. Note: unlike other constructs, the koboldzilla is held together by belief and thus isn't immune to psychic damage.

Handout 17.1: Doomsday Leaflet

Jesse Jackdaw Burns



Handout 17.2. Bodrum Advertisement

V3P0

V3P0 boasts about how it's proud to be a completely legitimate, 100% incorruptible construct, revealing the following key info:

- It can't be charmed into giving things for free.
- Its magical senses mean it can't be blinded or deafened; it is always alert to pickpockets.
- It doesn't have a pesky nervous system so it can't be frightened, paralysed, petrified, poisoned, or stunned.
- It works day and night, sustained by its magical core.

Here are some things V3P0 might say:

- "*Uncharmable, incorruptible, and 100% tax deductible!*"
- "*Can't pick Veepo or give me a fright; I'm a clockwork automaton equipped with blindsight!*"
- "*What's that about those scary three P's? Poison and paralysis don't bother me. Petrification neither, no refunds. Hell, fleshling, I can't even be stunned!*"
- "*I'm more likely to die of boredom than exhaustion!*"

Exploration

Advertisements. Posters advertising Baron Bodrum's Buddy Bots, a series of butlers, bodyguards, and labourers, can be found dotted around Bodrum. They say things like:

- "*100% trustable. Can't be coerced, frightened, or charmed by pesky fey!*"
- "*Always alert, the BBBB Bodyguard is immune to the three P's: paralysis, petrification, and poison. Can't be stunned and won't be shunned—buy yours today!*"
- "*Tired of people? Swap wages for a loan-to-own labourer. These buddies don't tire and are always for hire!*"

Jesse Jackdaw Burns

Clue 3: Constructed Traits

The koboldzilla's (and other automatons') biggest weaknesses are acid, which causes the machinery to rust and seize up, and cold, which causes their arcanothermic engine to conk out.

Exploration

Branton's chop shop (see page 406 for more details), has schematics for a 'mechanical tyrant queen', an automaton designed to fight the giant space hamster. The kobolds stole a copy of these schematics and Quark expresses concern that they'll use it to create "an unstable hunk of junk". The kobolds vandalised his remaining copy, annotating it with a stupendous amount of heavy armour plating.

Branton's Mech Suit (Acid). Quark's three apprentices scrape rust off of the machine, and move the articulated joints to work the oil in deeply. Quark explains that it's an oil mining mech and that some of the more exposed fat veins have turned rancid and acidic. The acid plays havoc with the machinery, causing it to seize and not work.

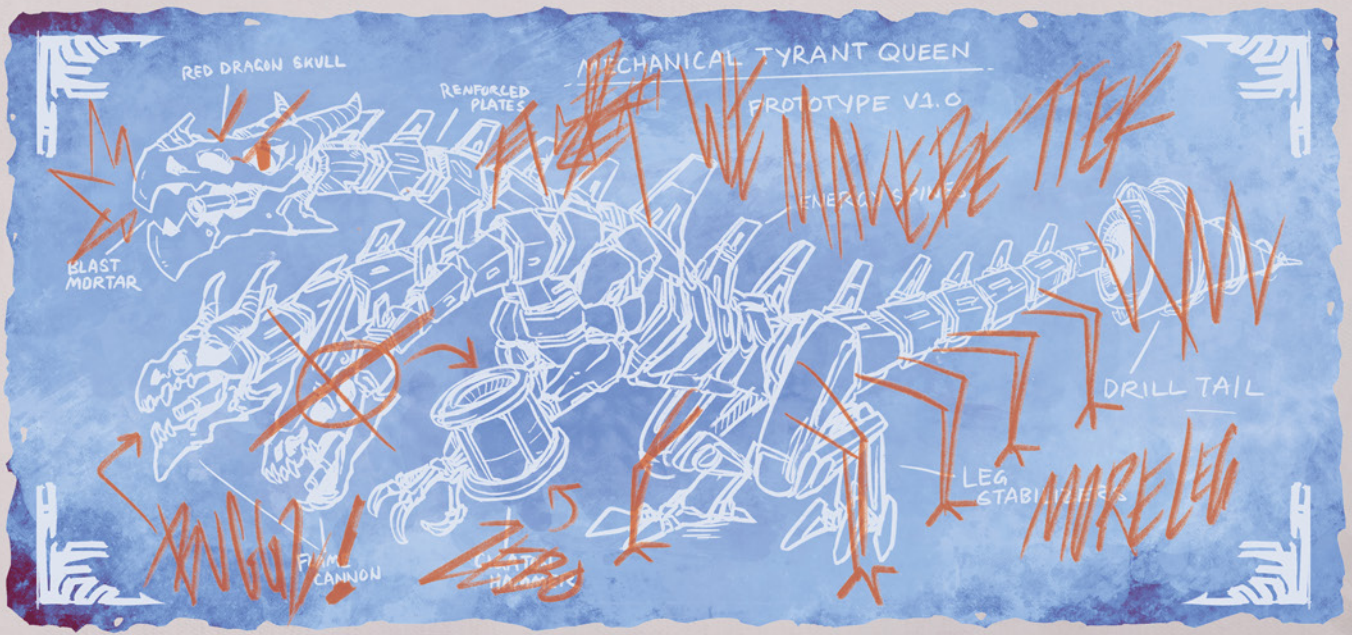
V3P0

Cold. If the party ever explores anywhere cold (for example, Baron Bodrum's new Below-Average Temperature Storage Box, a walk-in freezer in the butcher's shop), V3P0 will refuse to go in, stating the low temperatures play havoc with its arcanothermic engine.

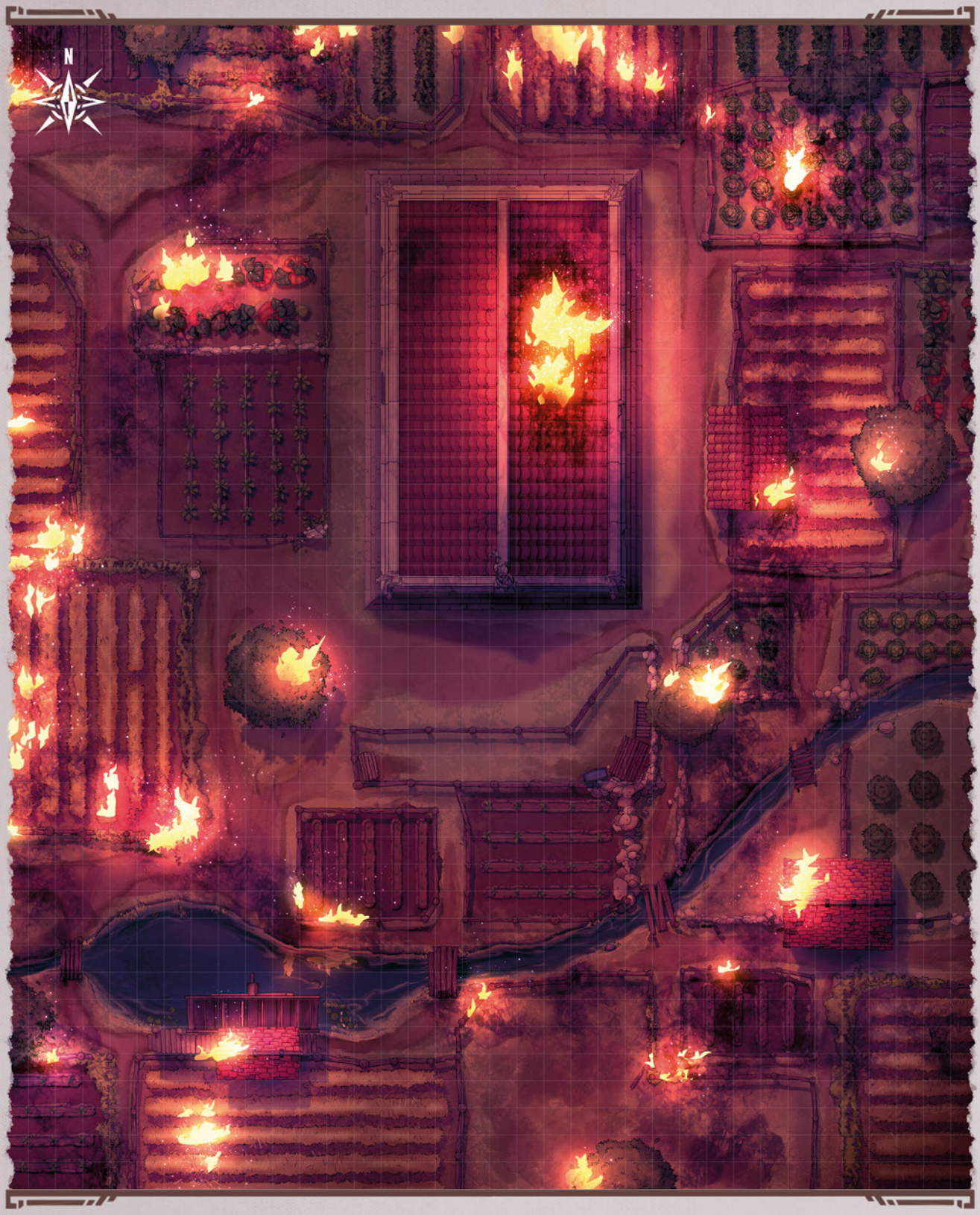
Acid. During one of V3P0's boasts, it can offer the party a sample of a new fat derivative: Baron Bodum's Badacid. The vial breaks in its hand, causing the iron of its joints to rust and seize shut. You can read the following:

> Midway through V3P0's sentence, its voice breaks in a blur of static, and a robotic, female-sounding voice comes out of V3P0's mouth grill. "*Time for a randomly scheduled pop-up advertisement.*" The robotic tones switch to the southern drawl of Baron Bodrum: "*G'day pard, your best bud Baron B. here. Have I got something bad for you? Of course, I mean bad in a good way. This is Baron Bodrum's Badacid, the baddest—and by that I mean bestest—acid around. Try a free sample, courtesy of Baron Bodrum's Philanthropic Fund, making your today: okay.*"
>
> Reaching inside itself, V3P0 grasps a phial of faintly green liquid, holding it out. Before you can take it, V3P0 regains control of itself, clenching its hand and smashing the phial in the process. Faint, acidic fumes rise from the rapidly rusting hand. "Fluck," says V3P0, trying to move its hand to a chorus of metallic screeches and a shower of rust flakes. "Won't be using that again until it gets a good oiling. 100% trustable... more like 100% rustable."

Handout 17.3. Mechanical Schematic



Jesse Jackdaw Burns



Map 17.1. Bodrum Button

Cartographer: Cze & Peku

1 square = 5 feet

Cze & Peku

The Battle Ahead

Upon Bodrum Button, a small hillock home to the temple of a deity of commerce and agriculture, the koboldzilla emerges from its subterranean foundry shortly before dawn, ready to face the giant space hamster. The koboldzilla isn't entirely controlled, resulting in a great deal of damage to the surrounding buildings and agriculture. The pilots are blind in their zealousness, and can't be charmed, beguiled, or otherwise reasoned with. Any delay in attacking the koboldzilla results in first the temple, and then progressive swathes of the town, being destroyed.

Tracking

You can choose to have the location of Bodrum Button be a hard-to-reach place in the hills. If you do so, have your party make Tracking checks using the hill random encounters (see page 55) to reach the location. Difficulty-wise, you can ask for two checks and two successes, with each check taking one hour.

Koboldzilla's Lair

The koboldzilla's lair is unique in that it is created by the concentrated belief of all its kobold pilots (or, in its mythic state, its belief in itself). For the purposes of this fight, the lair is Bodrum Button, a hill home to Turnover Temple. The hill is surrounded by farmland hosting a variety of crops. The koboldzilla's emergence brings about a great deal of destruction (as visible on the map; see the read-aloud paragraph in wave 1, page 414).

Cover. A Large or smaller creature directly behind a building has full cover against attacks originating from the other side of it. A creature peeking around the corner of a building or directly behind a tree-trunk has three-quarters cover instead. The low stone walls provide half cover against attacks originating from the other side of them.

Regional Effects

The region containing the koboldzilla's lair is buoyed by the abundant belief, which creates one or more of the following effects. These effects have been occurring for the past 3 days:

- Tapping a device and saying "she hasn't let me down yet" ensures that the apparatus in question won't fail until the very last and most inconvenient moment.
- The *mending* cantrip and *fixit* spell (see page 503) have their casting times halved within 1 mile of the lair.
- When automatons and constructs within 1 mile of the lair are healed, they regain twice as many hit points.

Helping Hand. If the party is ever in dire straits, an airborne, jetpack-powered V3P0 can drop in some healing potions, saying something like: "*Baron Bodrum's Philanthropic Fund donates these to your cause. Making your today: okay,*" or, "*These are not free samples. You, or, if you don't survive, your next of kin, will be billed for any potions you consume,*" if you're feeling less generous.

Lair Actions

The entirety of Bodrum's subterranean environment is populated by kobolds. Until the koboldzilla is destroyed, the kobolds' collective belief manifests as the following lair actions. The DCs and damage of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam
7th	14	7 (**2d6**)
14th	16	14 (**4d6**)
20th	18	28 (**8d6**)

GM Tip

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), the koboldzilla takes a lair action to cause one of the following effects; the koboldzilla can't take the same lair action two rounds in a row. See the table above for the damage and **save DC**.

- ***Airstrike.*** A jetpack-powered kobold bursts out of the ground and proceeds to drop sticks of dynamite in a broad path before its engine backfires and it flies off into a nearby building. Each creature in a **10-foot-wide, 50-foot-long line** must make a **VDC Dexterity saving throw**. On a failed save, a creature is knocked **prone** and takes **Vdam** thunder damage. On a successful save, it takes half as much damage and isn't knocked prone.

- ***Chittering Laughter.*** The infectious laughter of ultra-zealous kobolds echoes up through sewer grates, drainpipes, and the kobolds' partly-collapsed tunnels. Each non-kobold creature in the lair, other than the koboldzilla, must succeed on a **VDC Wisdom saving throw** or be **frightened** of all kobolds and the koboldzilla until the start of initiative count 20 on the next round.
- ***Swarm of Kobolds.*** Dozens of kobolds erupt from tiny tunnels, grabbing at the adventurers' various accoutrements, before disappearing back down the holes. Each non-kobold creature in the lair, other than the koboldzilla, must make a **VDC Dexterity saving throw**. On a success, the creature loses one nonmagical item of its choice that it isn't wearing. On a failure, the creature loses one magical or nonmagical item of the DM's choice that isn't being worn.

Returning Stolen Items

Players really like their magic items. How hard they are to find after the fight concludes is entirely up to you! Letting them be retrievable after the fight concludes should keep everyone happy.

Wave 1: Heavyweight

A faint hum grows to a calamitous crescendo of falling trees, collapsing roofs, and tearing earth. The shaking of the ground sends bric-a-brac flying and the sawbirds' unpleasant dawn chorus descends into a cacophonous deluge of alarm calls. A huge mechanical marvel bursts from the ground, the pre-dawn red light rendering its patchwork metal plating in brilliant hues of sanguine rust and bright magenta.

During a brief moment of stillness, the chittering yip-yip of excited kobolds can be heard on the morning's calm air. Then, trees are ignited and buildings annihilated as the gargantuan behemoth lets forth an enormous plume of flame from the metal dragon's head on its left arm, and slashes its huge, articulated, serpentine tail across a dozen stone facades.

At the start of the combat, the **koboldzilla** is in its most heavily armoured state. It has an almost-unhittable AC which compensates for its extremely low Dexterity score. This wave ends when the koboldzilla has a number of hit points equal to or lower than the amount required to trigger its Loose Plating trait (see table below; typically one-half).

Koboldzilla Hit Points to End Wave 1

Hunt Level	Koboldzilla Hit Points Remaining
7th	≤ 70
14th	≤ 165
20th	≤ 231

Enemies

The enemies in wave 1 are the **koboldzilla** (in its 'heavy' form, before its Loose Plating trait triggers), and the **kobolds** it generates using its Koboldapult legendary action. For simplicity's sake, you can treat these kobolds as minions; they have only 1 hit point but take no damage when they succeed on a saving throw to take only half damage. All kobolds wear magical, tinted glasses, removing their Sunlight Sensitivity trait.

Level 7. At 7th level, the wave 1 combatant is:

- 1 **janky koboldzilla*** (CR 10; heavy, spawning ~6 CR ⅛ **kobold** minions)

Level 14. At 14th level, the wave 1 combatant is:

- 1 **koboldzilla*** (CR 18; heavy, spawning ~9 CR ⅛ **kobold** minions)

Level 20. At 20th level, the wave 1 combatant is:

- 1 **tuned koboldzilla*** (CR 24; heavy, spawning ~12 CR ⅛ **kobold** minions)

*See Appendix C. The koboldzilla CRs given here indicate the strength of this heavy phase of the creature.

Kobolds. In the 14th- and 20th-level versions of this hunt, the kobolds' zealous yip-yipping makes it harder for a creature to keep its concentration when hit by them. A creature has **disadvantage** on saving throws made to maintain its concentration on a spell when directly hit by a kobold.

Tactics

The Airstrike and Chittering Laughter lair actions can be used to control the battlefield. As the Chittering Laughter lair action makes characters frightened of kobolds, positioning these carefully can help control where a creature can move, while the Airstrike reduces how far they can move by knocking them prone.

Koboldzilla. Though the koboldzilla itself is neither clever nor wise, its pilots are some of the finest kobold minds around. As that isn't saying much, you can treat it as having below-average Wisdom and Intelligence score in reference to its general behaviour:

- Below-average Intelligence indicates the koboldzilla isn't particularly astute in choosing targets for its attacks. For example, it is more likely to use its Gazebo Smash on two heavily armoured adjacent enemies (whom it might not hit) than it is to move and target a lightly armoured enemy standing on its own. Targets are chosen on instinct—if someone just hit the koboldzilla hard, it'll retaliate!
- Below-average Wisdom indicates an under-developed survival strategy. Combined with the belief of its kobold minions, the koboldzilla will never retreat.

The koboldzilla's main weakness is its low speed, which adroit characters could abuse to stay out of its reach. To combat this, the koboldzilla has two tactics:

- It uses its Koboldapult legendary action to deploy kobolds next to ranged combatants behind the characters' front line. Soon after, it uses the Chittering Laughter lair action to frighten the melee warriors, preventing them from retreating (a frightened creature can't move closer to the source of its fear).
- It uses the Airstrike lair action to knock creatures prone, and can grapple a creature using its dragon head left arm. Note that while it has a creature grappled, it can't activate its Dragon Breath action.

Kobolds. These kobolds attack a single target en masse. This lets them benefit from their Pack Tactics to gain **advantage** on all their melee attacks. With enough attacks, even the hardiest spellcaster will lose its concentration! The kobolds retreat and regroup if they no longer outnumber an enemy 2 to 1.

Player Characters. The koboldzilla's AC is almost unhittable during wave 1. Instead, player characters should try to target Dexterity (or Wisdom) saving throws. You can drop hints about how slow the koboldzilla moves to help get them on the right track.

Opposite: Jesse Jackdaw Burns

Killing Kobolds

The koboldzilla is an enormous construct, host to several hundred kobolds busy manning the weapons, clambering into the koboldapult, or oiling the koboldzilla's joints. These kobolds are collectively referred to as 'kobold pilots'. A player might be tempted to target the pilots themselves, even mounting the construct to engage with them at melee range. If they do so, you can continue to treat any attacks as targeting the koboldzilla.

To make up for the narrative dissonance between the incredibly high AC of the koboldzilla and the low AC of kobolds, you can narrate incredibly fortunately timed plates of heavy metal blocking the attacks that miss. You can even describe the construct as 'almost consciously protecting its pilots'.

Wave 2: Featherweight

When the **koboldzilla's** Loose Plating trait triggers, **kobold mechs** launch from its back, and the second wave begins. You can read the following:

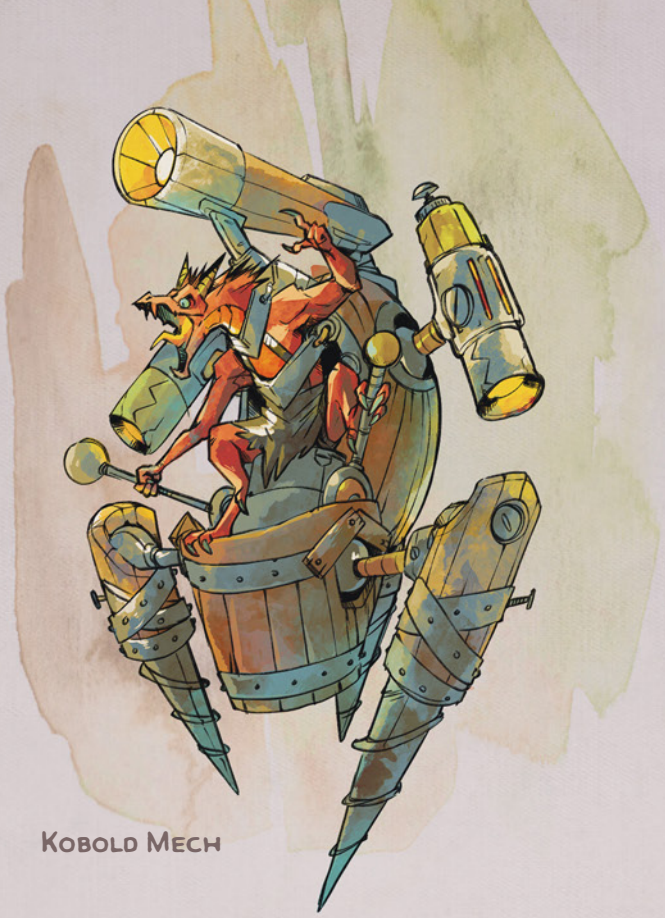
> With an ear-splitting screech, huge plates of iron and steel pull loose from their moorings on the koboldzilla's metal frame. Plumes of dust rise where they strike the ground, and the air is decorated by the tinkle of falling nuts, bolts, and the occasional kobold. With a roar, flying metal suits, replete with kobold pilots, detach from the back of the monstrosity, which looks lighter, more agile, and more alive.

For the 7th-level hunt, also read the following:

> One of the two flying mech suits is flying wonky; it takes an unfortunate nosedive, and crashes into the ground, exploding into pieces.

Enemies

In wave 2, the enemies are the 'light' **koboldzilla**, the **kobolds** it generates with its koboldapult, and the **kobold mech**.



Kobold Mech

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

- 1 **janky koboldzilla*** (CR 8; light)
- 1 **kobold mech*** (CR 5)

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

- 1 **koboldzilla*** (CR 15; light)
- 2 **kobold mechs*** (CR 5)

Level 20. At 20th level, the wave 2 combatants are:

- 1 **tuned koboldzilla*** (CR 20; light)
- 6 **kobold mechs*** (CR 5)

*See Appendix C. The koboldzilla CRs given here indicate the strength of this light phase of the creature.

Tactics

Koboldzilla. With greater movement, but a lower AC, the koboldzilla is now able to avoid melee combatants that are a danger to it and focus on squishier targets.

Kobold Mech. If two or more characters are within 5 feet of one another, a kobold mech uses its Javelin Missiles to hit them both. In a melee situation, the mechs team up with allied kobolds, making use of their Pack Tactics trait. Against a creature that magically wards off attacks, such as a wizard using the *shield* spell, a mech might choose to grapple them, before flying up into the air and dropping them.

Jesse Jackdaw Burns

Kobold mechs believe themselves to be indestructible, and will fight to the point of self-destruction without retreat. Unless, that is, the koboldzilla is destroyed.

Player Characters. The koboldzilla has a lower AC, but higher Dexterity score and walking speed compared to its 'heavy' form in wave 1. This begets a change in tactics from focussing primarily on imposing Dexterity saving throws, to targeting whatever the character is best at. Be clear in your narration about how there's less armour and it moves faster!

Wave 3: Apotheosis

When the koboldzilla reaches 0 hit points, its mythic trait (and wave 3) triggers. Kobold belief causes the mecha koboldzilla to ascend into godhood.

> Battered, dented, and broken, it beggars belief to see how the koboldzilla could still be standing. It begins to topple, gravity finally its master, before suddenly stopping. In the moment of silence that follows, all the kobolds' voices seem to be sustained in a continuous ululation.
>
> As if in response, the furnace at the koboldzilla's belly grows brighter, hotter. With a flash, the ululation ceases, the air is filled with the faint scent of cooked kobold, and the automaton rights itself. The whole structure seems to glow with an inner light; its eyes are alive with thought, curiosity… and malice.

Enemies

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

- 1 **janky koboldzilla*** (CR 12 mythic form)

Level 14. At 14th level, the wave 2 combatant is:

- 1 **koboldzilla*** (CR 21 mythic form)

Level 20. At 20th level, the wave 2 combatant is:

- 1 **tuned koboldzilla*** (CR 27 mythic form)

*See Appendix C

Tactics

The koboldzilla has ascended to demigodhood and attained incredible levels of awareness, Intelligence, and Wisdom. It can see hidden weaknesses (i.e. the saving throw modifiers) of the player characters, and targets them accordingly. It has a much lower AC than its previous forms, so tries to avoid creatures that target AC (like fighters, rogues, and barbarians), or trap them underneath it by using its Takeoff mythic action.

Mythic Actions. The koboldzilla uses Takeoff to position itself over a creature it believes is a threat, and whose turn doesn't come next. At the end of the next turn, the koboldzilla lands, hopefully squishing those underneath it. It can then immediately use its Arcanothermic Overcharge to fry creatures in a large cone before it.

Player Characters. By repeating the pattern of Takeoff (liftoff), Takeoff (land), and Arcanothermic Overcharge, your players will hopefully learn that movement (and cover) is key. After the first use of the Takeoff mythic action, players should learn that they have one turn to pull whichever creatures the koboldzilla is hovering over to safety. In addition, don't be shy in letting your players know which pieces of terrain can provide cover against the koboldzilla's Dragon Breath.

Uncontested Grapples

In order to let your players help one another, consider allowing allied creatures to grapple one another without a contest. This allows a burly barbarian to run in, grab a friend, and drag them (at half speed) out of the koboldzilla's space, just in the nick of time before it lands. Remember, half cover grants a +2 bonus to Dexterity saving throws and three-quarters cover grants a +5 bonus.

Optional Ending: Death of a Demigod

For oneshots, there's no need to have a corpse to harvest. Instead you can use the following rules to create an epic ending! Use with caution: player characters are extremely unlikely to escape this.

When the koboldzilla, in its mythic state, is reduced to 0 hit points, it dies over the course of three rounds. The following events happen on initiative count 20 of those rounds (losing initiative ties).

- ***Round 1: Timber.*** The koboldzilla collapses. Each creature within **10 feet** of it must succeed on a **VDC Dexterity saving throw** or

take **Vdam** bludgeoning damage.

- ***Round 2: Vox Machina.*** As the koboldzilla crumples to the ground, its psyche manifests as the disembodied voices of hundreds of thousands of chittering kobolds. Each creature within **300 feet** of the koboldzilla's corpse must succeed on a **VDC Wisdom saving throw** or become **charmed** by the voices for **1 minute**. A charmed creature must use all its movement and actions to get closer to the koboldzilla's corpse. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- ***Round 3: Implosion.*** The arcanothermic core at the centre of the koboldzilla's corpse implodes. Each creature within **300 feet** of the corpse must succeed on a **VDC Strength saving throw** or be pulled into the centre of the corpse, where a portal rips open to a random location on the Astral Plane. A creature **charmed** by the voices automatically fails this saving throw.

Aftermath

Here are some options for would could happen if the koboldzilla is defeated:

- Branton Quark disappears, leaving behind his dragon onesie and magical *dimensional doorknob*.
- The gazebo is remarkably intact, and the pupils of Baron Bodrum's Young Workers Primary School put on their show.
- Kobolds return to work as if nothing ever happened. The fact that the world is still there indicates that their mission was a success (despite some pesky adventurers destroying their machine).
- Baron Bodrum pays the party, by means of V3P0, for the defence of the town.
- Baron Bodrum detracts fees from the party's pay to repair damage caused by the characters' delay to engage the koboldzilla (if any).
- Dr. Doolots asks the party to collect all the escaped amphibians (the party can keep the crowns).
- Kobolds gather the remains of the koboldzilla, rebuilding Tred Miller's windmill and clearing the pile of wreckage within the day.

Cacophonics

When the party returns to the Loot Tavern, Cacophonics is waiting in the wings to transcribe the details of their most recent exploits. After garnering whatever information is forthcoming (and seeking alternative sources), he pens the following song:

Our heroes arrived in Bodrum town
No sign or evidence the kobolds are around.
It's in the air the end is nigh
Between regal frogs and hailstone fog the heroes make their way
To find the button and atop they'd bravely stave away.

The heavy armoured brute would make no escape
They found a way to circumnavigate his weight.
But as he fell he blew away another layer of his shape
And back he stood with a deep and fiery glow.

The team would stand to fight once again
As the brute would fire down explosions 'til his end.
But the construct did the heroes best
And they'll live on to find another quest.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/MechaKoboldzilla

Treasure

Either in the wreckage of the koboldzilla, or in Branton Quark's workshop, the party finds his Many-Headed Dragon Queen onesie and the *dimensional doorknob*. In addition, precious metals used in the koboldzilla's construction can be extracted from the heavy wreckage. The amount found depends on the result of a Strength (Investigation) check.

Koboldzilla Wreckage

Hunt Level	Precious metals (gp equivalent)
7th	100 times result of check
14th	500 times result of check
20th	1000 times result of check

Harvest

The koboldzilla has the following unique components, in addition to the normal components for a construct. Remarkably untouched, in what must've been a utility closet within the koboldzilla, is a *tin of magik oil* (see page 486). The food component for the unique recipe is a *mechakobold tubing* (flesh).

Koboldzilla's Harvest Table

DC	Components
5	*Mechakobold plating* (∞)
10	*Mechakobold gearing* (∞), *mechakobold tubing*[E] (∞)
15	*Mechakobold instruction matrix* (up to 3)
20	*Arcanothermic core* (up to 2), *mechakobold lifespark*[V]

Dimensional Doorknob

Magik Oil

Crafting

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

Koboldzilla Craftable Items

Item	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
Dragonmaw Shield	Armour (shield)	Rare	Required	*Mechakobold plating* (3)	*Robust*	2,300 gp
Gunnspier	Weapon (any polearm**)	Rare	—	*Mechakobold gearing*	*Robust*	1,400 gp
		Very rare			*Potent*	6,500 gp
Kobbold Flaymefrower	Wondrous item	Uncommon	Required	*Arcanothermic core*	*Frail*	750 gp
		Very rare			*Potent*	9,800 gp
Pneuma Blade	Weapon (longsword or greatsword)	Rare	—	*Mechakobold lifespark*	*Robust*	1,600 gp
		Very rare			*Potent*	7,800 gp
Rolly Turrit *Crawley Turrit*	Wondrous item	Rare	Required	*Mechakobold instruction matrix*	*Robust*	2,100 gp
		Very rare			*Potent*	9,400 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.
**This includes: halberd, glaive, lance, quarterstaff, spear, or pike.

Left: Jelke; Right: Mohammed "Aggi" Bellafquih

TARCHAEOLOGY
CHAPTER 18
9TH, 14TH, 20TH LEVEL
"WHOSE BRIGHT IDEA WAS IT TO BUILD A MINE ABOVE A DEAD TARRASQUE?!"
HELIANA

Introduction

This hunt, *Tarchaeology*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **9**, **14**, or **20**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 10th level or two-thirds of the way to 15th level. The adventurers must travel to the tar flats of the Great Airy Plain and tackle a strange plague of oily menaces.

While travelling to the tar flats, where Baron Bodrum Businesses Inc.'s mining works are located, the party finds a small research outpost studying tar elementals. The party can use the clues found in the outpost, as well as those discerned from an encounter with a minor tar elemental, to prepare for the battle ahead. After arriving at the mining works, increasingly violent earthquakes herald the arrival of a swarm of tar elementals that become empowered when in proximity to arcane power sources. The party can kill these possessed creatures or find a way to disable them. Subsequently, the bones of increasingly dangerous creatures are animated by the tar, culminating in a battle against the main monster: the tar-rasque.

Background

If there's a natural resource to be exploited, expect Baron Bodrum Businesses Inc. to be there! To the annoyance of the Archaeological Society's Systematic Excavative Study (the ASSES), BBB Inc. have begun extracting tar from the tar flats of the Great Airy Plain, a vast expanse of dry, thunderous wildland that was, according to chronomancers, once a lush and humid swamp. The ASSES have been trying to excavate as many dinosaur bones as possible since the Baron's mining works rolled up and have just stumbled on an incredible find: the skeleton of a tarrasque!

Using the friction between the miners and archaeologists as a smokescreen, Baron Bodrum's alter ego, Murdob'narob, is engaged in some villainous and deceitful activity. The tar extraction is less profitable than previously estimated and he now seeks to destroy both the miners and archaeologists in an attempt to defraud his insurance company. In addition, he is using his accomplice, Branton Quark, to test a new type of technology: a fusion of elemental tar and arcane power sources.

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Weeks ago, Branton Quark planted a large arcane power source within the head of the tarrasque skeleton being unearthed by the archaeologists. Controlling the arcane crystal from his research station, Quark has managed to channel bursts of arcane, primordial energy that animates the nearby tar, causing it to erupt from the ground and attack with undirected rage. It is these disturbances that caused Archdruid Xyxl, a patron of the ASSES, to contact Heliana for assistance in protecting the workers.

Future Hooks: Murdob'narob

Though not explored in this hunt, the exploits of Murdob'narob can act as a quest hook for you to develop into your own story!

Summary

Here's the main info to digest:

Which Monster? Tar elementals, enchanted by Murdob'narob's lackey, Branton Quark. These elementals can animate bones and become more powerful. Quark aims to have the tar animate the bones of the tarrasque and destroy both the miners and the ASSES.

Monster's Motivation. The tar elementals' aim is the destruction of archaeologists and miners. They can't be reasoned with.

Monster's Previous Actions. The mining and archaeology works have been frequently disrupted by small earthquakes, after which tar elementals of all shapes and sizes harass both parties.

Where's the Monster? Quark has planted a large arcane power source within the head of the tarrasque skeleton. As he refines his arcane science, larger and larger beings are animated by the tar. Eventually, he finds the perfect frequency, and the tar-rasque itself emerges.

Adventure Hooks

In this classic tale of conservation vs exploitation, players can take the moral high ground or reap the rewards of corporate greed. Little do they know, a third party has alternative plans and destruction awaits. Use any of the following hooks that you think might motivate your party:

- ***Curiosity: A Tar-rifying Endeavour.*** Elementals made of tar! Whoever heard of such a thing? News of corpses reanimated by bands of shiny black liquid terrorising workers in the distant Great Airy Plain must surely have an interesting cause... Such rumours can be heard from passing travellers, in taverns, and from town criers.
- ***Morality: Archaeological Preservation.*** "*Isn't it typical that a big corporation acts in its own interest and not that of the general population?*" berates Heliana. "*The only way to ensure our spawn learns of the wonders of dinosaurs is to make sure those archaeologists are protected against whatever menace those miners are stirring up, and recover those dinosaur bones!*"
- ***Compensation: Baron Bodrum's Bonus.*** A poster on a town notice board, hunter's guild, or in the Loot Tavern describes a great reward for any who can prevent the Archaeological Society's Systematic Excavative Study from stirring up more oily enemies. The notice bears the seal of Baron Bodrum Businesses Inc.

Archdruid Xyxl. If the party goes for the 'morality' hook, Archdruid Xyxl is their contact for this quest. He is a patron of the ASSES, and works to make sure nature is respected in the area.

Branton Quark. Branton Quark represents Baron Bodrum Businesses Inc.'s interest in the area. He is actually also working for the nefarious Murdob'narob, who he doesn't realise is Baron Bodrum's alter ego, to test out a new technology: elemental tar infusion. If this hunt takes place after you run the Mecha Koboldzilla hunt (Chapter 17), Quark has been re-employed by BBB Inc. as a 'special liaison'. Branton Quark's quick reference info can be found on page 403.

Hunt Rewards

Hunt Level	Suggested Reward	XP per Character*
9th	9,200 gp	4,200
14th	23,000 gp	8,000
20th	49,000 gp	—

*Includes all scripted monsters, averaged for 4 player characters.

Great Airy Plain

The vast Great Airy Plain is home to enormous herds of migrating beasts, thunderous storms that sweep unhindered across its yellow expanse, and aeons-old bones of creatures that fell into its swampy quagmire millenia ago. Despite this, small washes cut through the red rock, creating deep and wide ravines, caves, and even passageways to The Low.

Prospectors working for Baron Bodrum have travelled the land extensively, searching for any resources to be exploited. They occasionally leave narrow trails, cairns, and camps in their wake, an eerie reminder of the inevitable tide of development and exploitation.

Tracking

Finding Baron Bodrum Businesses Inc.'s mining works isn't difficult, but the trek is long and following the trail markers from the air is not always possible. It is suggested that 4 checks and 1 success are required to find the mine, with each check taking one day. On the penultimate check, the party can bump into Branton Quark's vacant research station, where several of the clues to prepare the party for the battle ahead can be found (see Know Thy Enemy, page 424).

Unique Flora & Fauna

The Great Airy Plain is home to some unique biology that you can introduce at any point:

Greedhogs. These beasts are entirely unlike their shy, retiring cousin, the common groundhog. Greedhogs are notorious for their impetuosity, toughness, and overwhelming appetite. With a mottled fur of red and brown, and concealed spines that have punctured the tongue of more than one predator, greedhogs will quite happily burrow underneath a sleeping adventurer's pack and liberate it of food.

Each night that the party camps in the wild, roll a **d4**. On a 3-4, make a **Dexterity (Stealth)** check for a greedhog as it tries to steal their food (**+4** modifier). If it isn't stopped, one of the party members loses all their rations.

Cryptobiotic Crust. In patches across the flat expanse of the plain are crusts of purple and blue that stand out against the red earth below. These mats—each an intricate symbiotic ecosystem of plant and fungus—take thousands of years to form, a fact Archdruid Xyxl is keen to hammer home if he ever observes the party straying from a defined trail. A successful **DC 14 Intelligence (Nature)** check reveals that these can be harvested to make *potions of healing*. Over the course of an hour, a creature can harvest *cryptobiotic crust* (component DC 15), which can be used as an alternative ingredient to make *potions of healing*, of any rarity, with the right *essence*.

Tarchaeologist

Bryan Syme

Know Thy Enemy

At Quark's research station, the party can learn the following information to prepare for the battle ahead:

- The enemies are made of tar; they can be set aflame, have **resistance** to acid and piercing damage, and are **immune** to poison damage and the poisoned condition.
- The elementals can be enhanced by purple arcane power crystals, which can be targeted and destroyed. While augmented by a crystal, they deal and are **immune** to necrotic damage.
- The enemy the party will face will be the animated bones of a tarrasque.

When the party arrives at the outpost, you can read the following:

> A large canvas tent sits in a copse of stunted, wind-swept acacia. Rusted, mechanical paraphernalia and barrels of all shapes and sizes are messily scattered around its perimeter. Two sides of the tent are covered in desks, while on a third is arranged a stained, unmade cot. One desk seems almost exclusively covered in paper, notes, and illustrations, while the second holds cages that house all manner of creatures, from rats to bats, and a curious black ooze that shimmers with a rainbow iridescence.

Clue 1: Tar-based Lifeform

The ooze is a Tiny **mini tar elemental** (see page 584). If it takes fire damage, it is set aflame and takes damage at the start of each of its turns, but also deals fire damage with its melee weapon attacks. It has **resistance** to acid and piercing damage, **immunity** to poison damage, and can be made **immune** to necrotic damage.

Exploration

In a clearing within the mess of notes and paper is a single piece of paper pinned to the wood of the desk, with an ornate ebony lockbox sitting to its side. This research paper summarises the effects of firing the different types of ammunition at a black blob (the mini tar elemental; see Experimentation). The lockbox can be unlocked with a successful **DC 15 Dexterity (thieves' tools)** check and contains one magitech pistol with six pieces of prototype ammunition (see Treasure: Ammo, below), and a bag of twenty normal pieces of ammunition.

Treasure: Ammo. If you choose to use the magitech firearms presented in this book (see page 122), a pistol (reload 6) and prototypes of special ammunition can be found in Quark's research outpost. There are six pieces of ammunition, each of a different damage type (acid, cold, fire, lightning, necrotic, and poison). When a target is hit with this ammunition, it takes an additional **1d4** damage of the associated damage type. If you don't use magitech firearms, switch the ammunition to bolts or arrows. If you would prefer, you can replace the pistol with a hand tommybow (reload 2, see page 123).

Handout 18.1. Elemental Ammunition

Jesse Jackdaw Burns

Experimentation. Firing the pistol at the black ooze yields the following results:

- Bullets seem to travel through with little hindrance. Even magical bullets don't seem to leave much of a piercing wound in the elemental. The elemental has **resistance** to piercing damage, both magical and nonmagical.
- The acid bullet also seems ineffective; the elemental has **resistance** to acid damage.
- The poison released by the poison ammunition sloughs off the elemental; it is **immune** to poison damage.
- The cold and lightning damage perform as expected.
- The fire ammunition sets the elemental aflame. It tries to fight back, hitting at the cage with its flaming body and causing the cage to become burnished, as if exposed to a high heat. The ooze's weapon attacks deal fire damage when it is aflame.
- The necrotic ammunition's effect differs depending on whether the elemental is in contact with an intact arcane power source (see below). If the elemental is in contact with such a power source, it is **immune** to necrotic damage. If not, it affects it as normal.

Clue 2: Arcane Power Source

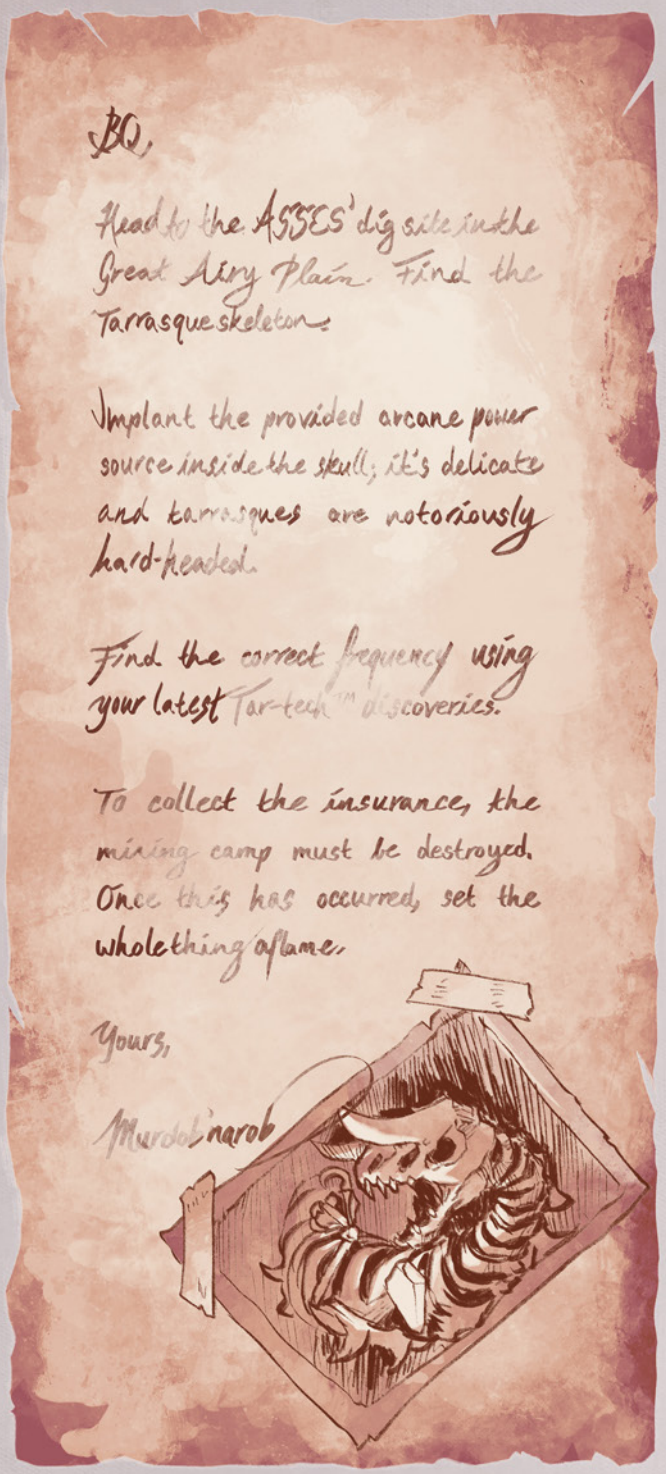
The elementals can (and will) possess creatures that hold or are connected to arcane power sources; this is the case for the tarchaeologists and possessed mining suits (see Appendix C). However, the arcane power source itself (typically a purple crystal) can be targeted and destroyed. If the power source is destroyed, the elemental will release the possessed creature, sparing it, and allowing the elemental to be fought separately. If a creature possessed in this way is killed, the necrotic power of the elemental-crystal combo reanimates the corpse. This is the case for the rat in the experiment below.

Exploration

On the table with the cages and animals is an experiment ready to be conducted, consisting of two glass boxes. The larger, left box has the corpse of a rat with a glowing, thumb-sized purple crystal (an arcane power source) lodged in it. Several beetles and maggots eat at the corpse. In the right-hand glass box is a shifting, amorphous pile of iridescent black ooze (the previously mentioned mini tar elemental) that is trying to enter the box on the left. A glass panel between the two cages can be lifted to allow access. A large, red button on top of the left-hand box is connected to the purple crystal.

Handout 18.2: Sludge Experiment

Jesse Jackdaw Burns



Handout 18.3. Murdob's Note

Experiment. Lifting the panel allows the ooze to immediately move from the right box to the crystal-filled corpse in the left box. It wraps itself around the corpse, forming a shifting exoskeleton of black, iridescent veins. The rat corpse then animates and begins attacking the detritivores. The exoskeleton grants the rat a pseudopod attack which, thanks to the power of the crystal, deals additional necrotic damage. A successful **DC 11 Wisdom (Medicine)** check of the dead detritivores finds them desiccated and drained—indicators of necrotic damage.

Red Button. Pressing the large red button causes the crystal to pulse with arcane energy and cast a contained version of the *shatter* spell, limited to the interior of the box. This destroys the purple crystal in the rat, which cracks, stops glowing, and causes the mini tar elemental to detach from the corpse, which becomes inanimate again.

Clue 3: Tar-rifying

Murdob'narob's scheme, detailed in a letter, can be discovered by those who search through Quark's papers:

- There is a tarrasque skeleton underground at a dig site not far from here.
- With the correct necromantic frequency, a large enough arcane power source could empower enough elemental tar to animate the bones and form a tar-rasque.
- The arcane power source needs to be protected at all costs. Putting it inside the tar-rasque should make it largely inaccessible.
- Once the miners and archaeologists are destroyed, a well-placed *fireball* should cause the tar to burn to cinders.
- Then insurance can be claimed for the entire operation.
- The letter is signed "Murdob'narob".

Jesse Jackdaw Burns

Lair: Tar Flats

The tar-rasque's lair is the entirety of the tar flats. The tar-rasque's presence lingers on in the tar, pervading every rock, pore, and tar pool.

Regional Effects

The area within 6 miles of the tar-rasque's lair (i.e. the tar flats) has the following properties:

- ***Earthquakes.*** The ground shakes at irregular intervals, occasionally bringing with it hostile tar elementals.
- ***Fossils.*** The rocks in the area abound with the fossils of extinct species, dinosaur bones, and even fossilised eggs.
- ***Rotten Eggs.*** Millenia of slow decomposition is released to the surface in wafts of sulphurous gas.
- ***Hazard: Tar Pits.*** **20-foot-deep** pits of tar have claimed the life of more than one errant adventurer. Tar pits are difficult terrain; see the Tar Pit lair action for rules on sinking into the tar. The **save DC** is always **14** for tar pits outside of the tar-rasque's lair.

Helping Hand. At any time during the battle, Archdruid Xyxl can appear in a bird form, cast the *mass cure wounds* spell at 5th, 7th, or 9th level, and then transform back into a bird and fly away.

Lair Actions

While the arcane power crystal within the tar-rasque is intact, the ambient magic of its preserved skeleton and its eternal rage causes lair actions to occur. The saving throw DC and damage of the lair actions depend on the level at which you run the hunt.

Level-Based Lair Action Statistics

Hunt Level	VDC	Vdam
9th	15	10 (**3d6**)
14th	16	14 (**4d6**)
20th	18	28 (**8d6**)

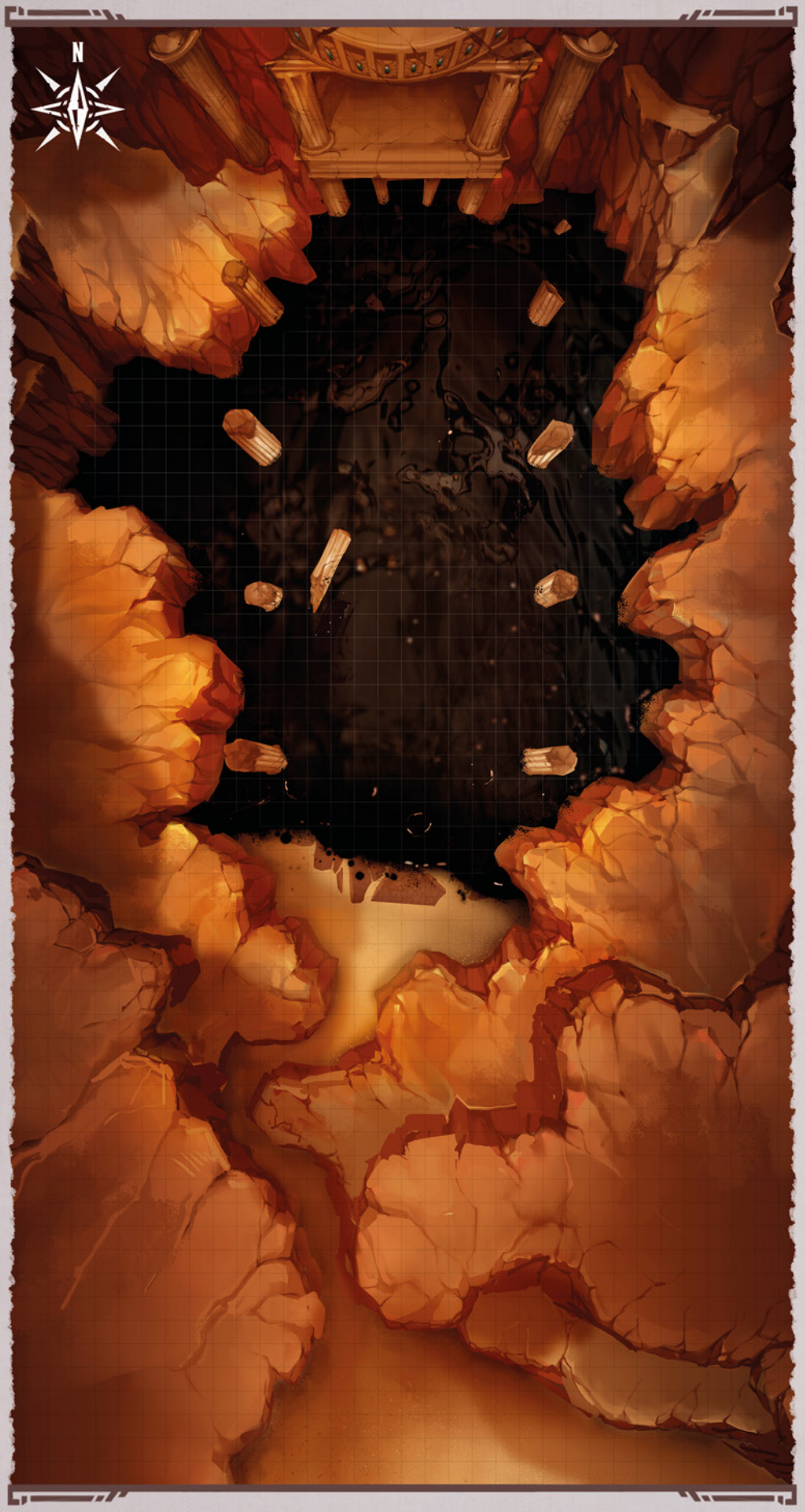
GM Tip

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), the tar-rasque's arcane-power-source-enhanced presence takes one of the following lair actions; the tar-rasque can't take the same lair action two rounds in a row. See the Level-Based Lair Action Statistics table for the damage and save DC.

- ***Tar Geyser.*** A number of patches of ground fracture and torrents of necrotic tar shoot upwards in **5-foot-radius, 40-foot-high cylinders**. The number of geysers depends on the hunt level: two at 9th level, three at 14th level, or four at 20th level. Each creature in one or more of the geysers must make a **VDC Dexterity saving throw**. On a failure, a creature takes **Vdam** necrotic damage and is fired **40 feet** into the air. On a success, a creature takes half as much damage and is pushed horizontally to the nearest unoccupied space.
- ***Tar Pit.*** A **10-foot-radius circle** of ground permanently turns into a viscous pit of tar and is difficult terrain. Each creature that starts its turn in the area or enters the area for the first time on its turn must make a **VDC Strength saving throw** or become **restrained** in the tar. A creature sinks **2 feet** into the tar each time it fails this saving throw. If it sinks further than its height, it can no longer breathe, is **blinded**, and has **disadvantage** on Strength checks to free itself. A creature within **5 feet** of a creature restrained in this way, or the creature itself, can use its action to make a **VDC Strength**, freeing the stuck creature on a success.
- ***Quake.*** The ground shakes in a **100-foot-radius sphere** centred on a point the tar-rasque chooses. Each other creature in the area must succeed on a **VDC Strength saving throw** or be knocked **prone**.

In the battle ahead, use the Quake lair action on rounds 5 and 8 to illustrate the impending emergence of the next wave of monsters.



1 square = 5 feet

Cartographer:
Cze & Peku

Map 18.1.
Tar Flats

Cze & Peku; Opposite: Ognjen Sporin

The Battle Ahead

As the party approaches the tar flats, they encounter a stand off between the miners and the archaeologists. Before the party can intervene, Branton Quark (sequestered somewhere out of sight) activates his arcane power source, triggering wave 1. Waves 2 and 3 start on rounds 5 and 8 of combat, respectively. This gives the party time to approach the possessed individuals in wave 1 and pursue the non-lethal option of targeting the arcane power crystals.

When the player characters first arrive at the tar flats, you can read the following:

> Two groups of humanoids face each other on either side of the rough road leading to the sulphurous expanse of tar flats beyond. Behind each group is a camp. The camp on the left contains wagons loaded with crates, machinery, and huge pyramids of stacked barrels. A tall watchtower with a ballista looks to have been hastily constructed at its centre. The camp on the right is a much neater affair; small canvas tents surround a larger, yurt-like structure. Through the open door of the yurt several display cases containing various fossilised specimens can be seen.
>
> Roiling clouds of mauve and grey rumble overhead, the threat of a coming storm in perfect symmetry to the palpable tension between the two groups. As a small rakin surrounded by swarming insects steps forward and raises an accusatory hand towards the unkempt men across the road, the ground begins to shake beneath your feet. Immediately, the two groups disperse as the tar in the flats begins to animate. The miners man the tower ballista and the archaeologists snatch up their magitech firearms. Unfortunately, some are not quick enough and tendrils of black tar wrap around them in a nauseating display of physical possession. With their comrades distracted, these tar-veined individuals turn their attention towards you.

Wave 1: Tarchaeological Dig

Both the arcane power source in the tarchaeologists' magitech pistols and the power source in the mining suits attracts the elemental tar, causing it to possess those humanoids and constructs. In doing so, the tar becomes enhanced with necromantic magic; it deals necrotic damage and can even re-animate the tarchaeologists if they're killed.

Arcane Power Sources

Be sure to mention the glowing purple crystals (which can be identified as magical with a *detect magic* spell). You can even narrate that one tarchaeologist trips and smashes the crystal in his pistol, causing the elemental to ignore him and grab a different target. If you want your adventurers to have the option of pursuing a non-lethal course of action, they need to know how!

Enemies

The enemies in wave 1 are the **tarchaeologists** and **possessed mining suits**. If the crystals are destroyed (**vulnerability** to thunder damage, and **immunity** to acid, cold, fire, necrotic, poison, and psychic damage, AC and hit points detailed in creature statistics), the elementals cease possessing those creatures and fight the party as **mini tar elementals** and **tar elementals**, respectively.

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

- 1 **possessed mining suit*** (CR 8)
- 2 **tarchaeologists*** (CR 3)

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

- 3 **possessed mining suits*** (CR 8)
- 3 **tarchaeologists*** (CR 3)

Level 20. At 20th level, the wave 1 combatants are:

- 6 **possessed mining suits*** (CR 8)
- 6 **tarchaeologists*** (CR 3)

*See Appendix C

Tactics

Despite the tarchaeologists being relatively intelligent, they aren't in control of their own bodies. Accordingly, both the tarchaeologist and mining suit fight without any sense of self-preservation. For added drama, a tarchaeologist can scream "I'm not in control!" before the tar elemental clamps its mouth shut. Tar elementals not in possession of a host fight to kill and do not flee; there are no other suitable hosts nearby.

Tarchaeologist. A powerful way of using these creatures is to have them make a pistol attack while not in melee range, then move toward an enemy and use their pseudopod and wrench, in that order.

Possessed Mining Suit

Bryan Syme

Wave 2: Tarrassic Park

A second rumble sends the earth shuddering (use the Quake lair action), and t-rex skeletons rise from the pools of tar beyond, animated by elemental tar. These creatures roll for initiative at the end of round 4 and join the combat on their initiative count of round 5. You can read the following:

> With another quake, huge creatures of bone and tar rise from the quivering ground. Long whip-like tails of jagged vertebrae careen in wild circles, felling bushes and spraying tents with iridescent tar. Glowing purple crystals shimmer in the chest of each monstrosity as the eye-less heads turn in your direction.

Enemies

In wave 2, the enemies are tarannosaurus rex and tar elementals.

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

- 1 **tarannosaurus rex*** (CR 10)
- 1 **tar elemental*** (CR 5)

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

- 2 **tarannosaurus rex*** (CR 10)
- 3 **tar elementals*** (CR 5)

Level 20. At 20th level, the wave 2 combatants are:

- 5 **tarannosaurus rex*** (CR 10)
- 5 **tar elementals*** (CR 5)

*See Appendix C

Tactics

As in the previous wave, the tar elementals fight with a mindless rage and lack any sense of self-preservation. Tar elementals gang up on a single target with the aim of reducing its speed to 0 feet with their slam attack, causing it to become **restrained** (see tar elemental, page 585).

Bryan Syme

Tar-Rex

Wave 3: Tar-rasque

At the end of round 7, the tar-rasque rolls for initiative and joins the combat the following round. On initiative count 20 of round 8, use the Quake lair action.

> Once again, the ground betrays your trust, shuddering and shaking as barrels of oil collapse from their stacks and tents are uprooted, falling on the creatures sheltering within. A wave of black tar and red earth crashes down around the enormous bulk of a gargantuan horned skeleton. Ribbons of tar, striated like living muscle and sinew, join the bones together and refract the wan sunlight in rainbow sheens and iridescence.

Enemies

In wave 3, the enemy is the tar-rasque.

Level 9. At 9th level, the wave 3 combatant is:

- 1 **tar-rasque hatchling*** (CR 14)

Level 14. At 14th level, the wave 3 combatant is:

- 1 **tar-rasque brittlebone*** (CR 20)

Level 20. At 20th level, the wave 3 combatant is:

- **1 tar-rasque*** (CR 26)

*See Appendix C

Tactics

The tar-rasque is neither intelligent nor particularly wise, and fights without self-preservation. Its weakness is the crystal inside its head, which is revealed when it enters its mythic state.

Tar-rasque. The tar-rasque first uses its Necrotaruption to restrain as many creatures as possible before attacking them in melee. As its last legendary action before its turn, it uses Tremor in order to knock creatures prone, giving them **disadvantage** on saving throws against its Necrotaruption and **advantage** on its melee attacks.

Mythic Stage. The player characters can deal a devastating blow to the tar-rasque by destroying the crystal in its skull. However, the crystal is concealed; it can be attacked only by a creature grappled by the tar-rasque's Necrotar Tongue or by readied action (see stat block). Be sure to narrate that the party sees the huge, glowing, purple crystal whenever it makes this attack, and reward creativity in trying to target it!

Optional Ending: Stormfire

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an even-more-climactic conclusion to the hunt.

When the tar-rasque's mythic form is slain, the burgeoning storm overhead breaks, and lightning strikes the ground, starting a bushfire and setting the tar flats alight. You can read the following:

> Ripping through the air, an enormous lightning bolt strikes the spot where the tar-rasque stood. The sharp scent of ozone hits your senses as the tar flats themselves ignite in a blossom-like eruption of fire and black smoke.

A **20-foot-radius sphere** centred on where the tar-rasque stood erupts in a slowly expanding ball of fire, and each creature within **60 feet** of the tar-rasque must succeed on a **VDC Strength saving throw** or be knocked **prone**. On initiative count 20 of each round, the wall of fire spreads **30 feet** outwards. Each creature that is in the area when the fire ignites or that enters the area for the first time on its turn takes **Vdam** fire damage. On initiative count 20 of the turn after the fire has spread **90 feet**, the clouds open and a deluge of rain stops the spread, putting the fire out after three more turns.

Aftermath

Here are some possible developments after the hunt concludes:

- **Tar-rasque defeated:** the miners complain of unsafe working conditions and leave, allowing the archaeologists to continue their work.
- **Tar-rasque lives:** there are few survivors of either the mining or archaeological works. Branton Quark flees in fear and the tar-rasque becomes the menace of the Great Airy Plain.
- Tar reanimation technology gets refined to the point where the re-animated creatures are, for the most part, docile. The risk of the creatures becoming enraged is offset by the fact they don't get exhausted.
- If the connection with Murdob'narob is never made, the ASSES blame the miners, and the miners blame the ASSES, fuelling ongoing tension elsewhere in your world.
- If the letter from the research outpost is brought to Archdruid Xyxl, he hasn't heard the name Murdob'narob, but promises to investigate further. Some time later, he reports work of a recently constructed lair by the Frockit Clan (see Gelatinous Polyhedrooze, Chapter 9), paid for by Murdob'narob.
- If Branton Quark is accused of being involved, he immediately tries to flee. If caught, he tells everything he knows of Murdob'narob, which isn't much: "*He is a very wealthy investor that is seeking new and innovative technologies that more prudish patrons refuse to pursue.*" This is a quest hook you can expand on for the villain of your choice.

Jesse Jackdaw Burns

CACOPHONICS

When the party returns to the Loot Tavern, Cacophonics, the resident bard, interrogates them for details of their battle with the titan. Regardless of the actual details divulged, Cacophonics decocts the tale into the following song, calling any differences 'poetic license'. Cacophonics uses some newly developed bard magic to harmonise with himself.

You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Tarrasque

Baron Bodrum businesses
Involved in sketchy practices
Drilling oil and digging up some dino bones

Sensing all the injustice
Some people tried to stop the dig
Enchanting tar to keep the miners out the hole

Adventurers would come to find
The tar had taken over minds
And melded elements; from the ground it came

Dinosaurs reanimate
To keep the titan true and safe
Our friends would need to find a way to slay them all

So they fight all day
And they fight all night
But the enchantment doesn't fail

So they fight some more
Using all their force
Must be a way to end this tale

They think back to the story's start
And have to think less strong but smart
What's controlling all the power of this titan's reign

Then suddenly with wisdom's touch
A crystal held within its clutch
Might be the answer to the titan's end today

So the fight they take
When that crystal breaks
The titan's magic is dispelled

Yes they've conquered the tar
And the story's travelled far
Oh yes the titan he is felled

And there so ends this noble tale
Our friends were never ones to fail
And they'll move on to find another quest or two

Treasure

As the tar melts away from the tar-rasque's skeleton, it reveals a hoard of treasure that the former tarrasque presumably ate millennia ago (see Treasure table below).

Treasure within Tar-rasque

Hunt Level	Coins	Treasure Object	Gems	Total Averaged Value
9th	3d6 x 50 gp	2d6 x 50 gp	1d4 x 100 gp	1,125 gp
14th	4d6 x 100 gp	3d6 x 100 gp	1d4 x 300 gp	3,200 gp
20th	6d6 x 200 gp	4d6 x 200 gp	1d4 x 500 gp	8,250 gp

Tinytar

Harvest

The tar-rasque has the following components—a combination of uniquely preserved tarrasque and tar elemental components—in addition to the normal components from an elemental. A small piece of the tar has sequestered itself within a jar lodged in the skeleton, a *tinytar*. It can be harvested with a DC of 0 and socketed on any held item to prevent you from dropping it. The food component for the unique recipe is a *tar-rasque marrow* (bone).

Tar-rasque Harvest Table

Component DC	Components
5	*Tiny tar* (∞)
10	*Pouch of fossilised claws* (up to 4), *tar-rasque marrow* [E]
15	*Volatile mote of tar* (up to 5)[V], *pouch of fossilised teeth* (up to 2)
25	*Elemental core of tar*[V] (up to 5)

Crafting

The following unique items can be crafted from the tar-rasque's components.

Tar-rasque Craftable Items

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Jaw Breakers	Weapon (any light melee)	Rare Very rare	Optional	*Pouch of fossilised teeth*	*Robust* *Potent*	3,200 gp 10,500 gp
Tarrobe	Wondrous item	Rare Legendary	Required	*Volatile mote of tar*	*Robust* *Mythic*	2,500 gp 42,000 gp
Terrorasque	Weapon (any two-handed melee)	Rare Very rare	Required	*Pouch of fossilised claws* (2)	*Robust* *Potent*	2,600 gp 9,900 gp
Viscous Symbiote	Wondrous item	Rare Very rare Legendary	Required	*Elemental core of tar*	*Robust* *Potent* *Mythic*	2,100 gp 9,400 gp 41,600 gp

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

Mohammed 'Aggi' Bellafquih

The Elemental Planes are a delight to explore. However, the really inspiring places are where those planes meet. Where water meets fire, living steam abounds; earth and air forms dunes of swirling dust; and where earth meets water, you get mud. Throw in some hydrocarbons, several atmospheres of pressure, and let it bake for 100 to 300 million years. Voilà: you have tar.

Necromantic energy abounds in tar and, if properly activated, can result in some unique reanimative properties. Merge that with the bones of a perpetually-anrgy tarrasque and you get a destructive pile of primordial rage.

Now then, where are my designs for that steam-mephit-powered dishwasher...

— L'Arsène, Hates Chores

Mohammed "Aggi" Bellafquih

Appendix A — Magic Items

The following magic items are organised first by the hunt in which they're found, and then alphabetically. Miscellaneous items—those from no hunt— are in the final Loot Tavern section.

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1 — Polyhedrooze

Bomboozler

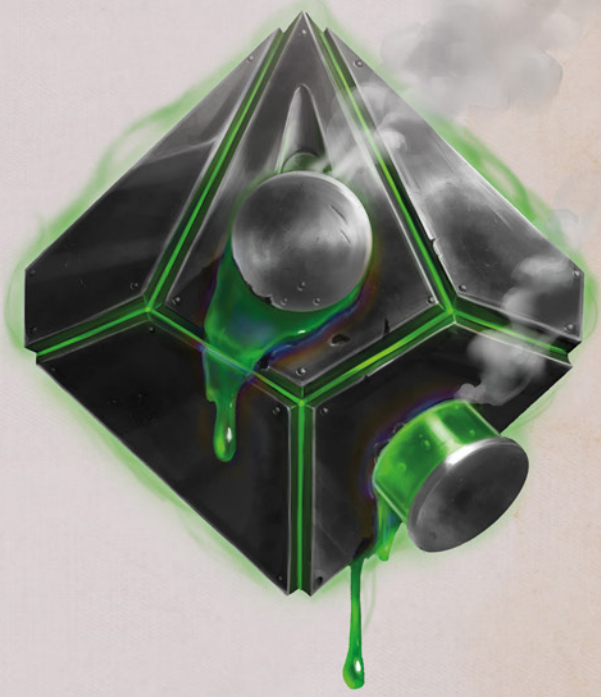
Wondrous item, rare

Within this sturdy, corrosion-resistant polyhedron is a *phial of polyhedrooze ooze*; a caustic substance with remarkable powers of biological alteration.

Caustic Calamity. As an action, you can press a button on the polyhedron, crushing the phial, and then toss the device up to **60 feet** away. The resulting chemical reaction produces an explosion of acid in a **20-foot radius**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **4d6** acid damage on a failed save, or half as much damage on a successful one. In addition, the reaction produces unpredictable biomantic effects on a failed saving throw. Roll a **d10** and consult the table below to determine the effect. If a creature comes under an effect lasting **1 minute**, it can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the effect on itself on a success.

d10	Effect
1	The acid stops regeneration and healing. The creature can't regain hit points for **1 minute**.
2	The acid coats creatures, dissolving them. The creature takes **2d6** acid damage at the start of each of its turns for **1 minute**.
3	Parts of creatures' bodies meld together. The creature has **disadvantage** on attack rolls for **1 minute**.
4	The acid fuses feet and footwear to the ground. The creature is **restrained** until the end of your next turn.
5	The acid fuses the eyelids shut. The creature is **blinded** until the end of your next turn.
6	The acid causes creatures' skin to become phosphorescent. The creature is under the effect of the *faerie fire* spell for **1 minute**.
7	The acid causes growths to appear and disappear on creatures' bodies, hindering their actions. The creature is under the effect of the *bane* spell for **1 minute**.
8	The acid causes creatures to shrink. The creature is under the reduce effect of the *enlarge/reduce* spell for **1 minute**.
9	The acid fuses mouths shut. The creature is under the effect of the *zippit!** spell for **1 minute**.
10	Roll twice on the table, rerolling any further 10s and duplicate results.

*See page 514



Bomboozler

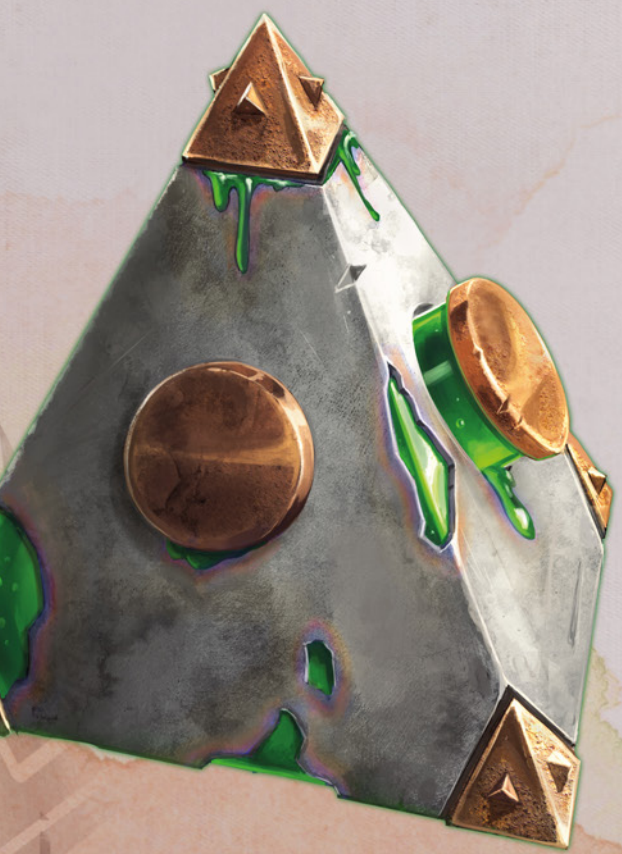
Michelle Mueller

Once this property of the item has been used, it can't be used again until the next dawn and a new *phial of polyhedrooze ooze* has been installed in the device.

Very rare variant: Increase the DC to 16. You can roll twice on the table, ignoring any duplicate results. The item has the Trigger Warning property.

Trigger Warning. Instead of throwing the bomb, you can use an action to plant it on a surface and set it to detonate in a specific situation. As an action, a creature can disarm a bomb set to explode in this way with a successful **DC 16 Dexterity (Sleight of Hand)** check. On a failed check, the bomb goes off and the creature that made the check automatically fails the saving throw. Choose one of the following detonation options:

- **Proximity Trigger.** Choose a range between 0 and 20 feet. The first Small or larger creature to move within that distance of the bomb after you leave the area sets it off. A creature that succeeds on a **DC 16 Dexterity (Stealth)** check can approach the bomb without triggering it.
- **Time Bomb.** Choose an amount of time ranging from 1 to 100 rounds. On initiative count 20 of the round you choose, the bomb explodes.



Caltrooze

Caltrooze

Wondrous item, uncommon

Filled with a caustic mixture that discharges when stepped on, these tetrahedral caltrops present a much more dangerous hazard than their mundane variety. A typical bag of these 1-inch health and safety nightmares contains 20 *caltroozes*. Small bubbles of acid forming and bursting inside the *caltroozes* cause them to roll and shift.

Caltrops. As an action, you can spread a single bag of *caltroozes* to cover a **5-foot square**. Any creature that enters the area must succeed on a **DC 15 Dexterity saving throw** or stop moving and take **1** piercing damage. Until the creature regains at least **1** hit point, its walking speed is reduced by **10 feet**. A creature that moves through the area of the *caltroozes* at half speed makes the saving throw against them with **advantage**.

Corrosive Chaos. If a creature fails the **Dexterity saving throw**, roll a **d4** and consult the table below to determine what additional effects take place:

d4	Effect
1	The acid in the *caltroozes* discharges in a single burst. The creature takes an additional **6d6** acid damage.
2	The acid takes on lubricating qualities. While the creature's speed is reduced by the *caltroozes*, it must succeed on a **DC 15 Dexterity saving throw** at the end of each of its turns or fall **prone**.
3	The acid coats the creature's feet, continuously eating away at them. While the creature's speed is reduced by the *caltroozes*, it takes **1d4** acid damage for every **5 feet** it walks or climbs.
4	The acid causes a creature's feet to temporarily deform. While the creature's speed is reduced by the *caltroozes*, it has **disadvantage** on **Dexterity saving throws**.

After a creature fails a saving throw against the *caltroozes*, they are emptied of acid, and you can't use this property again until you spend **10 minutes** decanting a phial of biomantic acid into all the caltrops. The *caltroozes* can still be used as regular caltrops that deal magical piercing damage.

Michelle Mueller

Flooze

Weapon (flail), uncommon (requires attunement)

The versatility of the magically-enhanced ooze used to craft this flail can't be overstated. Its high tensile strength allows its 'chain' to stretch in response to its wearer's thoughts, while the flail's head boasts a hardness and density comparable to steel.

This magic flail deals an extra **1d6** acid damage to the first target it hits on each of your turns. The flail has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Reachier. While holding the flail, you can expend up to **4 charges** (no action required) to increase your reach with this weapon by **5 feet** for each charge expended until the end of your turn.

Very rare variant: The flail deals an extra **1d8** acid damage to any target it hits, instead of the first target you hit on each of your turns. The flail gains the Sticky Fingers property:

Sticky Fingers. When you hit a Medium or smaller creature that is holding a weapon or item with an attack using the *flooze*, you can choose to disarm it of one weapon instead of dealing damage to it. The target must succeed on a **DC 16 Strength saving throw** or let go of its item, which becomes stuck in the flail. A creature within reach of the *flooze* can use an action to make a **DC 16 Strength** check, liberating the stuck weapon on a success. Success or failure, a creature takes **1d4** acid damage when it takes this action. The flail can only hold 2 weapons at a time, and a nonmagical weapon that remains in the flail for **1 minute** is completely dissolved. While the flail has weapons in it, you can choose to deal your choice of piercing or slashing damage with it on each hit, instead of the usual bludgeoning damage.

Flooze

Michelle Mueller

Goo Luck Dice

Goo Luck Dice

Wondrous item, common (socketable)

A sticky string connects this pair of translucent dice, which jiggle enthusiastically with the slightest movement. Their vibrant colour is sure to turn heads, making them an excellent accessory.

Lucky. These dice impart luck when socketed on weapons, mounts, or vehicles. Once they've been used to reroll a 1, they can't be used again until the next dawn.

Flashy Fashion. When applied to the handle of a weapon, its wielder can reroll a **1** on an attack roll and must use the new result.

Pimp My Ride. When hung from a Small or larger object (or willing, non-humanoid creature) that is serving as a mount or vehicle, the vehicle/mount can reroll a **1** on an attack roll, ability check, or saving throw and must use the new result.

Oozemat Coat

Wondrous item, rare (requires attunement)

Woven from an oozed-based, biosynthetic polymer, this practical garment is the number one choice for field researchers and lab workers alike. It provides the high adaptability and resilience necessary to protect its wearer from any unfortunate accidents that may occur during the noble pursuit of science.

Adaptive Resistance. The versatile fabric of the coat is capable of modifying itself to best suit your needs. After you finish a long rest while attuned to the coat, choose one of the following damage types: acid, fire, lightning, or poison. You gain **resistance** to the chosen damage type until you finish your next long rest.

Occupational Hazards. While you wear this item, you take half of any damage you would take as the result of failing a Harvest check.

Oozemat Coat

Bottom: Michelle Mueller, Top: Mohammed "Aggi" Bellafquih,

Slime-in-a-Skull

Wondrous item, uncommon (requires attunement)

Within this humanoid skull resides a friendly ooze who wishes only to be helpful to the owner of its home. Joyful gurgling sounds can occasionally be heard emanating from the eye sockets and, very rarely, a curious eye will peek out of the mouth.

The skull has **2 charges** and regains all expended charges daily at dawn.

Summon Ooze. While holding the skull, you can use an action to expend **1 charge** and call forth the ooze that lives within. It expands into its normal Large size in an unoccupied space within **5 feet** of you. The ooze uses the **saddle slime** stat block and returns to the skull when it drops to **0** hit points or after **1 hour**. If the ooze is reduced to 0 hit points, it can't be summoned again for **1 hour**. The ooze is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Very rare variant: The ooze resides in a magically shrunk wyvern's skull. When the ooze is summoned, the skull is enlarged and serves as a skeletal structure for it. The ooze uses the **wyrmskull ooze** stat block (next page).

Saddle Slime

Large ooze, unaligned

Armour Class 8
Hit Points 51 (6d10 + 18)
Speed 30 ft., climb 30 ft.

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

Damage Immunities acid
Condition Immunities charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 8
Languages understands the languages its summoner speaks
Challenge 1 (200 XP) **Proficiency Bonus** +2

Born for the Saddle. The ooze grips firmly onto any object that is inserted into its body to be used as a saddle. A creature riding the ooze on one such saddle has **advantage** on saving throws made to avoid being dismounted.

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

Actions

Pseudopod. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) bludgeoning damage plus 3 (**1d6**) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.

Saddle Slime

Chaouki "Ciao" Ttouhi & Michelle Mueller

Wyrmskull Ooze

Wyrmskull Ooze

Large ooze, unaligned

Armour Class 13 (natural armour)
Hit Points 114 (12d10 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	7 (-2)	10 (+0)	5 (-3)

Damage Immunities acid
Condition Immunities charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages understands the languages its summoner speaks
Challenge 3 (700 XP) **Proficiency Bonus** +2

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 melee attacks.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. Hit: 8 (**1d8 + 4**) piercing damage, and the target is **grappled** (escape **DC 14**). A creature grappled by the ooze takes 3 (**1d6**) acid damage at the start of each of its turns. The ooze can only grapple one creature at a time and, while it does so, it can't use its bite against another creature.

Pseudopod. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. Hit: 7 (**1d6 + 4**) bludgeoning damage plus 3 (**1d6**) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.

Ventilation Unit D-20

Wondrous item, rare (requires attunement)

A magically-refilling reservoir of ooze is contained within this icosahedral helmet. Two chemicals are distilled from the ooze, piped through the tubes, and mixed together into an oxygen analogue, allowing its wearer to breathe in otherwise impossible conditions.

Breathe Easy. While wearing this helmet, you can breathe normally in any environment, and you have **advantage** on saving throws made against harmful gases and vapours that you inhale (such as the *stinking cloud* effect, inhaled poisons, and the breath weapons of some dragons, but not contact toxins like *cloudkill*).

Biomantic Overload. While wearing this helmet, you can use a bonus action to ingest the chemicals in it before they are combined into a gas, causing your body to go into a mutated state of enhanced adaptability for **1 minute**. During this time, immediately after you take damage from any source, you gain **resistance** to that damage type. This resistance lasts until you take damage of another type (at which point you gain resistance to that new damage type) or until the effect ends. If you take damage of multiple types simultaneously, the damage type to which you become resistant is determined randomly (GM's discretion). Once this property of the helmet has been used, it can't be used again until the next dawn.

VD-20

Chaouki "Ciao" Titouhi & Michelle Mueller

2 — The Shining Shrine

Bonze's Bokken, Wind Ripper

Weapon (any sword), rare (requires attunement)

Hermits of the Springwood, the bonze have as much in common with a druid's love of nature as with the discipline and ritual of the monk. They do not deign to shed the blood of other creatures and thus imbue their training swords, known as bokken, with the power to propel them out of harm's way. The thunderous wind rip is really just a tool for releasing hard-to-reach fruit.

This magic weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals bludgeoning damage instead of a sword's normal slashing or piercing damage.

Gale. As an action, you can cause a cube of air up to **15 feet** on a side to blow with a strong wind until the end of your next turn, dispersing any gasses.

Wind Rip. With a swish, you can send a concussive wave of sound streaking towards a target. When you take the Attack action while holding this blade, you can make ranged spell attacks known as 'wind rips' with the bokken. Wind rips have a range of 30/60 ft., **+7** to hit, deal **1d10** thunder damage on a hit, and can be heard up to 100 feet away. On a critical hit, a creature is **deafened** until the end of its next turn. You can make as many wind rips as you have attacks.

Liftoff. As a bonus action, you can expend **1 charge**, causing a sustained gust to lift you. Until the end of your current turn, you gain a flying speed of **40 feet**. If you are not in contact with the ground or otherwise held aloft at the end of your turn, you fall.

Uncommon variant: Decrease the to hit bonus of Wind Rip to **+5** and the damage to **1d8**. Remove the Liftoff property.

Very rare variant: You have a **+1 bonus** to attack and damage rolls you make with melee attacks using this weapon. Increase the to hit bonus of Wind Rip to **+8** and the damage to **1d12**. Increase the flying speed of Liftoff to **50 feet**.

Legendary variant: You have a **+2 bonus** to attack and damage rolls you make with melee attacks using this weapon. You can speak Auran fluently. Increase the to hit bonus of Wind Rip to **+9** and the damage to **2d8**. When you use the Liftoff property, you gain a flying speed of **60 feet** for **1 minute**.

Bonze's Bokken

Mohammed "Aggi" Bellafquih

Ring of Birdseye Maple

Ring, uncommon (optional attunement)

Pale green, eye-like tourmalines have been encapsulated in maple roots sung by seelie fey into pleasing knots and braids.

This ring has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. While wearing the ring, whenever you touch a plant or surface made of wood, you can expend **1 charge** to cause an eye to grow anywhere along that plant/surface within **60 feet** of you. You can see out of the eye, which has darkvision out to 60 feet, for as long as you remain touching the plant/surface. While you look out of the eye, you are **blinded** with regards to your own senses.

The eye has a **Dexterity (Stealth)** modifier of **+8**. It has AC 10 and 5 hit points. Any damage dealt to the eye is transferred back to you as psychic damage.

Optional Attunement. While you are attuned to the ring, it gains the Eyesoar property.

Eyesoar. If you stop touching the wood in which you have grown an eye, the eye persists for one hour or until you create a new eye. So long as the eye is within **300 feet** of you, you can use an action to look through the eye. While looking through the eye you can, as an action, move the eye up to **30 feet** along the wood.

Suncatcher

Rod, staff, or wand; uncommon (requires attunement by a spellcaster)

From the beak of the suneater owlbear is extracted its ability to absorb and redirect sunlight. The suneater's bones imbue this item with the hard-headed arrogance unique to fey that prevents them from succumbing to others' charms.

Ring of Birdseye Maple

Mohammed "Aggi" Bellafquih

While attuned to the *suncatcher*, you have **advantage** on ability checks and saving throws made to resist being **charmed**.

This weapon has **7 charges.** It regains **1** expended charge for each hour it spends in direct sunlight and **1d6 + 1** expended charges daily at dawn.

Radiant Absorption. When a creature within **30 feet** of you takes radiant damage, you can use your reaction to spend **1 charge** and absorb some of the energy. The damage the creature takes is reduced by **1d8** plus your **spellcasting ability modifier** (minimum reduction of 1).

Radiant Deliverance. When you hit a target with a spell attack while holding the *suncatcher*, you can spend up to **3 charges** to imbue the attack with radiant energy. On a hit, the attack deals an additional **1d6** radiant damage per charge expended.

Dreamcatcher. While attuned to the *suncatcher*, you are aware when a creature is using the *dream* spell to contact you and can choose to end the spell early.

Rare variant: You know the *flare** and *light* cantrips. Increase Radiant Absorption's dice to **2d8**. You can expend **1 charge** to cast the *daydream** spell from the *suncatcher*.

Very rare variant: You know the *flare** and *light* cantrips. When you cast the *flare* cantrip, you have a **+2 bonus** to your attack and damage rolls for the spell. Increase Radiant Absorption's dice to **3d8**. You can expend **1 charge** to cast the *daydream* spell or **4 charges** to cast the *blinding radiance** spell from the *suncatcher*.

*See Appendix B.

Mohammed "Aggi" Bellafquih

Suncatcher

Suneater Featherfrond

Wondrous item, common (socketable, requires attunement)

When this *featherfrond* is socketed on a holdable or wearable item, the item becomes enhanced and attuneable. The item gains the Sun Torch property for as long as a creature is attuned to it.

Sun Torch. As a bonus action, you can light or snuff out the *featherfrond*. While lit, it sheds bright light in a **20-foot radius**, and dim light for an additional **20 feet**.

Sunfeather Shroud

Wondrous item, uncommon (requires attunement)

The feathers of a suneater owlbear possess a brilliant dichromatic effect causing it to sparkle in the sunlight, conferring the ability to dance between patches of sunlight. Particularly well-crafted specimens can augment the magic of the featherfronds, allowing them to generate blinding flashes of light.

Sunstep. When you are in bright light, you can use a bonus action to teleport up to **60 feet** to an unoccupied space you can see that is also in bright light. When you do so, roll a **d6**. On a **1**, you can't use the Sunstep property again until the next dawn.

Suneater Featherfrond

Mohammed "Aggi" Bellafquih

Rare variant: While you wear this shroud, you have **advantage** on Intimidation checks. The shroud has the Blinding Flash property:

Blinding Flash. As an action, you can cause the featherfronds to erupt in a dazzling display of bright light. Each creature within **15 feet** of you must succeed on a **DC 15 Constitution saving throw** or be **blinded** for **1 minute**. 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 you activate this property, you can't do so again until the shroud spends at least 1 hour absorbing bright, direct daylight.

Very rare variant: While you wear this shroud, you have **advantage** on **Intimidation** checks and **resistance** to radiant damage. The shroud gains the Blinding Flash property and you no longer need to roll a **d6** when you use the Sunstep property; the property never ceases to function as a result of using it.

Sunfeather Shroud

Mohammed "Aggi" Bellafquih

Sunwing Bow

Weapon (any bow), rare (optional attunement)

Sinew harvested from a suneater owlbear's spine can imbue arrows with low-level radiation, which is passed onto a target when struck by the ammunition. The magic of suneater respiration lies in their photometabolism; they can convert sunlight into pure, concentrated radiant energy, unleashing unholy beams of destructive force.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Sunshot. While in sunlight, this bow doesn't need ammunition. If you draw this weapon's bowstring without nocking an arrow, it produces its own ammunition, automatically creating a radiant arrow when you make a ranged attack with it. The attack deals radiant damage instead of the weapon's normal damage. The arrow created by this weapon vanishes the instant after it hits or misses a target.

Irradiation. A creature that takes radiant damage from this bow becomes magically marked for **1 hour**. During this time, it leaves an invisible trail that can be seen by creatures with truesight or creatures using the *detect magic* spell. The trail fades after 1 hour.

Optional Attunement. If you choose to attune to this weapon, it gains the Solar Beam property and has **3 charges**. The *sunwing bow* regains **1** expended charge daily at dawn. If it is exposed to dawn's light, it regains all expended charges instead.

> ***Solar Beam.*** As an action, you can expend **1 charge** to fire a beam of solar energy in a **5-foot-wide, 60-foot-long line** originating from you. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **3d8** radiant damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Decrease the attack and damage bonus to **+1** and remove all Optional Attunement properties.

Very rare variant: Increase the attack and damage bonus to **+3**, and increase Solar Beam's **save DC** to **16** and damage to **6d8**. The item gains the Daylight optional attunement property.

> ***Daylight.*** When you take the Attack action, you can use one attack to fire a radiant arrow from this bow at a surface within the bow's range and expend **1 charge**. A magical effect identical to the *daylight* spell manifests for **1 hour**, centred wherever the arrow strikes the surface.

Mohammed "Aggi" Bellafquih

Sunwing Bow

3 — Dread and Breakfast

Breastplank

Armour (breastplate, half plate, or plate), uncommon (requires attunement)

The mundane appearance of this suit of armour belies the danger of its true nature. The wood feels soft and sticky to the touch, and eyes and teeth spontaneously form all over its surface as the mimic grows bolder... and hungrier.

Sticky Situation. While you're wearing this armour, creatures have **disadvantage** on ability checks made to avoid or escape being **grappled** by you. A creature grappled by you takes **1d10** acid damage at the start of each of its turns.

Rare variant: Increase the acid damage to **1d12**. The item has the Quick Grip property.

Quick Grip. While wearing this armour, you can attempt to grapple a creature as a bonus action.

Very rare variant: Increase the acid damage to **1d12**. The item has the Quick Grip and Tongue Lash properties.

Tongue Lash. While wearing this armour, you can use a bonus action to cause the mimic's tongue to elongate and attempt to pull a creature you can see within **15 feet** of you. The target must succeed on a **DC 16 Strength saving throw** or take **1d6** bludgeoning damage and be pulled up to **15 feet** towards you. A Huge or larger creature automatically succeeds on this saving throw. If this property pulls a creature to within **5 feet** of you, you can immediately attempt to grapple it as part of the same bonus action.

Breastplank

Michelle Mueller

Headbanger Lute

Club or greatclub, uncommon (requires attunement)

The shapechanging abilities of the mimic infuse this musical instrument, a lute, with the propensity to subtly alter its shape and produce excellent acoustics. It also exudes a corrosive acid that can be a useful addition when the musician's plan to charm a foe with a sweet serenade doesn't go to plan.

This magic weapon deals an additional **1d8** acid damage to the first target that it hits on a turn. If you have proficiency with lutes, you're considered proficient with this weapon as well.

Ventriloquism. As a bonus action while holding the lute, you can command it to mimic simple sounds it has been exposed to, such as a person whispering, swords clashing, or simple melodies. You can choose for the sounds to originate from any point within **30 feet** of you that you can see. A creature that hears the sounds can tell they're imitations with a successful **DC 13 Intelligence (Investigation)** check.

Very rare variant: Increase the **DC** to **16**. The lute has the Club Music property.

Club Music. As an action while holding the lute, you can play one of two brief but powerful songs. Once a song has been played, you can't play that song again until the next dawn.

Panic! at the Tavern. You let loose a fast, chaotic melody that sows panic in the minds of your foes, forcing each creature of your choice within **15 feet** of you that can hear you to make a **DC 16 Wisdom saving throw**. On a failed save, a creature takes **6d6** psychic damage and is **frightened** of you for **1 minute**. On a success, a creature takes half as much damage and isn't frightened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Mithrallica. You unleash an ear-shattering power chord that blows your foes away, forcing each creature in a **25-foot cone** to make a **DC 16 Strength saving throw**. On a failed save, a creature takes **6d6** thunder damage and is pushed **20 feet** away from you, knocked **prone**, and **deafened** for **1 minute**. On a successful save, a creature takes half as much damage and suffers no other effects. A creature can repeat this saving throw at the end of each of its turns, ending the deafened condition on itself on a success.

Michelle Mueller

Mawling Maul

Weapon (any hammer), uncommon

Burning with ravenous hunger and unquenchable hanger, this mimic-infused weapon struggles relentlessly against the sturdy iron chains that bind it. Loosening the chains stimulates the weapon's digestive juices which, if not quenched, can have caustic consequences for its wielder.

Mimic Unleashed. As a bonus action while holding the hammer, you can loosen the chains restraining the mimic, leaving it free to mercilessly maul your foes. While the chains are loose, the hammer bites targets that it hits, dealing an extra **1d4** piercing damage.

If you end your turn holding the hammer while the chains are loose, and you didn't hit a creature with an attack using the hammer that turn, the hammer's excess digestive juices pour down the handle and you take **1d4** acid damage. The chains tighten on their own if the hammer isn't held for **1 minute** or if you use a bonus action to tighten the chains while holding the weapon.

Mawling Maul

Michelle Mueller

Rare variant: Increase the extra piercing damage to **1d6** and the acid damage you take to **1d6**. The hammer has the Bilious Blow property.

Bilious Blow. When you roll a **20** on an attack roll made with this hammer, the mimic spews bile all over the target, covering it completely. A creature covered in bile takes **1d4** acid damage at the start of each of its turns until it or another creature uses its action to scrape or wash the bile off. Increase this acid damage to **2d4** if the chains were loose when the hammer hit.

Mimickey

Wondrous item, common (socketable)

This bone and flesh keyring can be socketed on any weapon or held item. As an action you can hold the item by the keyring and spin it in a circle, causing the socketed item to shrink to the size of a key. Using an action to spin it while key-sized returns it to its normal size.

Spelleater Tome

Wondrous item, uncommon (requires attunement)

Learning and developing new spells can be a tedious and time-consuming process. Luckily, the spelleater tome is a shortcut to becoming a spell-slinging savant. Originally a creation of Jonjo Starr, the tome has become a favourite among lazy wizarding apprentices the world over.

This book has **8 charges** and regains **1d4 + 4** expended charges daily at dawn. It can be used as a spellbook and as a spellcasting focus by wizards.

Living Library. This tome is capable of copying and storing magical information. As an action, you can give it a *spell scroll* of 2nd level or lower, which it devours, destroying the *scroll* and adding the spell to its pages. While holding the book, you can cast one of the spells stored within it by expending a number of charges equal to the spell's level (**save DC 13**, **+5** to hit; 1 charge for cantrips). The tome can store up to five spells in this way. If storing a new spell would take it above this maximum, you can choose one of its current spells to be replaced. When found, the book already contains one 1st-level spell and one 2nd-level spell, randomly determined.

Rare variant: Increase the **save DC** to **15**, the spell attack modifier to **+7**, and the number of spells the book can hold to seven. The tome can devour *spell scrolls* of 5th level or lower. Additionally, the tome has the Arcane Feast property.

Arcane Feast. You can allow the book to consume the corpse of a spellcaster over the course of **10 minutes**, after which it regains 2 expended charges. Once this property of the book has been used, it can't be used again until the next dawn.

4 — Reign of Iron

Mohammed "Aggi" Bellafquih

Haemscale

Haemscale

Armour (any medium or heavy), uncommon (requires attunement)

Fashioned from the claws and shard-scales of a magnetite dragon, this protective armour can become temporarily weightless when exposed to extreme cold. The wearer of this armour can exert minor control over ferrous metals within a close proximity.

This armour has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Arcanomagnetic Repulsion. You can expend **1 charge** to create one of the following effects while you wear this armour.

- **Repulse.** When you are targeted by a weapon attack using a ferrous weapon or ammunition, you can use your reaction to cause a pulse of arcanomagnetism to throw the weapon or ammunition off course, imposing **disadvantage** on the attack roll.
- **Aura.** As a bonus action, you can create an arcanomagnetic aura with a **20-foot radius** centred on you that moves with you and that lasts until the start of your next turn. This area is difficult terrain for creatures of your choice that are made of ferrous metal or wearing ferrous armour.

Rare variant: While you wear this armour, you have **resistance** to cold damage. Increase Arcanomagnetic Repulsion's aura to a **30-foot radius**. The item gains the Superconductor property:

> ***Superconductor.*** Whenever you take cold damage while you wear this armour, you gain a flying speed of **30 feet** until the end of your next turn.

Legendary variant: While you wear this armour, you have **resistance** to cold damage. Increase Arcanomagnetic Repulsion's Aura to a **40-foot radius**, and Superconductor's flying speed to **40 feet**. The item gains the Superconductor and Swordstorm properties:

> ***Swordstorm.*** As an action, you can cast the *blade barrier* spell (**save DC 17**), adding any ferrous objects in the vicinity to the barrier. At the GM's discretion, if there are many ferrous objects in the area, increase the barrier's damage by **2d10**. Once you activate this property, you can't do so again until the following dawn.

Haemstrike

Weapon (any hammer), uncommon (optional attunement)

This weapon is naturally attracted to foes bearing ferrous metals, allowing it to strike them with more force. Those who align themselves more closely with the weapon are granted the ability to manipulate gravity, telekinetically pulling creatures and objects into range of its jagged-faced swings.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon against targets made of ferrous metal or wearing ferrous armour.

Optional Attunement. If you choose to attune to this weapon, it gains the Attraction property. When you activate a property granted by this optional attunement, roll a **d4**. On a **1**, *haemstrike's* optional attunement properties can't be activated until the next dawn.

OA: Attraction. As a bonus action, you can point *haemstrike* at a target you can see within **30 feet** of you. If the target is an object that weighs less than 300 pounds, the object is pulled up to **15 feet** towards you. If the target is a creature, it must succeed on a **DC 13 Strength saving throw** or be pulled up to **15 feet** straight towards you. If the creature is made of ferrous metal or is wearing ferrous armour, it has **disadvantage** on the saving throw. Large or larger creatures automatically succeed on this saving throw.

Rare variant: The weapon has a **+1 bonus** to attack and damage rolls made with it. Increase the bonus if the target is made of ferrous metal or is wearing ferrous armour to **+3**, the **save DC** to **15**, the maximum weight of a target object to 600 pounds, and the size at which a target creature automatically succeeds on its check to Huge or larger. The weapon gains the Magnetic Shockwave optional attunement property.

OA: Magnetic Shockwave. Once per turn when you hit a target with *haemstrike*, you can cause an eruption of supercooled magnetite shards. Each creature other than you within **5 feet** of the target must succeed on a **DC 15 Dexterity saving throw**, taking **1d6** cold damage and **1d6** piercing damage on a failed save, or half as much damage on a success. Creatures made of ferrous metal or wearing ferrous armour have **disadvantage** on this saving throw.

Haemstrike

Mohammed "Aggi" Bellafquih

Very rare variant: The weapon has a +2 **bonus** to attack and damage rolls made with it. Increase the bonus if the target is made of ferrous metal or is wearing ferrous armour to +3, the **save DC** to **16**, the maximum weight of a target object to 1000 pounds, and the size at which a target creature automatically succeeds on its check to Gargantuan or larger. The weapon gains the Dragon's Roar and Magnetic Shockwave optional attunement properties.

OA: Dragon's Roar. While holding *haemstrike*, you can use a bonus action to make it release an intimidating roar. Each creature other than you within **15 feet** of you must succeed on a **DC 16 Wisdom saving throw** or become **frightened** of you until the end of your next turn.

Magnetite Horn

Wondrous item, uncommon (socketable)

Fashioned from the harvested horn of a magnetite dragon, this charm can be socketed on a ferrous weapon or on a worn item that contains iron, conferring different benefits to each.

Ferrous Weapon. While you hold the socketed weapon, when you are hit by a weapon attack made with a ferrous weapon or ammunition that you can see, you can use your reaction to activate the magnetic properties of the horn. When you do so, the attack's weapon or ammunition is pulled towards your own, giving you a **+1 bonus** to your AC against the attack as you attempt to parry it and possibly turning the hit into a miss.

Ferrous Worn Item. While you wear the socketed item, when a creature within **5 feet** of you is targeted by a weapon attack made with a ferrous weapon or ammunition, you can use your reaction to activate the magnetic properties of the horn. When you do so, roll a **d20**. On an 11 or higher, you become the target of the attack instead.

Magnetite Horn

Mohammed "Aggi" Bellafquih

Shard Crown

Shard Crown

Wondrous item, rare (requires attunement)

From the horn and eyes of a magnetite dragon is crafted this crown of magnetite. The creature's commanding presence and power over the blood of others allow the wearer of this object to bend its foes to its will.

Critical hits against you made with ferrous weapons or ammunition become normal hits while you wear this crown. In addition, while wearing this crown, you know the *magnetobolt* cantrip (page 508; **+7** to hit or your spellcasting attack modifier, whichever is higher) and, in extreme cold, you can cast the *levitate* spell on yourself at will.

The crown has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Bloodbend. As an action, you can expend **1 charge** as you gesture to a creature you can see within **30 feet** of you and speak a one-word command. If the target has blood, it must succeed on a **DC 15 Wisdom saving throw** or instantly use its reaction to follow the command (GM's discretion). If the creature has no reaction remaining, it must use its reaction to follow the command the next time it regains it. The property has no effect on a target that doesn't have blood. Commands include:

- **Throw.** The creature throws an object it is holding in a direction you choose with all its might.
- **Sit.** The creature sits, falling **prone** and not moving until the end of its next turn.
- **Attack.** The creature makes one weapon attack against a creature of your choice within its reach/range.

Very rare variant: Increase the charges to **8**, the recharge to **1d4 + 4**, the **save DC** to **16**, and the to hit bonus to **+8**. While you wear this crown in extreme cold, you can cast the *fly* spell on yourself at will. The item gains the Magnetovision property::

> **Magnetovision.** As a bonus action, you can spend **1 charge** allowing you to sense the locations of all ferrous metals within **60 feet** of you for the next **10 minutes**. This vision is blocked by a thin sheet of lead.

Legendary variant: Increase the number of charges to **12**, the recharge to **1d8 + 4**, the **save DC** to **17**, and the to hit bonus to **+9**. While you wear this crown in extreme cold, you can cast the *fly* spell on yourself at will. The item gains the Magnetovision and Crown of Shards properties.

Mohammed "Aggi" Bellafquih

- You can speak Common, Giant, and Winter Wolf in your wolf form.
- The to hit bonus for your attacks in wolf form is a **+7**, and the **save DC** for your Cold Breath and Bite actions is **15**.

You can end this spell early as a bonus action. Once this property of the cowl has been used, it can't be used again until the next dawn.

Uncommon variant: When you use the Wolf Form property, you turn into a **dire wolf** instead of a winter wolf.

Very rare variant: Increase the to hit bonus for your attacks in wolf form to a **+9**, the **save DC** of your Cold Breath and Bite actions to **16**, and your hit points in wolf form to **100**. You have **resistance** to cold damage while you wear the cowl.

Crown of Shards. As a bonus action, you can spend **1 charge** to shoot a shard of magnetite at a target within **90 feet** of you. Make a ranged spell attack (**+9** to hit), which deals **4d6** piercing damage on a hit. This shard can bend around corners and ignores half and three-quarters cover.

Snow Wolf Cowl

Wondrous item, rare (requires attunement)

Few warriors can claim to have single-handedly bested a full-grown snow wolf. Those that do can have the head of such a monster enchanted by a clan shaman, granting them the power to transform into the beast. Such cowls are prized trophies amongst the frozen Norse clans; symbols of might and status.

Wolf Form. As an action, you can cast the polymorph spell on yourself.When cast in this manner, the spell doesn't require concentration, and you can only transform into a winter wolf, ignoring the spell's normal restrictions on CR and creature type, with the following changes:

Snow Wolf Cowl

Mohammed "Aggi" Bellafquih

Wyrm's Breath Grenade

Wondrous item, rarity varies

Within the beautifully sculpted exterior is housed a dragon's biomantically-sustained toxin gland, pungent incense, and crushed diamond. Available in a variety of hues, the metal of this grenade-like contraption matches the dragon from which the organ was harvested.

As an action, you can throw this magical device onto a surface you can see within **60 feet**. Upon impact, the incense ignites, billowing out in a pungent, **15-foot-radius sphere**, carrying with it the dragon's magic. A creature that starts its turn in the area or enters the area for the first time on its turn must make the associated saving throw, suffering the associated effects on a failure. Creatures are affected even if they hold their breath or don't need to breathe. The cloud lasts for **1 minute** or until a strong wind (at least 20 miles per hour) disperses it.

Once a grenade has been used, it can't be used again until the following dawn, and it must be refilled with 100 gp of good-quality incense, as well as a specified value of diamond dust.

Brass, Sleep; Very rare. A creature must succeed on a **DC 16 Constitution saving throw** or be affected by a heavy drowsiness that causes it to fall **unconscious** until the start of its next turn. A creature with 80 or more hit points is **immune** to this effect. This effect ends for a creature if the creature takes damage, or if another creature uses an action to wake it. Diamond dust: 600 gp.

Bronze, Repulsion; Rare. A creature must succeed on a **DC 15 Strength saving throw** or be flung up to **60 feet** from the centre of the sphere, landing **prone** and taking **2d6** bludgeoning damage. If a creature collides with another creature, both creatures take an additional **2d6** bludgeoning damage. If a creature collides with a solid object, it takes **4d6** bludgeoning damage instead. Diamond dust: 400 gp.

Copper, Slow; Rare. A creature must succeed on a **DC 15 Constitution saving throw** or suffer the effects of the *slow* spell until the start of its next turn. Diamond dust: 300 gp.

Gold, Weakening; Very rare. A creature must succeed on a **DC 16 Constitution saving throw** or have **disadvantage** on all ability checks, attack rolls, and saving throws, and also deal half damage with Strength-based weapons until the end of its next turn. Diamond dust: 1200 gp.

Silver, Paralysing; Legendary. A creature must succeed on a **DC 17 Constitution saving throw** or be **paralysed** until the start of its next turn. Diamond dust: 2400 gp.

Wyrm's Breath Grenade

Mohammed "Aggi" Bellafquih

5 — The Veiled Lady

Infested Cultist's Skull

Wondrous item, uncommon

This humanoid skull is infested by a parasitic purple plant from an unknown plane. The longer you stare, the more you could swear that the petals sway in response to an unseen wind.

The skull contains **7 petals**. While holding it, you can use an action to pluck a petal to cast the *guiding bolt* spell (**+5** to hit), dealing necrotic damage instead of radiant. The skull regrows **1d4** plucked petals daily at dawn. If you pluck the last petal, the skull crumbles to dust and is destroyed.

Curse. This skull is cursed, and plucking 3 or more petals in a day extends this curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the skull, keeping it within reach at all times.

While cursed, whenever you finish a long rest, a black petal grows on your head. These black petals cannot be removed physically, and any attempt to do so causes you to take **2d6** necrotic damage. If you travel to a different plane while cursed, you grow a further **1d4** black petals.

When the seventh petal has grown on your skull, you die and your body turns to dust, except for your skull, which becomes a new *infested cultist's skull*. If the curse is removed, the petals on your head and the *infested cultist's skull* are destroyed and crumble to dust.

Very rare variant: Replace *guiding bolt* with *blight* (**save DC 16**).

Lady's Veil

Wondrous item, common (socketable, requires attunement)

This fine-meshed shroud can be socketed on any worn headgear or armour, such as a helmet, cloak, breastplate, or crown. Looking through the mesh, an attuned wearer can detect corpses and creatures ripe for decomposition.

As an action, you can open your awareness to magically detect corpses and undead. Until the end of your next turn, you know the location of any corpse or undead creature within **60 feet** of you that isn't behind total cover, and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. After you activate this property, you can't do so again until the following dawn.

Lady's Veil

Infested Cultist's Skull

Mohammed "Aggi" Bellafquih

Longspike

Longspike

Weapon (rapier), uncommon (optional attunement)

The *longspike* grants its user the ability to strike from afar, without resorting to the use of unwieldy polearms. When grasped with force, the long, narrow blade extends, increasing the reach of its wielder's thrust, and can implant a rapidly-growing net of hyphal tethers that can bind and constrict a foe.

Hyphal Stretch. On your turn, you can squeeze the *longspike* (no action required), causing it to lengthen and increasing the reach of melee attacks you make with it by **5 feet** until the end of your turn.

Optional Attunement. You can choose to attune to this weapon, causing it to gain the Hyphal Grasp property for the duration that you remain attuned to it.

OA: Hyphal Grasp. As a bonus action while holding the rapier, you can speak its command word to cause writhing hyphal filaments to grow from it. The next time you hit a creature with a weapon attack using *longspike* within the next minute, the target must succeed on a **DC 13 Strength saving throw** or be **restrained** by the magical hyphae for **1 minute**. An affected creature can use an action to repeat the saving throw, ending the effect on a success. After you activate this property, roll a **d6**. On a **1-2** you can't activate this property again until the following dawn.

Very rare variant: Increase Hyphal Grasp's **DC** to **16.** You gain a **+2 bonus** to attack and damage rolls you make with this magic weapon. While attuned to this weapon it gains the Hyphal Parasite property.

OA: Hyphal Parasite. When you hit a creature with this weapon you can use a bonus action to cast the *fungal infection** spell on it (**save DC 16**, no concentration required). After you activate this property, roll a **d6**. On a **1-2** you can't activate this property again until the following dawn.

*See Appendix B

Mohammed "Aggi" Bellafquih

Mycelial Cloak

Wondrous item, rare (requires attunement)

This hearty-scented cape is knitted from microscopic threads of autumn-hued mycelia. With alarming rapidity, the hyphae can drain a corpse, leaving it an emaciated husk and restoring its wearer to robust, good health.

Detritivore. As a bonus action, you can target one Small or larger corpse, or one Small or larger creature with **0** hit points you can see within **15 feet** of you, causing your mycelia to burrow over to it and rapidly drain it of nutrients. If the target is alive, it must succeed on a **DC 15 Constitution saving throw** or fail a death saving throw. Undead have **disadvantage** on this saving throw. On a failure, or if the target is a corpse, you regain **6d6** hit points. After you activate this feature, you can't do so again until you finish a short or long rest.

Mycelial Deconstruction. As an action, you can wrap the cloak around yourself, causing your body, and all the items you are wearing or holding, to dissolve into thousands of mycelial threads. You gain a burrowing speed equal to your walking speed, you can burrow through nonmagical unworked earth and stone, and you don't disturb the material you move through.

While in this form, you can pass through any microscopic gap large enough for a fungal hypha; have resistance to bludgeoning, piercing, and slashing damage; and can't talk, manipulate objects, cast spells, or attack. You can reform in an unoccupied space as an action. After you activate this feature, you can't do so again until you finish a short or long rest.

Mycelial Cloak

Mohammed "Aggi" Bellafquih

Overgrown Barkshield

Armour (shield), uncommon (requires attunement)

This crude shield made of bark and wood teems with life as if it were still part of a tree. The smell of sap and various fragrant flowers perfumes the air around you.

Bark Armour. As an action, you can place the shield on your torso and speak the command word, causing the wood and vines to wrap around your figure. For one hour, or until you end this effect as an action, you are unable to hold a shield and you gain the following benefits:

- You gain **1d8** temporary hit points.
- You gain the benefits of the *barkskin* spell (no concentration required).
- You have **advantage** on saving throws made to resist being poisoned.

When this effect ends, the barkshield falls from its place on your torso, fading to a lifeless shade of grey. This property can't be used again until you finish a long rest when the shield blooms with life once more.

Vines and Thorns. While attuned to this shield, you can use an action to animate one of the shield's thorny vines and make a melee weapon attack (**+5** to hit) against one target within **30 feet** of you. On a hit, the target takes **2d8** piercing damage, and, if the target is a Large or smaller creature, or an object that weighs less than **500** pounds, you pull it up to **10 feet** closer to you.

Rare variant: Increase Bark Armour's temporary hit points to **3d8** and Vines and Thorns' attack modifier and damage to **+8** and **3d8** respectively**.**

Very rare variant: Increase Bark Armour's temporary hit points to **5d8** and Vines and Thorns' attack modifier and damage to **+10** and **4d8** respectively**.**

Overgrown Barkshield

Mohammed "Aggi" Bellafquih

Painblinder Mycaxe

Weapon (any axe), uncommon

The wood and iron of this once-pristine axe have been utterly devoured and replaced by a variety of fruiting fungi. Gills funnel along the axe's blade, holding millions of spores in biomantic suspension, ready to unleash their pain-inhibiting effects when inhaled.

Painblind Spores. As a bonus action, while you hold this axe, you can inhale its spores, numbing your extremities and stimulating muscle recruitment. Until the start of your next turn, melee weapon attacks you make with this weapon have a +2 **bonus** to damage rolls and you have **resistance** to bludgeoning, piercing, and slashing damage.

If you use your bonus action to inhale more spores at the beginning of your next turn, the effects continue without interruption. You can prolong the effects in this manner for up to **1 minute**, after which the effects end. When the effects end, you become **poisoned** for a number of minutes equal to ten times the number of rounds you were under the influence of the spores. Once you have benefitted from the Painblind Spores, you can't benefit from them again until after you finish a long rest.

Rare variant: Increase the Painblind Spores bonus to +3. While under the influence of the Painblind Spores, you have **advantage** on **Strength** and **Constitution** checks as well as **Strength** and **Constitution saving throws**. You can't benefit from these spores more than once between rests.

Painblinder Mycaxe

Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

Ring of Fungal Symbiosis

Ring of Fungal Symbiosis

Ring, uncommon (optional attunement)

Parasite or symbiote, the exact classification of this loop of living fungus is up for debate. When worn for an extended period, the ring co-opts its host, producing an assortment of fruiting fungal bodies each day. Whether those are of benefit or not is entirely up to how they're used.

Whenever you finish a long rest during which you wear this ring, you find a selection of toadstools has grown on the limb that sports this ring. Roll a **d4** twice and consult the list below to determine which two mushrooms have grown.

1-Boomshroom. As an action, a creature can throw this volatile mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of flames. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

2-Bloomshroom. As an action, a creature can eat this mushroom, regaining **2d4 + 2** hit points and gaining **advantage** on all **Constitution saving throws** for **1 minute**.

3-Doomshroom. As an action, a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of purple spores. Each creature in the area must succeed on a **DC 13 Constitution saving throw** or become afflicted by the *bane* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

4-Gloomshroom. As an action, a creature can eat this mushroom. For the next hour, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is increased by **30 feet**.

The mushrooms last on your arm until you finish a long rest, but lose all magical effects **10 minutes** after they are plucked. You can pluck a mushroom as part of the action to use it.

Optional Attunement. You can choose to attune to this item. While attuned, you can roll the **d4** to determine which mushrooms grew four times instead of twice.

Very rare variant: Increase all **DCs** to **16**. When determining which mushrooms grow on your limb, increase the **d4** to a **d6**, and add the following options:

- **5-Rheumshroom.** As an action, a creature can throw this sticky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of arthritis-inducing spores. Each creature in the area must succeed on a **DC 16 Constitution saving throw** or suffer the effects of the *slow* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- **6-Zoomshroom.** As an action, a creature can eat this mushroom, gaining the benefits of the *haste* spell for **1 minute**. At the start of each of the affected creature's turns, roll a **d6**. On a **1**, the effect ends and the wave of lethargy described in the spell sweeps over it.

Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

In addition, while a creature is attuned to the ring, it gains the Fungal Plating property:

OA: Fungal Plating. When you finish a long rest while wearing the ring, hard sheets of organic mycoprotein cover your body. You gain the benefits of the *barkskin* spell for the next **24 hours** (no concentration required). While this magical effect persists, you gain **5** temporary hit points at the start of each of your turns.

Sporespreader

Rod, staff, or wand, uncommon (requires attunement by a spellcaster)

Used as a magical focus of the more humanoid-esque, 'customer-facing' hyphan colonists, *sporespreaders* are enchanted to facilitate the calming and assimilation of would-be interlopers. The magic in these foci can poison foes with infectious spores or generate obscuring thick black clouds to allow their wielders to flee dangerous situations.

This focus has **7 charges**, and regains **1d4 + 3** expended charges daily at dawn. While holding the *sporespreader*, you can use an action to expend some of its charges to cast one of the following spells from it, using your **spell save DC** and spellcasting ability:

- *Charm person* (1 charge)
- *Calm emotions* (2 charges)

You can also cast the *spore cloud** and *smoke-screen** cantrips from the focus without using any charges.

Rare variant: Increase the number of charges to **10** and the charges regained to **1d6 + 4**. Add the following spells to the list of options:

- *Mortiferous pulse** (2 charges)
- *Enrage** (3 charges)

*See Appendix B

Sporespreader

Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

6 — Shadow of the Broodmother

Broodmother's Embrace

Wondrous item, rare (requires attunement)

This thick, rubbery overcoat sports several writhing tentacles that can biomantically fuse with their wearer, acting as gills, propulsion, and a formidable, concealed weapon. When in danger, the coat can encapsulate you in a protective chrysalis, nourishing you with stored regenerative mucous.

While wearing the coat underwater, tentacles wrap around your throat, fusing with your vascular system and allowing you to breathe underwater. The tentacles also propel you, giving you a swimming speed of **40 feet**.

Tentacle Lash. As an action, you can make a melee spell attack (**+7** to hit) against a creature within **10 feet** of you. On a hit, the creature takes **3d8** bludgeoning damage, and, if it is Medium or smaller, must make a **DC 15 Strength saving throw** or be knocked **prone**.

Chrysalis. You can use an action to cause the coat to expand and harden, encasing you in a regenerative, chitinous casing which grants you **20** temporary hit points. While encased, your speed is reduced to **0 feet**, you can't take actions or reactions (except the action to emerge from the chrysalis), and you regain **2d6** hit points at the start of each of your turns. You can regain no more than **30** hit points in this way while encased. These effects end when the temporary hit points are lost, after **1 minute**, or when you decide to emerge from the chrysalis as an action, whichever comes first. After you activate this property, you can't do so again until the next dawn.

Very rare variant: Increase the swimming speed to **50 feet**. Increase Tentacle Lash's attack bonus to **+8**, reach to **15 feet**, damage to **4d8**, the size category of creatures that must make the **Strength saving throw** to Large or smaller, and the **save DC**

Broodmother's Embrace

Mohammed "Aggi" Bellafquih

to **16**. Increase Chrysalis' temporary hit points to **40**, the hit points regained per turn to **4d6**, and maximum hit points regained to **60**.

Legendary variant: Increase the swimming speed to **60 feet**. Increase Tentacle Lash's attack bonus to **+9**, reach to **20 feet**, damage to **5d8**, the size category of creatures that must make the **Strength saving throw** to Large or smaller, and the **save DC** to **17**. Increase Chrysalis' temporary hit points to **60**, the hit points regained per turn to **6d6**, and maximum hit points regained to **90**. The coat's many eyes enhance your peripheral vision; while wearing the coat you have **advantage** on initiative checks while not blinded.

Mohammed "Aggi" Bellafquih

Broodmother's Eye

Wondrous item, common (socketable, requires attunement)

While socketed in an item, the item gains the 'Intense Stare' property.

Intense Stare. The socketed aboleth's eye fixes on a humanoid that you can see within **60 feet** of you that isn't hostile towards you, making you seem both alluring and imposing (no action require). For the next **minute**, you have **advantage** on all **Charisma (Persuasion and Intimidation)** checks made to interact with the creature. After this minute elapses, the creature realizes that you used magic to influence its mood. How it reacts is at the GM's discretion.

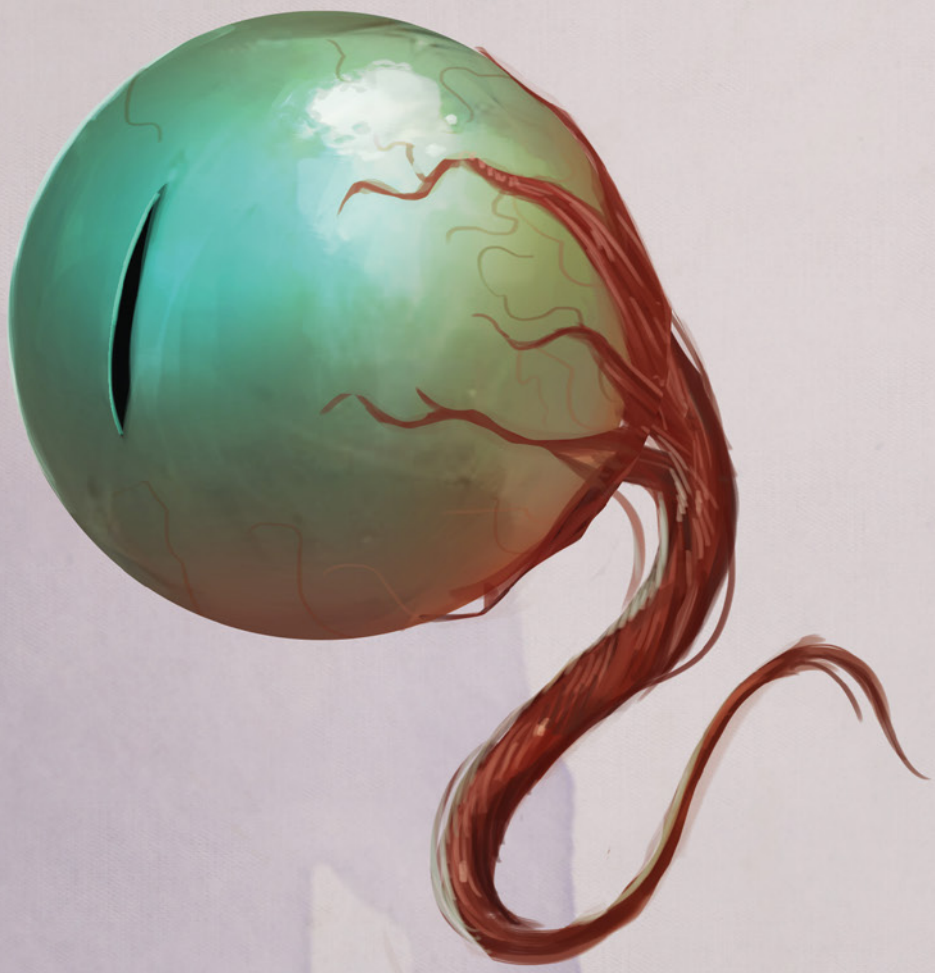
Once you use this property, you can't do so again until the next dawn.

Broodslinger

Wondrous item, uncommon (requires attunement)

Known fondly by L'Arsène as Ling's Bane, this forearm-mounted symbiote represents the conquering of the incredibly infectious broodmother strain of aboleths. This blind broodling has been altered to feed off of its host's nutrients, generating powerfully acidic mucous. A small note attached to one tentacle reads:

> "Upin Enterprises accepts no responsibility for enslavement caused by accidental generation of new aboleths caused by this item."



Broodmother's Eye

Mohammed "Aggi" Bellafquih

This magic item can hold a maximum of **10 charges**. Whenever you finish a short or long rest, you can expend any number of Hit Dice to charge the *broodslinger*. For each Hit Die spent in this way, roll each die and add your Constitution modifier. The *broodslinger* regains a number of charges equal to the total.

Spikes. Your unarmed strikes deal **1** additional piercing damage on a hit.

Mucous Spit. As an action, you can cause the *broodslinger* to spit a globule of acidic mucous at a target within **60 feet** of you. Make a ranged spell attack (**+5** to hit). On a hit, the target takes **2d6** acid damage. You can expend charges immediately before making the attack roll to enhance the mucous in the following way (no action required):

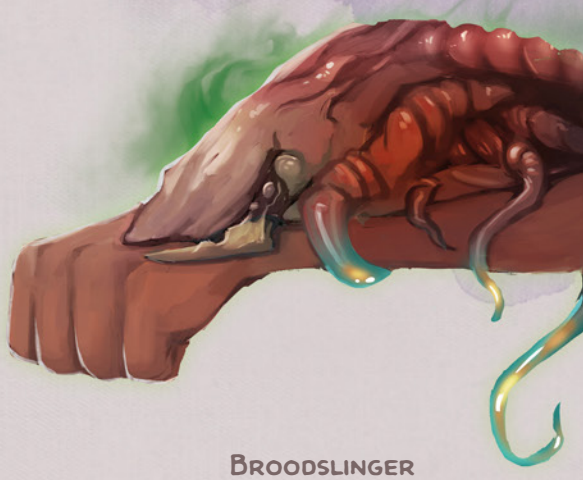
Splashing Mucous (1 Charge): Hit or miss, acid splashes onto adjacent creatures. The target, and each creature within **5 feet** of the target, must succeed on a **DC 13 Dexterity saving throw** or take **1d4** acid damage.

Rare variant: Increase the maximum charges to **15** and the additional piercing damage of Spikes to **1d4**. Increase Mucous Spit's hit bonus to **+7** and acid damage to **3d6**. Increase Splashing Mucous' acid damage to **2d4**, and the **save DC** to **15**. You gain a new way to enhance Mucous Spit: Parasitic Mucous. You can only enhance the mucous using one option at a time.

Parasitic Mucous (2 Charges): Parasites with the potential to poison infest the mucous. On a hit, the target must succeed on a **DC 15 Constitution saving throw** or be infected with a parasite and become **poisoned**. While poisoned, the creature can't regain hit points. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Very rare variant: Increase the maximum charges to **20** and the additional piercing damage of Spikes to **2d4**. Increase Mucous Spit's hit bonus to **+8**, and acid damage to **4d6**. Increase Splashing Mucous' acid damage to **3d4**, and the **save DC** to **16**. You gain new ways to enhance Mucous Spit: Parasitic Mucous and Infectious Mucous. You can only enhance the mucous using one option at a time.

Infectious Mucous (4 Charges): An infectious disease pervades the mucous. On a hit, the target must succeed on a **DC 16 Constitution saving throw** or be infected and **poisoned** as if by the *contagion* spell. Roll a **d6** to determine *contagion's* disease at random.



Broodslinger

Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

Tome of Living Memories

Wondrous item, uncommon (optional attunement by a wizard)

The pages of this book are littered with the shifting memories of all the aboleth broodmother's eyes have seen. This deluge of information includes historical occurrences, the gods, and all things arcane, in addition to several spells. Unfortunately, the script is a shifting mire of letters that only the most astute can decipher.

Knowledge from Beyond. Over the course of a minute, you can attempt to discern information from the broodmother's memories. Make a **DC 10 Intelligence** check. On a success, you gain proficiency in **Arcana**, **History**, **Nature**, and **Religion** for the next **10 minutes**. On a failure, you take psychic damage equal to your level.

Shrouded Spells. In a similar manner, you can spend **10 minutes** attempting to cast one of the following spells, requiring no material components and without expending a spell slot. At the end of the 10 minutes, make an **Intelligence** check. The DC equals 10 plus the spell's level. On a success, you cast the spell. On a failure, you don't cast the spell and you take psychic damage equal to twice the spell's level.

- *Identify* (1st-level)
- *Augury* (2nd-level)
- *Clairvoyance* (3rd-level)

Optional Attunement. A wizard can attune to this item, which becomes enhanced with the Knowing Tome property for the duration.

OA: Knowing Tome. You can use it as a spellbook and an arcane focus. While you use this tome as your spellbook, the *comprehend languages* and *detect thoughts* spells are added to your known spells and you always have them prepared.

Rare variant: When you cast spells from the Shrouded Spells property using the tome, it is the disembodied voice of Slkvol the broodmother that answers. Add the following spells:

- *Divination* (4th-level)
- *Legend lore* (5th-level)

The Knowing Tome property becomes enhanced as follows:

> While you use this tome as your spellbook, you can prepare 1 additional Wizard spell at the end of a long rest and you know the *guidance* cantrip, which is a wizard spell for you.

Very rare variant: When you cast spells from the Shrouded Spells property using the tome, it is the disembodied voice of Slkvol the broodmother that answers. Add the following spells:

- *Divination* (4th-level)
- *Legend lore* (5th-level)
- *Contact other plane* (5th level)
- *Find the path* (6th level)

The Knowing Tome property becomes enhanced as follows:

> While you use this tome as your spellbook, you can prepare 2 additional Wizard spells and you know the *guidance* cantrip, which is added to the wizard spell list for you.

Mohammed "Aggi" Bellafquih

Tome of Living Memories

Mohammed "Aggi" Bellafquih

Astral Luggage

Wondrous item, very rare (optional attunement)

This luggage contains a filtered portal to the edges of the Astral Plane, specifically the areas where beings from The Anomalies slink from their far-away plane to the timeless astral expanse. As such, you don't use the *astral luggage* as actual luggage, not unless you want to lose it.

Portal. The *astral luggage* can be opened to a two-foot-by-one-foot opening. This opening repels creatures, prohibiting their entry, but any object you place inside the luggage floats off into the Astral Plane.

Optional Attunement. Attuning to this item enhances some of the Special Fastenings properties.

Special Fastenings. On the luggage are several special buckles, zips, or clips, which you can unfasten to cause magical effects. Once you unfasten a fastening, it can't be unfastened again until the next dawn, at which point it reseals itself. If a save DC is required, use **DC 15**.

- **Ebony Clasp.** As an action, you can unfasten the clasp and throw the luggage at a point you can see within **30 feet** of you, where it instantly opens, spewing squirming ebony tentacles in a **20-foot square**. This area becomes affected by the *black tentacles* spell for **1 minute** (no concentration required). If you are attuned to the luggage, you are **immune** to this spell's effects. When the spell ends, the tentacles disappear and the luggage closes.
- **Amethyst Buckle.** As an action, you can unfasten this buckle and throw the luggage at a point you can see within **30 feet** of you, where it instantly opens and casts the *conjure anomaly** spell (no concentration required). If you are attuned to this item, the aberration conjured is under your control; otherwise, the aberration is hostile to all creatures.
- **Moonstone Dial.** As an action, you can turn this dial to a symbol representing a specific plane, and press it, causing it to unfasten. As part of the same action, you can throw it to a point you can see within **30 feet** of you, where it instantly opens. Until the end of your next turn, the luggage's opening becomes a portal to a random location on the chosen plane that Medium or smaller creatures can move through using **5 feet** of movement. At the end of your next turn, the luggage folds in on itself and appears at that location on the destination plane. If you are attuned to the luggage, you can attempt to direct the portal to a specific location, as per the *teleport* spell.

Uncommon variant: Decrease Special Fastenings' **save DC** to **13**. Remove the Amethyst Buckle and Moonstone Dial.

Astral Luggage

Mohammed "Aggi" Bellafquih

*See Appendix B

Dreamy the Lucid

Wondrous item, uncommon

These adorable stuffed toys can be found in bedrooms following the intrusion of a dreamholder into a settlement's collective dreamscape. Each toy's magic gives the villagers autonomy over their dreams, and acts as a preventative measure should another aberration try to take over the villagers' dreams again.

While this toy is on your person, magic can't put you to sleep. If you fall asleep while holding this stuffy, its stimulating enchantment magic activates your psyche, causing you to become a lucid dreamer. While lucid dreaming in this way, you are aware if a creature uses the *dream* spell to influence you. In addition, if you are asleep when initiative is rolled, you instantly awaken and aren't surprised.

Dreamy

Hammer Time

Weapon (any hammer), uncommon

Never has the saying "smash something into next week" been so apt. With an hourglass filled with brilliant platinum sand, this magical impact weapon utilises the dreamholder's command over time dilation to throw its victims forward in time.

This weapon has **3 charges** and regains all expended charges daily at dawn.

Chronal Blink. As a bonus action, you can twist the weapon's pommel, expending **1 charge** and causing the sand to begin churning in defiance of gravity. The next creature you hit with an attack using this weapon within the next minute must make a **DC 15 Charisma saving throw**. On a failed saving throw, the target disappears as it gets shunted forwards in time, reappearing in the space from which it disappeared, or the nearest unoccupied space if that space is occupied, at the end of your next turn.

Very rare variant: Increase the number of charges to **7**, Chronal Blink's **save DC** to **16**, and add the Detachable Eye property.

Detachable Eye. As an action, you can detach the eye from the centre of the weapon's shaft, placing it on a surface to which it adheres for the next hour. The eye relays a constant stream of visual information to the larger eye on the weapon, which transforms to become a screen through which you can view what the smaller eye can see. At the end of the hour, the smaller eye teleports back to the weapon. Once you use this property, it can't be used again until the next dawn.

Hammer Time

Chaouki "Ciao" Ttouhi, Mohammed "Aggi" Bellafquih & Michelle Mueller

Robes of Beaurêve

Robes of Beaurêve

Wondrous item, rare (requires attunement)

Made from the stuff of dreams, the cuffs and hem of this ethereal robe fade into translucent purple smoke, and the robes' lining is sewn from the fabric of the night sky. A creature wearing these robes can become temporarily incorporeal, slipping through locked doors, blood-thirsty demons, or out of uncomfortable conversations. Owners of such a garment also find themselves incredibly productive, with dishes cleaned and chainmail oiled each morning...

Also, it has pockets.

This robe has **3 charges** and regains all expended charges daily at dawn.

Incorporeality. As a bonus action, you can spend **1 charge** to become incorporeal until the start of your next turn. While incorporeal, you gain **resistance** to bludgeoning, piercing, and slashing damage from non-magical attacks, and can move through other creatures and objects as if they were difficult terrain. If you end your turn inside a creature or object, you are shunted to the nearest unoccupied space, taking **1d10** force damage for every **5 feet** you are shunted.

Spellcasting. You can spend charges to cast the following spells (**save DC 15**). You must spend a number of charges equal to the level at which you cast the spell.

- *Daydream**
- *Dreamwalk**
- *Sleep*

Sleepwalker. You can't be put to sleep against your will. When you fall into a nonmagical sleep while wearing these robes, you can specify one intention, such as 'organising my collection of buttons' or 'oiling my chainmail'. While you sleep, you can perform light activities that fulfil this intention while still meeting the requirements of a long rest.

Legendary variant: Increase the number of charges to **9**, the charges regained to **1d6 + 3**, and the **save DC** to **17**. Add the *astral projection* and *dream* spells to the Spellcasting property, and the robe gains the Language of the Anomalies property:

Language of the Anomalies. While you wear these robes, you can speak, read, and write Deep Speech, and have **advantage** on **Charisma** checks made to interact with aberrations.

*See Appendix B

Michelle Mueller

Second Chance

Wondrous item, uncommon (socketable)

A pocketwatch that keeps perfect time is always a useful bit of kit. Socketed on any clothing or armour, this specimen is even more special, allowing its user a second chance to perform some action.

As a bonus action, immediately before you make an ability check or attack roll, you can activate the stopwatch, setting a call-back marker. After you make the ability check or attack roll (and after you know the outcome), you can choose to rewind time by a few seconds to the moment you took the bonus action (no action required). You must then reroll the ability check or attack roll and use the new result. Whether or not you choose to rewind to the call-back marker, after you use this property, it can't be used again until the next dawn.

Second Chance

Time Splitter

Weapon (any axe), uncommon (requires attunement)

The *time splitter* is just the tool for an almighty adventurer who's always a little too slow to get where they need to be exactly in the nick of time. Harnessing the time dilative power of the dreamholder, this magic weapon lets its wielder swing back in time, or speed the flow of time for itself, allowing it to act more quickly.

This magic weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Pause. As a bonus action, you can flip the axe around anti-clockwise in your hands, expending **1 charge**. Until the end of your next turn, any creature or object that moves leaves a ghostly image of itself at the moment you activated this property. You can target this ghostly image with attacks, spells, and effects as if the creature were still in that space, though the effects appear on the target wherever it is now.

Time Dilation. As a bonus action, you can tap into this weapon's chronomantic magic, casting the *haste* spell on yourself (no concentration required). When you do so, the GM rolls **1d3**; the result (which the GM keeps secret) is how many rounds the spell lasts (ending at the end of your turn). After you activate this property, you can't do so again until the next dawn.

Rare variant: Increase the number of charges to **9** and the charges regained to **1d6 + 3**. Increase Time Dilation's 1d3 to a **1d4 + 1**.

Time Splitter

Bottom Two: Mohammed Bellafquih., Top: Michelle Mueller

8 — A Tale of Two Tails

Claws of Corruption

Weapon (claw), uncommon (requires attunement)

These rough, menacing gauntlets constructed from the razor-sharp claws of the pygmy rakshasa, thrums with the power of its hellish essence. The pointed tips of the claws easily dig into rock and metal alike, letting their wearer climb the roughest surfaces with feline agility.

While wearing a pair of these claws, you gain a climbing speed equal to your walking speed. The claws have **4 charges** and regain all expended charges daily at dawn.

Rakshasa's Corruption. Blows from this weapon can cause a target's magical energy to turn foul and consume it from within. When you hit a creature with an attack using one of these claws, you can spend **1 charge** to attempt to curse it (no action required). The target must succeed on a **DC 13 Wisdom saving throw** or be **cursed** for **1 minute**. When a cursed creature starts its turn while under the effect of a spell or while concentrating on a spell, it takes **1d6** necrotic damage.

Very rare variant. Increase the number of charges to **5**, and Rakshasa's Corruption's damage to **2d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Collar of the Cat

Wondrous item, common (requires attunement)

While socketed on armour, clothing, a focus, or a weapon, you have a preternatural ability to land on your feet. You have **advantage** on checks made to maintain your footing and you can subtract up to **20 feet** from the fall when calculating falling damage.

Bottom Two: Michelle Mueller, Top: Mohammed Bellafquih

Eye of the Tiger

Ring, uncommon

The tiger's eye gemstone at the centre of this ring gleams with the devious malice peculiar to the fiendish pygmy rakshasa. Spinning slowly in its socket, it studies its wearer and surroundings, almost as if waiting for a time to pounce.

The ring has **5 charges** and regains all expended charges daily at dawn.

Arcane Interference. While wearing the ring, whenever you are the target of a spell or make a saving throw against a spell's area of effect, you can use your reaction to tug at the Weave, consuming **1 charge** and attempting to unravel the spell's magic. If the spell is of 2nd level or lower, roll a **d4** and consult the table below to determine the effect, which occurs immediately before the spell's effect. If the spell is 3rd level or higher, this property has no effect.

d4	Effects
1	The caster of the spell must make a **DC 13 Wisdom saving throw**, taking force damage equal to **1d6** plus an additional **1d6** for each level of the spell on a failed save, or half as much damage on a successful one.
2	The spell's potency is diminished. If the spell requires an attack roll, the roll is made with **disadvantage**. If it requires you to make a saving throw, you have **advantage** on it.
3	You absorb a portion of the spell's energy, gaining **temporary hit points** equal to **1d6** plus an additional **1d6** for each level of the spell. These temporary hit points last for **1 minute**.
4	You are unaffected by the spell.

Very rare variant. Increase the **save DC** of Arcane Interference to **16** and the number of charges to **6**. You can now use the ring when targeted by or in the area of effect of a spell of 5th level or lower.

Eye of the Tiger

Michelle Mueller

Feline's Fury

Feline's Fury

Weapon (any tommybow), rare (requires attunement)

An ostentatiously ornate tommybow, the gold-leaf bows are decorated with an array of bedazzling jewels. Rubies and sapphires sparkle with the fire and ice of the Hells, emeralds carry a vitriolic venom, and the diamonds glow with warm, bright sunlight, a delight peculiar to the pygmy rakshasa.

This tommybow consists of five vertically stacked bows, each of which sports a pair of matched, randomly determined gemstones. Roll a **d4** to determine each bow's gemstone pairs: 1, diamonds; 2, emeralds; 3, rubies; 4, sapphires.

Rakshasa's Revenge. You can use an action to imbue a piece of ammunition with one of the following spells (**save DC 15**) and fire the ammunition at a point or target within range: *daylight* (diamond), *fireball* (ruby), *sleet storm* (sapphire), or *stench* (emerald; see page 511). When the ammunition hits a target or surface, it unleashes the imbued spell centred on that point. These spells do not require concentration. You can choose to fire at a point on a surface or at a target; if you miss the target, the effect is centred on whichever surface the ammunition hits (GM's discretion). The gems are destroyed when the spell is cast and their pieces fall to the ground.

Recharge. You can spend **1 minute** replacing a pair of gemstones with diamonds, emeralds, rubies, or sapphires worth at least 100 gp each. So long as the gemstones are matching, then, at the next dawn, they sparkle with arcane power and can be used to imbue the bolts with the associated spells.

Felinobelix

Felinobelix

Wondrous item, rare (requires attunement)

This foot-high, black, stone cat statue has **3 charges** and regains all expended charges daily at dawn. Whenever you roll a die, you can spend **1 charge** to roll another die of the same size (no action required). You can then choose which of the die rolls to use. You can choose to spend the charge after you roll the die, but before the outcome is determined.

If the result of the re-rolled die is a 1, a devil is summoned. Consult the chart below to determine which devil.

Bottom: Max "Humperdink" Wartelle & Mohammed "Aggi" Bellafquih, Top: Michelle Mueller

Felinobelix

Attuner's Level	Devil (CR)
1-4	Imp (1)
5-8	Barbed devil (5)
9-12	Bone devil (9)
13-16	Ice devil (14)
17-20	Pit fiend (20)

The devil is always the same individual, who has progressed further in the infernal hierarchy with each visitation. It is hostile towards all creatures, but is especially hateful towards you, as it believes you are stealing its luck.

Legendary variant. Increase the number of charges to **6**. As a reaction when another creature you can see within **30 feet** of you rolls a die, you can expend **1 charge** to cause it to roll a second die of the same size; you choose which of the dice to use. If the result of the re-rolled die is a 1, a devil is summoned.

Splinterspray Tommybow

Weapon (any tommybow), uncommon

Originally fashioned for low-accuracy ride-by assassinations in urban settings, this magical tommybow retains its predecessors' ability to self-load bolts from an attached magazine, while magically enhancing the attacks to spray splinters of wood and metal towards a target.

This magical tommybow has **6 charges** and regains all expended charges daily at dawn.

Splinterspray. As an action, you can pull the trigger extra hard, spending **1 charge**, and causing the ammunition to splinter into thousands of wood-and-metal shards. Instead of the normal attack against a single target, make separate attack rolls against two creatures within **5 feet** of each other. On a hit, a creature takes piercing damage equal to **2d4** (plus any modifiers normally added).

Reload (3). After you make three attacks with this weapon, you must reload it using an action.

Rare variant. Increase the number of charges to **9**, and Splinterspray's damage to **3d4**.

Very rare variant. Increase the number of charges to **12**, and Splinterspray's damage to **4d4**.

Splinterspray Tommybow

Bottom: Michelle Mueller, Top: Mohammed "Aggi" Bellafquih

Tail's End

Weapon (any sword), rare

The blade of this wicked khopesh is composed of several individual sections linked by a sturdy chain running through the weapon's length. Always dry to the touch, this magical blade appears to continuously absorb any water with which it comes into contact.

Split at the Seams. As a bonus action, you can press a button hidden on the weapon's hilt to cause the sections comprising the blade to magically detach from one another, remaining connected by the chain. Until reformed as a sword as a bonus action, this weapon loses its former sword properties and gains those of a whip.

Unquenchable Thirst. When you roll a **20** on an attack roll made with this weapon, it releases a deadly burst of desiccating, negative energy that drains moisture from a target, forcing it to make a **DC 15 Constitution saving throw**. On a failed save, the target takes **6d6** necrotic damage and is **desiccated** for **1 minute**. On a successful save, a creature takes half as much damage and isn't desiccated. A desiccated creature's skin turns dry and brittle, rupturing with ease, and causing the creature to take an additional **1d4** slashing damage whenever it takes bludgeoning, force, piercing, slashing, or thunder damage. A desiccated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property has no effect on creatures without skin or on those **immune** to necrotic damage.

Very rare variant. Increase the **save DC** to **16** and the necrotic damage to **10d6**. Attacks made against a desiccated creature now deal an extra **1d8** slashing damage.

Tail's End

Michelle Mueller

9 — Mecha Koboldzilla

Crawly & Rolly Turrit

Wondrous item, rare (requires attunement)

Weighing approximately 10 pounds, this 1-foot-cubed turret is bristling with armaments. From its crudely chiselled 'bitey-bit', to the side-mounted 'kannon-boom', and the fore-mounted 'spikeys', this magically-automated turret has but one key flaw: stairs.

Deploy. As an action, you can deploy the *rolly turrit*, which magically animates for the next **10 minutes**. During this time, it is under your mental control while within 100 feet of you. In combat, the turret shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the turret can take any action of its choice, not just Dodge.

Once the turret has been activated, it can't be activated again until the following dawn.

Death & Healing. While the turret has at least 1 hit point, it regains **2d6** hit points if the *mending* spell is cast on it. If the turret is reduced to 0 hit points, it shatters and can't be activated again until a creature with proficiency in smith's tools or tinker's tools spends 1 hour to make a **DC 15 Dexterity (smith's or tinker's tools)** check. On a success, the turret regains 1 hit point and can be activated as normal.

Very rare variant: Shedding much of the mobility issues of its rolly cousin, the *crawly turrit* harnesses the hit-and-run tactics of its draconic inspiration. Recycled dragon breath sacs give this five-legged, brass automaton the ability to emulate a dragon's breath, the pinnacle of kobold bio-engineering. Increase the Dexterity check to **DC 16** and change the type of turret to *crawley turrit.*

Rolly Turrit

Tiny construct, unaligned

Armour Class 15 (natural armour)
Hit Points 44 (8d4 + 24)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	1 (-5)	4 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Backfire. Whenever the turret is critically hit, it backfires. Each creature within **10 feet** of the turret (including the turret) must succeed on a **DC 15 Dexterity saving throw** or take 14 (**4d6**) piercing damage as shards of metal shoot outwards. The turret automatically fails this saving throw.

Spikey Charge. If the turret moves at least **15 feet** straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 3 (**1d6**) piercing damage. If the target is a Small or smaller creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Wheels. The turret can't navigate over ledges greater than **6 inches** in height. If it tries to, it tumbles and is knocked **prone**.

Actions

Multiattack. The rolly turrit makes two attacks.

Chomp. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) piercing damage.

Cannonette. *Ranged Weapon Attack:* **+5** to hit, range 30/120 ft., one target. Hit: 6 (**1d6 + 3**) bludgeoning damage.

Rolly Turrit

Chaouki "Ciao" Ttouhi & Mohammed "Aggi" Bellafquih

Crawly Turrit

Tiny construct, unaligned

Armour Class 17 (natural armour)
Hit Points 60 (8d4 + 40)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	20 (+5)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Draconic Infusion. The damage type that the turret's Bite, Breath Bolt, and Breath Weapon deals depends on the dragon breath sac with which it was infused: acid (black or copper); cold (silver or white); fire (brass, gold, or red); lightning (blue or bronze); or poison (green).

Spider Climb. The turret 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 5ft., one target. Hit: 7 (**1d6 + 4**) piercing damage plus 3 (**1d6**) damage (see Draconic Infusion).

Breath Bolt. *Ranged Spell Attack:* **+7** to hit, range 120 ft., one target. Hit: 11 (**2d10**) damage (see Draconic Infusion).

Breath Weapon (1/Day). The turret exhales elemental energy in a **20-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 21 (**6d6**) damage (see Draconic Infusion) on a failed save, or half as much damage on a successful one.

Crawley Turrit

Chaouki "Ciao" Tittouhi & Mohammed "Aggi" Bellafquih

Dimensional Doorknob

Dimensional Doorknob

Wondrous item, rare

The *dimensional doorknob* is a must-have addition to the arsenal of any thief that lacks the necessary dexterity to pick locks themselves. In addition, the doorknob's built-in escape magic allows for a quick getaway when things go south. As a guard wanders a museum of precious relics, bowels of a jail, or the vault of a treasury, they might find only unlocked doors and the tell-tale glowing purple light as a teleportation portal flickers into and out of existence.

Skeleton Key. As an action, you can place the doorknob over a keyhole where, for the next minute, it attempts to pick the lock. The dimensional doorknob acts as a set of Thieves' tools and automatically unlocks locks with a **DC** of **15** or lower. For higher difficulty locks, the doorknob has a **+7** modifier to its **Dexterity (Thieves' tools)** check.

Dortal. As an action while holding the doorknob, you can cast the *dimension door* spell. When you do so, a glowing purple portal appears in your space until the start of your next turn. Any creature up to 1 size larger than you can pass through the portal. After you activate this property, you can't do so again until the following dawn.

Dragonmaw Shield

Dragonmaw Shield

Armour (shield), rare (requires attunement)

With a hinged lower portion, this shield has the appearance of a dragon's roaring mouth, complete with fiery interior. The *dragonmaw shield's* opening is, in fact, a portal to a pocket dimension. This pocket dimension is a **10-foot cube** containing a forge that, due to the insulating properties of pocket dimensions, never cools. It's perfect for getting rid of trash, destroying incriminating evidence, or smelting down looted weapons.

Gnash. When a creature misses you with a melee weapon attack, you can use your reaction to force the creature to make a **DC 15 Dexterity saving throw** as the shield chomps at their weapon with its fiery maw. On a failed save, the creature takes **1d10** fire damage as the shield breathes a plume of scalding air at them. In addition, if the creature's weapon is nonmagical, then any flammable components, such as those made of wood, are destroyed.

Left: Jelke, Right: Mohammed "Aggi" Bellafquih

Gunnspier

Weapon (any polearm), rare

"*Stab, bang, hope.*" If consulted, these are the instructions any kobold will give on using a *gunnspier*. With a lengthy reload time and complete lack of accuracy, this matchlock-augmented polearm is usable at only one range: point blank. It also comes with a lovely ribbon and a neat basket to hold all your spare shot. Cute.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Point Blank Shot. When you hit a target with an attack using a loaded *gunnspier*, you can use a bonus action to pull the trigger, firing a plum-sized leaden ball at the target. The attack deals an additional **2d8** bludgeoning damage. As an action, you can reload the *gunnspier*.

Backfire. When you use Point Blank Shot and roll an **8** on each of the additional bludgeoning damage dice, the *gunnspier* backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 15 Dexterity saving throw** or take **4d6** piercing damage as shrapnel erupts from the weapon.

Very rare variant: Three-weapons-in-one, this upgraded *gunnspier* can slash, shoot, and bite. The pneumatic-powered dragon's maw can run along the length of the gun's barrel before biting into a target skewered by its point.

Increase the attack and damage bonus to **+2**, and the damage of Point Blank Shot to **3d8**. Remove the Backfire property and add the Chomp property:

Chomp. When you hit a target with an attack using the *gunnspier*, you can use a bonus action to cause the jaws to shoot forward and bite into your target, dealing an additional **1d10** piercing damage to it as part of the attack.

Gunnspier

Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

Kobbold Flaymefrower

Wondrous item, uncommon (requires attunement)

What could possibly go wrong carrying a portable furnace on your back? Great for keeping weeds in check, the *flaymefrower* can be dynamically adjusted to spray in a wide cone or a focused line. Just keep an eye on the pressure, as it looks like the rats have been chewing at the intestine hose again.

Worn like a backpack or satchel, this patchwork vessel of scrap metal can hold a maximum of **12 charges**. Over the course of an hour, you can feed one of the following fuel options into the backpack, causing it to regain expended charges depending on the fuel's quality:

- 1 sp of seasoned wood: **1d4** charges.
- 5 gp of high-quality coal or oil: **1d4 + 3** charges.
- Fire elemental core, or breath sac of a red, gold, or brass dragon: **all** expended charges.

Dragon's Breath. While holding the *flaymefrower's* maw, you can use an action to speak one of the *flaymefrower's* two command words, expending **1 charge** and causing it to spout a gout of flame in a **10-foot cone** or a **20-foot line** that is **5 feet wide** (your choice). As part of the same action, you can squeeze the maw, injecting more fuel and spending up to **3** additional charges. The size of the cone or line increases by **5 feet** or **20 feet**, respectively, for each additional charge expended.

Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **2d10** fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Backfire. When you use Dragon's Breath and roll a total of **19** or higher on the fire damage dice, the *flaymefrower* backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 13 Dexterity saving throw** or take **4d6** fire damage as gouts of flame burst from the make-shift hose.

Very rare variant: Kobold ingenuity is excellent, but the execution can be somewhat lacking. Luckily, the original prototype of this flame-filled backpack has undergone some extensive upgrades; it now boasts a nigh-on indestructible braided brass hose and can burn much hotter.

Increase the Dragon's Breath's **DC** to **16** and the damage to **4d6**. Remove the Backfire property and add the Coldfire Flame property:

Coldfire Flame. As a bonus action, you can twist the dragon's maw 180 degrees, causing the flame to burn blue and deal cold damage instead of fire damage. This change lasts until you use a bonus action to turn it back.

Kobbold Flaymefrower

Chaouki "Ciao" Ttouhi & Mohammed "Aggi" Bellafquih

Kobold Wristbow

Weapon (hand crossbow), common (requires attunement)

Something about this cobbled-together, wrist-mounted, bow-like contraption looks wrong. It shouldn't hold together. There's nothing even holding the string in place. It must be magic. There's no writing on it but, if there was, you feel it'd be written as: "Kobbold RystBo."

Handsfree. The *kobold wristbow* does not require a free hand to hold or fire.

Quickshot. In response to your mental command, you can release the bowstring and make a ranged weapon attack with the loaded wristbow as a bonus action. You must reload a wristbow before firing again.

Reload. You can reload the *kobold wristbow* using either a bonus action or an action. This requires at least 1 free hand.

Magik Oil

Wondrous item, common (socketable)

This *magik oil* can be socketed on any item you don't mind getting oil stains on. The slow drip of oil from its never-closing spout imbues the item to which it is attached with magic, rendering the item much more durable. Metal can't be corroded by acid and wood & clothing cease being flammable. Strong magic, such as that from a 6th-level spell or higher, can overcome this enhanced resilience. If socketed on a weapon, that weapon's damage becomes magical. If socketed on armour, the oil lubricates the joints, removing any disadvantage on **Dexterity (Stealth)** checks the armour normally imposes.

Magik Oil

Kobold Wristbow

Mohammed "Aggi" Bellafquih

Pneuma Blade

Weapon (longsword or greatsword), rare

This blade shouldn't work; the pneumatic seals are made of earwax and leather, the sprockets' teeth are all different sizes, and the structure itself is held together by an adhesive tape decorated with small ducks. The only explanation is that the sheer force of the kobold mechamagicians' belief is encapsulated within this magic sword, allowing it to chomp at its enemies.

Pneumatic Strike. After you make an attack roll with this weapon, but before the result of the attack is determined, you can use a bonus action to pull the blade's trigger. With a pneumatic thrust, the top of the weapon arcs forward and you gain a **+4 bonus** to the attack roll.

Tetanus Blade. When you hit a creature with an attack that uses Pneumatic Strike, the pathogens that live within the rusty blade are reinvigorated by its magic, and the attack deals an additional **1d8** poison damage.

Backfire. When you roll an **8** on Tetanus Blade's poison damage, dormant pathogens within surrounding creatures become reinvigorated. Each creature within **10 feet** of you (including you) must succeed on a **DC 15 Constitution saving throw** or take **4d6** poison damage and become **poisoned** until the end of its next turn.

Very rare variant: With a refined pneumatic mechanism, this upgraded version of the *pneuma blade* is totally, indisputably, and inarguably, 98.4385% guaranteed not to backfire. The new-fangled heating element is also almost absolutely perfect.

Increase the attack bonus of Pneumatic Strike to **+5**. Change the Tetanus Blade property to Heated Weapon; this property deals **2d8** fire damage instead of the 1d8 poison damage. Remove the Backfire property and add the Burnout property:

Burnout. When you use the Heated Weapon property of this weapon and roll an **8** on both of the additional fire damage dice, the heating mechanism backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 16 Dexterity saving throw** or take **4d6** fire damage as scalding pneumatic fluid bursts out.

Pneuma Blade

Chaouki "Ciao" Ttouhi & Mohammed "Aggi" Bellafquih

Jaw Breakers

Jaw Breakers

Weapon (any two light melee), rare (optional attunement)

Forged as a pair, these magic weapons are crafted from the matching upper and lower jaw bones of a tar-rasque. Their innate magic—and one of the reasons the tar-rasque's bite is so powerful—creates an arcanomagnetic pull between the two jawbones, dealing devastating damage to whatever lies between them.

You gain a **+1 bonus** to attack and damage rolls you make with each of these magic weapons. These weapons deal piercing damage instead of their usual damage type.

Chomp. When you engage in two-weapon fighting using these two weapons and hit the same target with your action and bonus action, the attack you make as a bonus action deals an additional **1d8** damage on a hit.

Optional Attunement. You can choose to attune to a pair of *jaw breakers*. They count as a single magic item with regard to the number of magic items you can attune to. When you do so, the weapons gain the Swirling Dervish property while you are attuned to them.

OA: Swirling Dervish. Harnessing the power of the blades, you leap over a target, becoming a tornado of lacerating blades. As an action while you wield both *jaw breakers*, you can perform a magically-enhanced jump, attacking creatures you pass over. This jump has a maximum distance of **20 feet**, is a straight line, must end in an unoccupied space, does not provoke attacks of opportunity, and each foot you clear on the jump costs one foot of movement. You can make one attack against a creature under you in each 5-foot space over which you jump. These attacks always alternate main-hand, then off-hand.

For example, if you jumped over one Huge creature, you could make three attacks against it (the second one dealing Chomp's extra damage on a hit). If you jumped over three Medium creatures, you could make one attack against each (with no extra damage from Chomp).

Very rare variant: Increase the bonus to +2, and Swirling Dervish's jump distance to **25 feet**.

Mohammed "Aggi" Bellafquih

Tarrobe

Wondrous item, rare (requires attunement)

Fossilised bones and oilcloth, a lipid-rich mesh of viscous crude oil and lipophilic fibres, forms the basis of this magical robe. In the same way the oil refracts light in rainbow hues, the cloth has a natural resistance to magic, occasionally sending spells ricocheting back at the caster.

Oily Barrage. While you wear this robe, you can cast a variety of oil-based spells. This robe has **7 charges** and regains **1d6 + 1** charges daily at dawn. You can expend charges to cast the following spells (**save DC 15**, **+7** to hit). Some spells are changed to be oil-based.

- *Grease* (1 charge)
- *Create or destroy oil* (2 charges; as *create or destroy water*, but oil instead of water)
- *Mireball** (3 charges; instead of mud, thick, rancid fat and oil are conjured)

Spell Reflection. While you wear this robe, any time you are targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a **d8**. On a 1-7, you are affected as normal. On an 8, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Legendary variant: While you wear the robe you can speak and understand Terran. Increase the number of charges to **12** and the charges regained to **1d8 + 4**. Add the *bone cage** and *conjure elemental* (tar elemental only, see page 585) spells to the Oily Barrage property (5 charges each). The Spell Reflection property reflects a spell back on a roll of 7 or 8 (you are affected as normal on a 1-6).

Terrorasque

Weapon (any two-handed melee), rare (requires attunement)

From the fossilised teeth of a tar-rasque is extracted the magic of rage and ferocity. Upon attuning to this weapon, you gain the ability to unleash terrifyingly monstrous roars and swing the enormous, bone-handled blade with astounding aggression.

You gain a **+1 bonus** to attack and damage rolls you make with this magic weapon. This weapon has **5 charges** and regains **1d4 + 1** charges daily at dawn.

Ferocious Blow. As an action, you can expend **1 charge** to call upon the spirit of the tar-rasque

* See Appendix B

Chaouki "Ciao" Ttouhi & Mohammed "Aggi" Bellafquih

Terrorasque

Tinytar

and make a mighty swing with this weapon. If the attack hits, roll **four** times as many damage dice for the weapon as normal for this attack. This dice multiplication does not affect additional damage from abilities such as smite or sneak attack, and is unaffected by critical hits. If the attack misses, you fall **prone** and your speed is reduced to **0 feet** until the start of your next turn.

Terrorise. As a bonus action, or as part of the bonus action you use to activate the Rage class feature, you can brandish the *terrorasque*, amplifying your yell with that of a tar-rasque's. Each hostile creature within **60 feet** of you that can hear you must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of you for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success. After you use this property, you can't do so again for **1 hour**.

Very rare variant: Increase the bonus to +2, the number of charges to **7**, the charges regained to **1d6 + 1**, and Terrorise's **DC** to **16**. Increase Ferocious Blow's damage multiplier to **five** times the weapon's damage dice. The weapon gains the Tar Strike property:

> ***Tar Strike.*** As an action, you can mentally command this weapon to ooze tar, expending **1 charge** as you make one attack against a creature with it. On a hit, the target suffers the weapon attack's normal effects and is **restrained** for **1 minute**. The creature can use its action to make a **DC 16 Strength** check, ending the restrained condition on a success.

Tinytar

Wondrous item, common (socketable)

With the sentient tar of a tar elemental and a dose of enchantment magic, one can craft this friendly and amenable little helper. When applied to anything you can hold, the *tinytar* ensures you don't accidentally drop it.

Grippy. This small, magical phial contains an animate and excitable tar. When applied to the handle of a weapon, shield or other held item, the first creature to hold that item can't be disarmed of the item against its will. The creature can still sheathe or drop the item if it desires; the *tinytar* is very intuitive. As an action, you can hold the magical phial to the *tinytar* causing it to shlink back inside.

Mohammed 'Aggi' Bellafquih

Viscous Symbiote

Wondrous item, rare (requires attunement)

While unworn, this item appears as a puddle of viscous tar and bone shards. When you attune to this amorphous ooze, it slides up your arms, enhancing them with an extra-cutaneous layer of malleable, oily muscle.

Armhancements. While attuned to this item, whenever you make an ability check that uses Strength, you can treat a d20 roll of 7 or lower as an **8**.

Malleable Skin. When you make a melee attack on your turn, your reach for it is **5 feet** greater than normal.

Very rare variant: You gain **3** temporary hit points at the start of each of your turns. Add the Claws property.

Claws. Protruding from your tar-coated hands are long claws, natural weapons which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to **2d4** + **your Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike.

Legendary variant: You gain **5** temporary hit points at the start of each of your turns. Add the Claws, Mask, and Reactive Tentacles properties.

Mask. This oily symbiote can react to danger, enhancing your senses. As a reaction immediately before you roll initiative, you can command the oil to cover your face for the next **minute**. For the duration, you have **advantage** on initiative checks and **Dexterity saving throws**, and gain blindsight out to **30 feet**. After you activate this ability, you can't do so again until the following dawn.

Reactive Tentacles. Your symbiote protects you from incoming blows. Whenever you are the target of a melee attack by an attacker you can see within **10 feet** of you, you can use your reaction to make a melee attack (**+9** to hit) against that attacker immediately after its attack concludes. This attack deals **2d8** piercing damage on a hit.

Viscous Symbiote

Mohammed "Aggi" Bellafquih

11 — Loot Tavern

Eyes of Googly

Eyes of Googly

Wondrous item, common

Firm, and always slightly moist to the touch, this pair of eyes wanders of their own accord. When placed on a single object that can fit inside a 5-foot cube, the object becomes sentient. It can't speak, and has statistics the GM deems appropriate.

Grill of Barbecuing

Wondrous item, uncommon

There's an old adage: "If you can't stand the heat, get the hell out of the kitchen. If you can stand the heat, make the kitchen portable and take it wherever you go!" To accompany the launch of her book, Heliana commissioned the ever-useful artificer, L'Arsène Upin, to produce a line of portable kitchen backpacks. In addition to improving flavour and nutritional value, the pockets of these grill-backpacks always contain the cumin, shallots, or other ingredients that you forgot to pack. Nice!

Extra-Dimensional Pantry. One pocket of this grill-backpack is a gateway to a pocket dimension that magically refills with sustenance at dawn each day. It has enough vegetables and sundries for one magical meal or for a day's rations for one creature. The nature of the food that a creature extracts from the pocket dimension is always a reflection of what the creature desires at that moment. The pocket only allows items to be taken from it; any attempt to put something into this pocket results in the item being fired back out.

Sous-Chef. The grill's inbuilt cooking monitor adjusts its own temperature to improve the end result of foods cooked with it. When you cook a magical meal using this grill, it gains one additional boon from the Cooking Boons table at random.

Tools for the Job. The grill of barbecuing comes with all the paraphernalia needed for cooking and acts as cook's utensils.

Grill of Barbecuing

Top: Mohammed "Aggi" Bellafquih; Bottom: Michelle Mueller

Heliana's Guide to Monster Hunting

Wondrous item, uncommon

Full of useful knowledge and heavy enough to crush a skull, Heliana's Guide to Monster Hunting is nothing if not handy. The personalised quotes from Heliana, Peeper's deft proofing and editing, and the numerous ink stains and spilled watercolours give this hefty tome a homemade feel.

Fantastic Phalanges and Where to Find Them. As an action, you can open this book and stare intently at its pages, which turn of their own accord to settle on an anatomical diagram of the nearest corpse to the book. You immediately learn all the harvestable parts of the corpse, as well as their Component DCs.

Weapon of the Learned. This book can be used as a simple melee weapon that deals **1d6** bludgeoning damage on a hit and has the versatile (**1d8**) property. If you are proficient in the Arcana, History, Nature, or Religion skill, you are proficient with this weapon.

Very rare variant: The deluxe, leatherbound version of this book imparts some of Heliana's own wisdom to those that read it regularly; it has the Anatomiser property.

Anatomiser. If you read this book for 1 hour, you gain proficiency in one of the following skills of your choice for the next **24 hours**: Arcana, Investigation, Nature, Medicine, Religion, or Survival. Once you use this feature, you can't use it again for 24 hours.

Heliana's Guide

L'Arsène's Quadnoculars

Wondrous item, rare

Expecting a flood of adventurers to buy Heliana's book and begin crafting their own magic items — potentially putting him out of a job!—L'Arsène devised a way he might profit from the book's popularity. With a series or articulating lenses that filter out threads belonging to different schools of magic, L'Arsène's Quadnoculars grant their wearer the ability to identify the magic items that could be constructed from a recently slain creature. After all, it's not much use knowing what you can harvest without knowing how you can use it.

Spectacular Analytica. As an action, you can flick through the filters of these goggles and stare intently at a corpse within **60 feet** of you. You immediately learn the general function (or the specific mechanics at the GM's discretion) of the possible magic items that can be crafted from the creature's harvestable components, as well as the effects of the magical meals you could make from it.

L'Arsene's Quadnoculars

Top: Mohammed "Aggi" Bellafquih; Bottom: Michelle Mueller

Appendix B — Spells

This appendix lists the new spells that can be found throughout the hunts, items, and creatures of this book, as well as the classes that have access to those spells. Spells are arranged alphabetically, and lists are provided separating them by level and school.

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 (A, Abjuration; C, Conjuration; Ev, evocation; N, necromancy; T, transmutation).

Optional Rule: Alternative Schools. The list below details the spells from the core 5th-edition rules that can belong to the school of biomancy instead of their original school. Alternatively, you can have the spell simultaneously belong to both schools of magic. A creature that casts a spell belonging to more than one school of magic must dictate which school the spell belongs to each time it is cast.

SRD Biomancy Spells

1st Level

Cure Wounds
False Life
Healing Word
Jump
Longstrider

2nd Level

Aid
Alter Self
Barkskin
Darkvision
Lesser Restoration
Protection from Poison
Spider Climb

3rd Level

Haste
Mass Healing Word
Revivify
Water Breathing

4th Level

Stoneskin

5th Level

Contagion
Greater Restoration
Mass Cure Wounds

6th Level

Flesh to Stone
Harm
Heal

7th Level

Regenerate
Simulacrum

9th Level

Mass Heal
Shapechange

Spells by Name

Acid Rain 496
Arcanomagnetic Repulsion 496
Arcanomagnetic Storm 496
Aura of Impurity 496
Blinding Radiance 497
Bone Cage 497
Can't Trip 497
Can'trip 497
Cannotrip 497
Chameleon Skin 498
Concussion 498
Conjure Anomaly 498
Corrupting Ichor 498
Daydream 499
Depth Charge 499
Dreamwalk 499
Eelskin 499
Endoleech 500
Endure 500
Enrage 500
Ferocious Strike 500
Feverskin 501
Firther's Shadow 501
Fixit 501
Flare 502
Flipperform 502
Food Coma 502
Frogskin 502
Fungal Infection 502
Gravity Repulsion 503
Gravity Smash 503
Howl 504
Humperdink's Halitosis 504
Incorporeality 504
Inequality 504
Influenza 505
Initiative 505
Lungburst 505
Magnetite Shard 505
Magnetobolt 506
Mass Leech 506
Mechamagic 506
Mireball 506
Mortiferous Pulse 507
Peppermint Plate 507
Pins & Needles 507
Preserve 507
Primal Scent 507
Protection 508
Power Word Shield 508
Riptide 508
Shackles of Pain 508
Shielding Word 508
Smokescreen 509
Spark 509
Spore Cloud 509
Stalker's Eye 509
Stench 509
Sugar Rush 510
Swarm 510
Switcheroo 510
Tentacle Lash 510
The Bends 511
Totem Arrows 511
Water Whip 511
Weavebend 512
Weave Entanglement 512
Zippit! 512

Spells by Level

Cantrips (0 level)

Can't Trip
Can'trip
Concussion
Ferocious Strike
Flare
Howl
Magnetobolt
Pins & Needles
Primal Scent
Smokescreen
Spark
Spore Cloud
Stalker's Eye
Swarm
Water Whip

1st Level

Chameleon Skin
Cannotrip
Corrupting Ichor
Daydream
Fixit
Flipperform
Humperdink's Halitosis
Initiative
Peppermint Plate

Spells by School

2nd Level

Arcanomagnetic Repulsion
Dreamwalk
Eelskin
Endoleech
Inequality
Mortiferous Pulse
Preserve
Protection
Riptide
Shielding Word
Sugar Rush

3rd Level

Acid Rain
Depth Charge
Enrage
Firther's Shadow
Food Coma
Influenza
Magnetite Shard
Mass Leech
Mireball
Stench
Switcheroo
The Bends
Zippit!

4th Level

Aura of Impurity
Blinding Radiance
Frogskin
Fungal Infection
Gravity Repulsion
Mechamagic
Shackles of Pain
Tentacle Lash
Totem Arrows
Weavebend

5th Level

Bone Cage
Conjure Anomaly
Endure
Feverskin
Gravity Smash
Incorporeality

6th Level

Lungburst
Weave Entanglement

7th Level

Arcanomagnetic Storm
Power Word Shield

Abjuration

Arcanomagnetic Repulsion
Aura of Impurity
Can't Trip
Can'trip
Cannotrip
Peppermint Plate
Power Word Shield
Protection
Shackles of Pain
Shielding Word
Weavebend
Weave Entanglement

Biomancy

Bone Cage[N]
Chameleon Skin[T]
Eelskin[Ev]
Endoleech[Ev]
Ferocious Strike[T]
Feverskin[Ev]
Flipperform[T]
Frogskin[T]
Fungal Infection[N]
Influenza[N]
Lungburst[Ev]
Mortiferous Pulse[N]
Pins & Needles[Ev]
Preserve[A]
Spore Cloud[C]
Sugar Rush[T]
Swarm[C]
Tentacle Lash[T]
The Bends[T]
Zippit![T]

Conjuration

Acid Rain
Conjure Anomaly
Mireball
Smokescreen
Stench

Divination

Primal Scent

Enchantment

Daydream
Dreamwalk
Enrage
Firther's Shadow
Food Coma
Inequality
Initiative
Stalker's Eye

Evocation

Arcanomagnetic Storm
Blinding Radiance
Concussion
Depth Charge
Flare
Gravity Repulsion
Gravity Smash
Magnetite Shard
Magnetobolt
Spark

Necromancy

Corrupting Ichor
Endure
Mass Leech

Transmutation

Fixit
Howl
Humperdink's Halitosis
Incorporeality
Mechamagic
Riptide
Switcheroo
Totem Arrows
Water Whip

Tamer Spell List

Tamer spellcasting stems from the magical connection between tamer and companion. Tamers' spells do not tend to directly harm targets but instead focus on strengthening allies. The full spell list for the new tamer class, including spells from the SRD (the freely-available 5th-edition rules) is provided below. Spells with asterisks (*) are new spells that can be found in this appendix.

Cantrips (0 level)

Can't Trip*
Ferocious Strike*
Guidance
Howl*
Light
Primal Scent*
Resistance
Smokescreen*
Spare the Dying
Stalker's Eye*
Vicious Mockery

1st Level

Chameleon Skin*
Cure Wounds
Detect Magic
Expeditious Retreat
Faerie Fire
False Life
Feather Fall
Flipperform*
Grease
Healing Word
Heroism
Identify
Initiative*
Jump
Longstrider
Peppermint Plate*
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith
Silent Image
Sleep
Speak with Animals

2nd Level

Aid
Alter Self
Animal Messenger
Barkskin
Blur
Calm Emotions
Darkvision
Detect Thoughts
Eelskin*
Enhance Ability
Enlarge/Reduce
Inequality*
Invisibility
Lesser Restoration
Levitate
Locate Animals or Plants

Locate Object
Mirror Image
Pass without Trace
Preserve*
Protection*
Protection from Poison
See Invisibility
Shielding Word*
Silence
Spider Climb
Sugar Rush*
Warding Bond

3rd Level

Blink
Create Food and Water
Daylight
Dispel Magic
Fear
Fly
Food Coma*
Haste
Mass Leech*
Nondetection
Protection from Energy
Remove Curse
Switcheroo*
Tongues
Water Breathing
Water Walk

4th Level

Aura of Impurity*
Control Water
Death Ward
Dimension Door
Dominate Beast
Fire Shield
Freedom of Movement
Greater Invisibility
Locate Creature
Resilient Sphere
Stoneskin

5th Level

Antilife Shell
Awaken
Dispel Evil and Good
Dominate Person
Endure*
Geas
Greater Restoration
Incorporeality
Legend Lore
Mislead
Telepathic Bond
Scrying

Spell Lists

Bard

Cantrips (0 level)

Can't Trip
Can'trip
Ferocious Strike
Stalker's Eye

1st Level

Cannotrip
Chameleon Skin
Daydream
Fixit
Humperdink's Halitosis
Initiative

2nd Level

Dreamwalk
Inequality
Mortiferous Pulse
Protection
Shielding Word
Sugar Rush

3rd Level

Enrage
Food Coma
Mireball
Stench
Switcheroo
Zippit!

4th Level

Mechamagic
Shackles of Pain

5th Level

Incorporeality

6th Level

Weave Entanglement

7th Level

Power Word Shield

Cleric

Cantrips (0 level)

Can't Trip
Flare

1st Level

Fixit
Peppermint Plate

2nd Level

Arcanomagnetic Repulsion
Inequality
Preserve
Protection
Shielding Word
Sugar Rush

3rd Level

Food Coma
Influenza
Mass Leech
Switcheroo

4th Level

Blinding Radiance
Shackles of Pain

5th Level

Bone Cage
Endure
Feverskin
Incorporeality

7th Level

Power Word Shield

Druid

Cantrips (0 level)

Can't Trip
Concussion
Ferocious Strike
Howl
Magnetobolt
Pins & Needles
Primal Scent
Smokescreen
Spore Cloud
Stalker's Eye
Swarm
Water Whip

1st Level

Chameleon Skin
Corrupting Ichor
Daydream
Flipperform

2nd Level

Arcanomagnetic Repulsion
Dreamwalk
Eelskin
Endoleech
Mortiferous Pulse
Preserve
Protection
Riptide

3rd Level

Acid Rain
Depth Charge
Food Coma
Influenza
Magnetite Shard
Mireball
Stench
The Bends
Zippit!

4th Level

Frogskin
Fungal Infection
Tentacle Lash
Totem Arrows

5th Level

Bone Cage
Endure
Feverskin
Incorporeality

7th Level

Arcanomagnetic Storm

Paladin

1st Level

Peppermint Plate

2nd Level

Inequality
Preserve
Protection
Shielding Word
Sugar Rush

3rd Level

Food Coma

4th Level

Aura of Impurity
Blinding Radiance
Shackles of Pain

5th Level

Bone Cage
Endure

Ranger

1st Level

Chameleon Skin
Flipperform
Initiative

2nd Level

Dreamwalk
Preserve
Protection

4th Level

Tentacle Lash
Totem Arrows

5th Level

Endure

Sorcerer

Cantrips (0 level)

Can'trip
Concussion
Ferocious Strike
Flare
Magnetobolt
Pins & Needles
Smokescreen
Spark
Spore Cloud
Swarm
Water Whip

1st Level

Cannotrip
Corrupting Ichor
Flipperform
Fixit
Humperdink's Halitosis
Initiative
Peppermint Plate

2nd Level

Arcanomagnetic Repulsion
Eelskin
Endoleech
Riptide
Shielding Word
Sugar Rush

3rd Level

Acid Rain
Depth Charge
Enrage
Firther's Shadow
Magnetite Shard
Mireball
Stench
Switcheroo
The Bends
Zippit!

4th Level

Blinding Radiance
Frogskin
Gravity Repulsion
Weavebend

5th Level

Feverskin
Gravity Smash
Incorporeality

6th Level

Lungburst
Weave Entanglement

7th Level

Arcanomagnetic Storm
Power Word Shield

Warlock

Cantrips (0 level)

Can'trip
Concussion
Ferocious Strike
Magnetobolt
Pins & Needles
Spark
Spore Cloud
Swarm

1st Level

Cannotrip
Corrupting Ichor
Daydream
Humperdink's Halitosis
Peppermint Plate

2nd Level

Arcanomagnetic Repulsion
Dreamwalk
Eelskin
Endoleech
Mortiferous Pulse
Riptide

3rd Level

Acid Rain
Depth Charge
Enrage
Firther's Shadow
Influenza
Magnetite Shard
Mass Leech
Mireball
Stench
Switcheroo
The Bends
Zippit!

4th Level

Aura of Impurity
Blinding Radiance
Frogskin
Fungal Infection
Gravity Repulsion
Shackles of Pain
Tentacle Lash
Weavebend

5th Level

Bone Cage
Conjure Anomaly
Endure
Feverskin
Gravity Smash
Incorporeality

6th Level

Lungburst

7th Level

Arcanomagnetic Storm

Wizard

Cantrips (0 level)

Can't Trip
Can'trip
Concussion
Flare
Magnetobolt
Pins & Needles
Smokescreen
Spark
Water Whip

1st Level

Cannotrip
Chameleon Skin
Corrupting Ichor
Flipperform
Fixit
Initiative
Peppermint Plate

2nd Level

Arcanomagnetic Repulsion
Dreamwalk
Eelskin
Endoleech
Preserve
Riptide

3rd Level

Acid Rain
Depth Charge
Firther's Shadow
Magnetite Shard
Mass Leech
Stench
Switcheroo
The Bends
Zippit!

4th Level

Frogskin
Fungal Infection
Gravity Repulsion
Mechamagic
Tentacle Lash
Weavebend

5th Level

Bone Cage
Conjure Anomaly
Feverskin
Gravity Smash
Incorporeality

6th Level

Lungburst
Weave Entanglement

7th Level

Arcanomagnetic Storm
Power Word Shield

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.

Arcanomagnetic Repulsion

2nd-level abjuration

Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S
Duration: Concentration, up to 1 minute
Class: Cleric, Druid, Sorcerer, Warlock, Wizard

You emit waves of arcanomagnetic energy, distorting the trajectories of ferrous items. For the duration, attacks using ferrous weapons or ammunition made against you have **disadvantage**. In addition, the area within **20 feet** of you is difficult terrain for creatures that are made of ferrous metal or are wearing ferrous armour.

Magnetic Pulse. When you cast this spell and as a bonus action on your subsequent turns, you can force one Huge or smaller creature that is experiencing this difficult terrain to make a **Strength saving throw**. On a failure, it takes **1d6** force damage is knocked **prone**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage and radius of the area of difficult terrain increase by **1d6** and **5 feet,** respectively, for each slot level above 2nd.

Arcanomagnetic Storm

7th-level evocation

Casting Time: 1 action
Range: 150 feet (ten 10-foot cubes)
Components: V, S, M (a piece of bismuth)
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Warlock, Wizard

A storm made of crackling lightning and arcanomagnetic winds appears in a location you choose within range. The area of the storm consists of up to ten **10-foot cubes**, which you can arrange as you wish, and which last until the spell ends. Each cube must have at least one face adjacent to the face of another cube. As a bonus action at the start of each of your turns, you can remove one 10-foot cube, and place another 10-foot-cube adjacent to the face of another cube.

Each creature that starts its turn in the area or enters the area for the first time on its turn must make a **Dexterity saving throw**, taking **4d8** lightning damage on a failure, or half as much damage on a success. Each creature that ends its turn in the area must make a **Strength saving throw**, taking **4d8** force damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this Strength saving throw.

The area is difficult terrain for any creatures made of ferrous metal or wearing ferrous armour.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, increase the lightning and force damage by **1d8** for each slot level above 7th.

Aura of Impurity

4th-level abjuration

Casting Time: 1 action
Range: Self (30-foot-radius sphere)
Components: V
Duration: Concentration, up to 1 minute
Class: Paladin, Tamer, Warlock

Enervating energy radiates from you in an aura with a **30-foot radius**. Until the spell ends, the aura moves with you, centred on you. Each creature of your choice that enters the aura for the first time on its turn or starts its turn there must succeed on a **Charisma saving throw** or become drained until the end of its next turn. While drained, a creature must roll a **d4** and subtract the number rolled from each ability check, attack roll, or saving throw it makes, and any hit points a creature regains are reduced by half.

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.

Bone Cage

5th-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S, M (the bones of at least one non-animated corpse, which the spell consumes)
Duration: 1 minute
Class: Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size, that last for the duration:

Size	Temporary Hit Points Gained
Small	**1d6+1**
Medium	**1d8+2**
Large	**1d10+5**
Huge	**1d12+12**
Gargantuan	**1d20+25**

As an action on a subsequent turn, you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each other creature within range must make a **Dexterity saving throw**, taking piercing damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and can't be used in this way again.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range of this spell increases by **10 feet** for each slot level above 5th.

Can't Trip

Abjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round
Class: Bard, Cleric, Druid, Tamer, Wizard

Choose a willing creature within range that you can see. Until the end of your next turn, that creature is **immune** to the **prone** condition. If it is already prone and is not restrained, this spell sets it on its feet.

The number of creatures you can simultaneously target with this spell increases by 1 when you reach 5th level (2 creatures), 11th level (3 creatures), and 17th level (4 creatures).

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** waste its action (but not its 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).

Cannotrip

1st-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock, Wizard

Choose a creature you can see within range. Each time the target tries to cast a spell of equal or lower level than this spell, it must succeed on a **spellcasting**

ability check against your **spell save DC** or waste its action (but not its spell slot).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you inhibit spells 1 spell level higher for each slot level above 1st.

Chameleon Skin

1st-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (red, yellow, and blue pigment)
Duration: Concentration, up to 10 minutes
Class: Bard, Druid, Ranger, Tamer, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action as a bonus action on each of its turns, even when only lightly obscured.

If the target did not move during its last turn, creatures have **disadvantage** on any **Wisdom (Perception)** checks made to see the target. Creatures who do not rely on sight, such as those with tremorsense, are **immune** to this effect.

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.

Concussion

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

With a *thdoom* that can be heard 100 feet away, you cause a sudden increase in the air pressure surrounding a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** thunder damage and become **deafened** until the start of your next turn.

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

Conjure Anomaly

5th-level conjuration

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (an aberration component)
Duration: Concentration, up to 1 hour
Class: Warlock, Wizard

You call forth an aberration at random from the Anomalies, a distant and bizarre plane. Choose an unoccupied space within range. An aberration of challenge rating 5 or lower (GM's choice) appears in the space. The aberration disappears when it drops to 0 hit points or when the spell ends.

The aberration is friendly to you and your companions for the duration. Roll initiative for the aberration, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the aberration, it defends itself from hostile creatures, but otherwise takes no actions.

If your concentration is broken, the aberration doesn't disappear. Instead, you lose control of the aberration, it becomes hostile towards you and your companions, and it might attack. An uncontrolled aberration can't be dismissed by you, and it disappears **1 hour** after you summoned it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Corrupting Ichor

1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: S, M (some phlegm)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You spit a globule of phlegm at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes **2d8** necrotic damage. In addition, until it uses its action to wipe off the phlegm, it takes **1d4** necrotic damage at the start of each of its turns and any hit points regained are reduced by half.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage at the end of the target's next turn increases by **1d8** for each slot level above 1st.

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.

Depth Charge

3rd-level evocation

Casting Time: 1 action
Range: 90 feet (20-foot-radius sphere)
Components: V, S, M (some metamorphic rock)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard 300 feet away (or 1000 feet in a liquid), a pulse of thunder ripples out from a point you choose within range. Each creature in a **20-foot-radius sphere** centred on that point must make a **Constitution saving throw**. A target takes **7d6** thunder damage on a failed save, or half as much damage on a successful one. This damage increases to **9d6** if the affected creature is submerged in a liquid.

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.

Dreamwalk

2nd-level enchantment (ritual)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny dreamcatcher)
Duration: 24 hours
Class: Bard, Druid, Ranger, Warlock, Wizard

Choose up to ten willing creatures you can see within range. For the duration, they gain the ability to lucidly dream whenever they sleep. While lucid dreaming, a creature always knows if the *dream* spell is being used to target it. In addition, when you cast this spell, each creature affected by it can choose to instantly fall asleep, even if that creature has a trait that normally prevents it from being magically put to sleep (such as elves' Fey Ancestry).

Eelskin

2nd-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action or 1 bonus action
Range: Touch
Components: V, S, M (some jellied eel)
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Tamer, Warlock, Wizard

You cause the skin of a willing creature you touch to produce a slimy, electrified mucous. The creature's unarmed strikes and natural weapon attacks become magical for the duration of the spell. The first time the creature hits with an unarmed strike or an attack using a natural weapon on its turn, it deals an additional **1d8** lightning damage as the stored lightning discharges.

Slimy. For the duration, the creature has **advantage** on checks and saves made to avoid being grappled or restrained, and **disadvantage** on any attempts you make to grapple another creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** per two slot levels above 2nd.

Endoleech

2nd-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (red, yellow, and blue pigment)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a **melee spell attack** against a creature you can reach. On a hit, the target takes **5d6** cold damage and can't take reactions until the end of its next turn. In addition, until the end of its next turn, its speed is reduced by **15 feet** and your speed is increased by **15 feet**.

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

Endure

5th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a gem-encrusted cockroach worth 250 gp, which the spell consumes)
Duration: 1 minute
Class: Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralysed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to 0, it makes a death saving throw instead. If the creature fails 3 death saving throws, it dies.

When the spell ends, the creature gains a level of exhaustion for each death saving throw it failed. If the creature is resurrected after dying from these failed death saving throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 levels of **exhaustion**.

If the creature is still alive when the spell ends, it falls **unconscious** for a duration equal to the time for which this spell affected it. Whilst unconscious in this way, the creature can not be awakened by any means short of a *wish* spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the duration to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level) or **1 day** (9th level).

Enrage

3rd-level enchantment

Casting Time: 1 action
Range: 120 feet (20-foot-radius sphere)
Components: V, S, M (a red handkerchief)
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

Ferocious Strike

Biomancy cantrip (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Class: Bard, Druid, Sorcerer, Tamer, Warlock

With a pulse of adrenaline, a tremendous ferocity comes upon you. Make one weapon attack against a target within your reach or range. If this attack hits, the target takes additional **1d4** damage of the weapon's damage type.

This spell's damage increases by 1d4 when you reach 5th level (**2d4**), 11th level (**3d4**) and 17th level (**4d4**).

Feverskin

5th-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a red hot chilli pepper, which the spell consumes)
Duration: Concentration, up to 1 minute
Class: Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You eat a chilli pepper, your metabolism increases, and your skin begins to burn to the touch. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **6d6** fire damage. Until the spell ends, you can use an action on each of your subsequent turns to make this attack again.

For the duration, your walking speed increases by **15 feet**, and you gain **2d6** temporary hit points at the start of each of your turns.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d6** for each slot level above 5th.

Firther's Shadow

3rd-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Sorcerer, Warlock, Wizard

You warp and distort the memories of a creature you can see within range, bringing forth hideous and disturbing mental images. The creature must make an **Intelligence saving throw**. On a failed save, the creature takes **4d10** psychic damage and you learn something about the creature (roll a **d6** and consult the following table):

d6	Thing Learnt
1	The creature's name
2	Something the creature fears
3	Something the creature desires
4	The creature's condition immunities
5	The creature's damage vulnerabilities, resistances, and immunities
6	The creature's skill and saving throw proficiencies

On a successful save, the creature takes half as much damage and you don't learn anything. A creature with an Intelligence score of **4** or lower automatically succeeds on the saving throw.

If a creature fails the initial saving throw then, on each of your turns for the duration, you can use your action to force the creature to make an **Intelligence saving throw**. On a failure, the creature takes **4d6** psychic damage and you learn something about the creature (roll a **d6** and consult the table above). On a success, the creature takes half as much damage, you don't learn anything, and the spell ends. The spell also ends if the target is ever outside the spell's range.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial and ongoing damage increases by **1d10** and **1d6**, respectively, for each slot level above 3rd.

Fixit

1st-level transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (adhesive tape with ducks drawn on it)
Duration: 10 minutes
Class: Bard, Cleric, Sorcerer, Wizard

You imbue a broken item no larger than 20 feet in any dimension with pure belief. For the duration, the item is whole once more. In addition, if you were familiar with the item's magical function (GM's discretion) and its rarity was no higher than common, the item regains its magical properties for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the rarity of the item that can regain its magical properties increases to uncommon (3rd level), rare (5th level), very rare (7th level), or legendary (9th level).

Flare

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a strip of magnesium)
Duration: Instantaneous
Class: Cleric, Sorcerer, Wizard

You launch a pulse of radiant energy at a target within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** radiant damage. On a critical hit, the target is covered in glittering mystical light, granting **advantage** on attack rolls against the target until the end of your next turn.

Alternatively, you can launch the pulse at a point in the air within range where it slowly falls towards the ground. Until the end of your next turn, the flare sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

This spell's damage increases by 1d8, and the radius of the bright and dim light increases by 10 feet, when you reach 5th level (**2d8**, **30 feet**), 11th level (**3d8**, **40 feet**), and 17th level (**4d8, 50 feet**).

Flipperform

1st-level biomancy (ritual; *can be replaced with transmutation)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a fish's fin)
Duration: 1 hour
Class: Druid, Ranger, Sorcerer, Tamer, Wizard

You change the morphology of a willing creature within range. It grows webbed fingers and gains a swimming speed equal to its walking speed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. In addition, the duration of the spell doubles for each slot level above 1st.

Food Coma

3rd-level enchantment (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a turkey drumstick and a cranberry-coloured ruby worth at least 50 gp, both of which the spell consumes)
Duration: 1 hour
Class: Bard, Cleric, Druid, Paladin, Tamer

You crush a ruby into dust, sprinkling it over a turkey drumstick, which wafts with an alluring aroma. A willing creature that entirely consumes the meat of this drumstick falls **asleep** and is **unconscious** for **1 hour**, drowning out the sound of relatives asking whether they have a boyfriend yet or when they expect to have babies.

You can only be woken early by taking damage or by a *greater restoration* or *wish* spell. At the end of the hour, you wake feeling refreshed and have all of your hit points restored. If you are woken prematurely, the spell ends with no effect and you are grumpy.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may enchant an additional turkey drumstick (and hence affect one additional creature) for each slot level above 3rd.

Frogskin

4th-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Self
Components: V, S, M (some frogspawn)
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Tamer, Warlock, Wizard

You morph your skin and clothing into that of a slimy, poisonous frog. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **3d10** poison damage and is **poisoned** until the end of your next turn. Until the spell ends, you can use an action on each of your subsequent turns to make this attack again.

Slimy. For the duration, you have **advantage** on checks and saves made to avoid being grappled or restrained, and **disadvantage** on any attempts you make to grapple a target. Each creature grappling you, or that you are grappling, must make a **Constitution saving throw** at the start of each of its turns, taking **3d10** poison damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both damages increase by **1d10** for each slot level above 4th.

Fungal Infection

4th-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action
Range: 90 feet (15-foot radius sphere)
Components: V, S, M (a mushroom)
Duration: Concentration, up to 1 minute
Class: Druid, Warlock, Wizard

With an exhalation, fungal spores waft their way towards a point within range. Each creature in a **15-foot-radius sphere** centred on that point must succeed on a **Constitution saving throw** or become **cursed** until the spell ends.

When you cast the spell, choose one of the following fungi to grow on the cursed creatures:

- ***Amanita Rotgut.*** The creature immediately takes **2d6** poison damage and becomes **poisoned**. While poisoned in this way, the creature takes **2d6** poison damage at the end of each of its subsequent turns.
- ***Necrotising Zygomycosis.*** The creature immediately takes **2d8** necrotic damage, and takes **2d8** necrotic damage at the start of each of its turns.
- ***Psilocybin Quickitrippiae.*** The creature begins 'tripping'. It must roll a **d4** at the start of each of its turns. On a **1** the creature doesn't move or take actions this turn.
- ***Paralysing Mucorales.*** At the end of each of the creature's turns, it becomes **stunned** until the start of its next turn. If the creature failed its previous saving throw against this spell by 5 or more, it is **paralysed** instead.
- ***Raging Henbane.*** The creature becomes **charmed** by you and must use its reaction at the start of each of its turns to make one weapon attack against a randomly determined creature within its reach/range other than you.
- ***Veiled Lady.*** The creature's vision darkens to a pinhole; the creature has **disadvantage** on Dexterity saving throws, and ranged attacks have **advantage** against the creature.

An affected creature can repeat the saving throw at the end of each of its turns (after the effects of this spell have triggered), ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage of Amanita Rotgut and Necrotising Zygomycosis increases by **1d6** and **1d8**, respectively, for each slot level above 4th. When you cast this spell using a spell slot of 6th level or higher, you can choose two different fungi to grow on affected targets instead of one.

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 damage increases by **1d6,** the radius of the difficult terrain increases by **5 feet**, and the range gravity pulse increases by **5 feet** 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 ends before the start of your next turn, then, on a failed saving throw, a creature takes **4d10** force damage and is knocked **prone**. If the spell ends at the start of your next turn, this spell deals **8d10** force damage 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.

Humperdink's Halitosis

1st-level transmutation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Concentration, up to 1 round
Class: Bard, Sorcerer, Warlock

You belch forward acidic fumes, afflicting those in a **15-foot cone** before you. The fumes spread around corners. All creatures in the area must make a **Constitution saving throw**, taking **3d4** acid damage on a failure or half as much damage on a success.

The fumes linger until the end of your next turn or until dispersed by a moderate or stronger wind. Any creature ending its turn in the area must make a **Constitution saving throw,** taking **3d4** acid damage, taking half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d4** for each slot level above 1st.

Incorporeality

5th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, causing it, and everything it is wearing and carrying, to become translucent. At the start of each of the target's turns for the duration, it can choose to become incorporeal (no action required). When it does so, it has **advantage** on Stealth checks; it gains **resistance** to nonmagical bludgeoning, piercing, and slashing damage; and it can move through other creatures and objects as if they were difficult terrain until the end of its turn. If the target ends its turn inside an object, it is shunted to the nearest unoccupied space, taking **1d10** force damage for every 5 feet it is shunted.

At Higher Levels. When you cast this spell using a spell slot level of 7th level or higher, you can choose to increase the spell's duration, or the number of targets, for each slot level above 6th. If you choose duration, the duration increases in increments to **10 minutes** (7th level), **1 hour** (8th level), or **8 hours** (9th level). If you choose to increase the number of targets, the number increases by 1 for each slot level.

Inequality

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of blood and water, mixed)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Tamer

You twist the fates of two creatures you can see, both of whom must be within range. Choose one target to favour and one to disfavour. The disfavoured target must succeed on a **Charisma saving throw** or the following effects occur:

- Whenever the favoured target makes an attack roll or saving throw before the spell ends, the favoured target can roll a **d4** and add the number rolled to the attack or saving throw.
- Whenever the disfavoured target makes an attack roll or saving throw before the spell ends, the disfavoured target must roll a **d4** and subtract the number rolled from the attack or saving throw.
- The disfavoured target's speed is halved, whilst the favoured target's speed increases by half.

These effects end for the pair if either of the target pair is knocked unconscious, killed, or the spell ends. While under the influence of this spell, a favoured target can't benefit from the *bless* spell, and a disfavoured target can't be afflicted by the *bane* spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can link two other creatures, favouring one, and disfavouring the other, for each two slot levels above 2nd.

Influenza

3rd-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (some pollen)
Duration: Concentration, up to 1 minute
Class: Cleric, Druid, Warlock

With a mighty sneeze that can be heard up to **300 feet** away, you blast forth a **30-foot cone** of phlegm, bad breath, and viral pathogens. Each creature in the area must make a **Dexterity saving throw**. On a failed save, a creature takes **3d6** poison damage and is **poisoned** for the duration. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can make a **Constitution saving throw** at the end of each of its turns, ending the effect on itself on a success.

Whilst poisoned in this way, a creature must roll a **d12** at the start of each of its turns. On a **3** or lower, it is racked by a coughing fit and becomes **incapacitated** until the start of its next turn. Each creature within **5 feet** of a creature when it becomes incapacitated in this way must succeed on a **Constitution saving throw** or also become **poisoned** in this way for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** and the value a poisoned creature must roll on the d12 to cause a coughing fit increases by **1** for each slot level above 3rd.

Initiative

1st-level enchantment

Casting Time: 1 reaction, which you take when initiative is rolled
Range: 30 feet
Components: V, S, M (a coffee bean)
Duration: Instantaneous
Class: Bard, Ranger, Sorcerer, Tamer, Wizard

As a reaction when initiative is rolled, choose a willing creature you can see within range; it begins to subtly jitter as its pupils dilate. If the target is surprised, it is no longer surprised, and takes its turn on the first round as normal. If the target is not surprised, it gains **advantage** on the initiative roll that prompted this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher you may target one additional creature for each spell slot above 1st.

Lungburst

6th-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

You cause rapid and unpredictable changes in the internal air pressure of a creature you can see, rupturing its breathing apparatus. The creature must make a **Constitution saving throw**. A creature that is holding its breath makes this saving throw with **disadvantage**. On a failure, a creature takes **7d6** thunder damage, **7d6** necrotic damage, and immediately begins suffocating. On a success, a creature takes half as much damage and does not begin suffocating. A creature suffocating in this way can repeat the saving throw at the end of each of its turns, stopping suffocating on a success.

A creature that does not need to breathe is **immune** to the effects of this spell. A *greater restoration*, *heal*, or *wish* spell can restore a creature's ability to breathe, and end its suffocation.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the thunder and necrotic damage both increase by **1d6** for each slot level above 6th.

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** per 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**).

Mass Leech

3rd-level necromancy

Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S, M (a live leech that has fed on humanoid blood in the past 24 hours)
Duration: Instantaneous
Class: Cleric, Tamer, Warlock, Wizard

You drain the life force of those around you, turning their limbs heavy and their bones cold. Each creature of your choice within **20 feet** of you must make a **Constitution saving throw**. A target takes **2d8** necrotic damage on a failure, or half as much damage on a success. The caster regains hit points equal to half the total amount of necrotic damage dealt to Small or larger creatures by this casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

Mechamagic

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (adhesive tape with gorillas drawn on it)
Duration: 1 hour
Class: Bard, Wizard

You touch one item, instilling it with levels of belief worthy of a kobold and granting it one of the following properties, based on the item type, for the duration.

- ***Armour.*** A creature wearing this armour gains **1d4** temporary hit points at the start of each of its turns.
- ***Belt.*** A creature wearing this belt gains a flying speed of **30 feet**.
- ***Boots***. A creature wearing these boots has its walking speed increased by **10 feet** and its jump distance tripled.
- ***Cloak.*** A creature wearing this cloak has advantage on **Stealth** checks it makes to hide and can hide while only lightly obscured.
- ***Gloves.*** A creature wearing these gloves gains a climbing speed equal to its walking speed and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, it has **advantage** on any ability checks it makes related to grappling.
- ***Headwear.*** A creature wearing this headwear doesn't need to breathe, has **advantage** on saving throws against being poisoned, and has **resistance** to poison damage.

The spell ends if you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional item for each slot level above 4th.

Mireball

3rd-level conjuration

Casting Time: 1 action
Range: 150 feet (15-foot-radius sphere)
Components: V, S, M (a tiny ball of guano and mud)
Duration: 1 minute
Class: Bard, Druid, Sorcerer, Warlock

A blob of gloopy mud splunks from your pointed finger to a point you choose within range where it splooges with a wet burp into an explosion of sludge. Each creature in a **15-foot-radius sphere** centred on that point must make a **Strength saving throw**. On a failed save a target takes **3d10** bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is not knocked prone.

In addition, all surfaces within the area become covered in unpredictably slick and sticky patches of mud for the duration. The first time a creature moves through the muddy the area on its turn it must succeed on a **Dexterity saving throw** against your **spell save DC** or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.

Mortiferous Pulse

2nd-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action
Range: Self (50-foot line)
Components: V, S, M (a dead animal)
Duration: Instantaneous
Class: Druid, Warlock

You summon a bolt of negative energy to stimulate and transmit necrotic pathogens into those that stand before you, decaying their internal viscera. Each creature in a **5-foot-wide**, **50-foot-long** line extending from you must make a **Dexterity saving throw**, taking **3d8** necrotic damage on a failed save, or half as much damage on a successful one.

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

Peppermint Plate

1st-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (well-chewed peppermint chewing gum)
Duration: Concentration, up to 1 hour
Class: Cleric, Paladin, Sorcerer, Tamer, Warlock, Wizard

A protective layer of hot, hard peppermint icing coats you. For the duration, you gain a **+1 bonus** to **AC** and if a creature hits you with a melee attack, the creature takes **1d4** fire damage. This damage can trigger no more than once per turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by **1d4** for each slot level above 1st.

Pins & Needles

Biomancy cantrip (*can be replaced with evocation)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

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

Preserve

2nd-level biomancy (*can be replaced with abjuration)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (some ether)
Duration: 24 hours
Class: Cleric, Druid, Paladin, Ranger, Tamer, Wizard

With a flare of brilliant octarine light, each creature within a **10-foot-radius sphere** centred on a point you can see within range must succeed on a **Charisma saving throw** or become soulbound for the duration, its magical essence tied to its physical (or incorporeal) form. If a creature dies while soulbound, its magic is bound to its components for **24 hours** allowing harvesting to start at any time within this period (see page 87 for the rules on harvesting). Once harvesting starts on a corpse under the effect of this spell, the spell ends for that corpse. Creatures possessing *robust* or more powerful *essence* (typically, those of CR 7 or higher) automatically succeed on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the strength of the essence possessed by creatures that allows them to automatically succeed on the saving throw increases by one tier for each slot level above 2nd. This impacts creatures with *potent* or more powerful *essence* (typically CR 12) at 4th level, *mythic* (typically CR 18) at 6th level, and *deific* (typically CR 25) at 8th level.

Primal Scent

Divination cantrip

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
Class: Druid, Tamer

You inhale deeply, magically enhancing the scents that surround you. You have **advantage** on the next ability check you make that relies on smell, and you can treat a roll of 4 or lower as a 5.

When you reach higher levels, this spell gives you an increasingly astute ability to identify the source of the scents around you. When you reach 5th level, whenever you make an ability check that relies on smell, you can treat a d20 roll of 7 or lower as an 8. At 11th level, a roll of 10 or lower is treated as an 11, and at 17th level, a roll of 13 or lower is treated as a 14.

Protection

2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a miniature silver shield worth 10 gp, which the spell consumes)
Duration: Concentration, up to 1 hour
Class: Bard, Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see for the next **hour**. Immediately before the target next takes damage, except psychic damage, the ward triggers. Until the end of the target's next turn, it has **resistance** to all damage excluding psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd.

Power Word Shield

7th-level abjuration

Casting Time: 1 reaction, which you take when a creature you can see is the target of an attack or spell
Range: 60 feet
Components: V
Duration: 1 round
Class: Bard, Cleric, Sorcerer, Wizard

With a word, a translucent shield bubbles out from a creature you can see within range. Until the end of its next turn, it is **immune** to all damage types except psychic, it has **advantage** on all saving throws, and all other power word spells have no effect on it. If the creature is poisoned, that condition is removed, and if the creature is aflame, the fires are extinguished.

Riptide

2nd-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least 2 feet of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **Strength saving throw** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its swimming speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range, or is no longer in water at least 2 feet deep.

Shackles of Pain

4th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pair of manacles)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Warlock

You link the vitality of a willing creature within range—the source—to the psyche of another creature within range—the target. The target must succeed on a **Charisma saving throw** or become linked to the source for **1 minute**. Each time the source takes damage, the target takes psychic damage equal to half the damage the source took. If you yourself are the source, the creature takes this damage immediately before you make a Constitution saving throw to maintain your concentration. Whenever the target takes damage in this way, it can repeat the saving throw, ending the effect on a success.

Shielding Word

2nd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see is hit by an attack by an attacker you can see or fails a Strength or Dexterity saving throw
Range: 30 feet
Components: V
Duration: 1 round
Class: Bard, Cleric, Paladin, Sorcerer, Tamer

With a word, you coat a creature in a shimmering shield that absorbs the energy of incoming blows. The creature gains **15** temporary hit points the instant before it takes the triggering damage. These hit points last until the start of the creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may choose to either increase the range of the spell by **30 feet** or increase the number of temporary hit points gained by **5**, for each slot level above 2nd.

Smokescreen

Conjuration cantrip

Casting Time: 1 action
Range: Self (5-foot-radius, 10-foot-high cylinder)
Components: V, S, M (a puffball mushroom)
Duration: Concentration, up to 1 round
Class: Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke heavily obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter of **15 feet** and a height of **20 feet**; at 11th level this increases to **25 feet** and **30 feet**; and at 17th level this increases to **35 feet** and **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

Spark

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

A spark of bright light arcs from you to a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** lightning damage. On a critical hit, the target is also **blinded** until the end of its next turn.

The spell creates more than one spark when you reach higher levels: two sparks at 5th level, three sparks at 11th level, and four sparks at 17th level. You can direct the sparks at the same target or at different ones. Make a separate attack roll for each spark.

Spore Cloud

Biomancy cantrip (*can be replaced with conjuration)*

Casting Time: 1 action
Range: Self (5-foot-radius sphere)
Components: V, S, M (a toadstool)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock

You produce a cloud of virulent spores. Each creature within **5 feet** of you, other than you, must succeed on a **Constitution saving throw** or take **1d4** poison damage. A creature that fails the saving throw by 5 or more is **poisoned** until the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (**2d4**), 11th level (**3d4**), and 17th level (**4d4**).

Stalker's Eye

Enchantment cantrip

Casting Time: 1 action
Range: Touch
Components: V, S, M (small magnifying lens)
Duration: Concentration, up to 1 minute
Class: Bard, Druid, Tamer

A willing creature you touch gains a preternatural ability to perceive the weaknesses in a creature's defences. The first time the creature makes an attack while under the effect of this spell, it makes the attack with **advantage**. After it makes an attack, the spell ends.

This spell augments the creature's ability to strike at vital points when you reach certain levels. When you reach 5th level, the augmented attack scores a critical hit on a roll of 19 or 20. At 11th level, this range is increased to 18 to 20, and at 17th level, this range becomes 17 to 20.

Stench

3rd-level conjuration

Casting Time: 1 action
Range: 90 feet (20-foot-radius sphere)
Components: V, S, M (a skunk's tail)
Duration: Concentration, up to 1 minute
Class: Bard, Druid, Sorcerer, Warlock, Wizard

Emanating from a point within range, a noxious, **20-foot-radius sphere** of colourless fumes creates a choking, eye-watering miasma that penetrates through creatures' skin.

When a creature enters the spell's area for the first time on its turn or starts its turn there, it must make a **Constitution saving throw**. It takes **3d6** poison damage and becomes **poisoned** until the end of its next

turn on a failure, or takes half as much damage and is not poisoned on a success. Whilst poisoned in this way, a creature has **disadvantage** on saving throws made to maintain its concentration.

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.

Sugar Rush

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (some candy)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its walking speed by the end of its turn, it then develops a stomach ache and is **poisoned** until the end of its next turn

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.

Swarm

Biomancy cantrip (*can be replaced with conjuration)*

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a spider sac)
Duration: 1 round
Class: Druid, Sorcerer, Warlock

Choose a target within range; a cloud of miniscule poisonous spiders floats on gossamer strands towards it. The target must succeed on a **Dexterity saving throw** to avoid the spiders or become **poisoned** until the end of its next turn.

This spell deals poison damage on a failed saving throw when you reach certain levels. When you reach 5th level, a creature takes **1d10** poison damage; at 11th level this increases to **2d10**; and at 17th level this increases to **3d10**.

Switcheroo

3rd-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Class: Bard, Cleric, Sorcerer, Tamer, Warlock, Wizard

You attempt to switch places with a Large or smaller target within range that you can see. The target must succeed on a **Charisma saving throw** or instantly teleport to your space whilst you teleport to the one it previously occupied.

A creature automatically succeeds on this saving throw if there is not enough space to accommodate either of the teleporting creatures. A willing creature may choose to fail the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of this spell increases by **30 feet** for each slot level above 3rd. The maximum size of creature you can target increases to Huge when cast at 6th level or higher, and to Gargantuan when cast at 9th level.

Tentacle Lash

4th-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Self
Components: V, S, M (a miniature plunger)
Duration: Concentration, up to 1 minute
Class: Druid, Ranger, Warlock, Wizard

One of your arms elongates into a long, wet, suckered tentacle. When you cast this spell, and as an action on each of your turns, you can make a **melee spell attack** against a creature within **30 feet** of you. On a hit, the target takes **5d8** bludgeoning damage and it must make a **Strength saving throw** if it is Huge or smaller. On a failure, you can choose one of the following effects:

- The target is knocked **prone**.
- The target is shoved **5 feet** in a direction of your choice.
- You disarm the target; you take one item the target is holding and return it to your person.

The tentacle also serves as an appendage that can be used like a grappling hook or rope (GM's discretion).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d8** for each slot level above 4th.

The Bends

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood, forcing it to make a **Constitution saving throw**. On a failed save, the target takes **5d8** poison damage and is **poisoned** for **1 minute**. On a successful save, the target takes half as much damage and isn't poisoned. If the target is completely submerged in water, increase the damage dice from d8s to **d10s**.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

Totem Arrows

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a quiver containing at least one piece of ammunition)
Duration: Concentration, up to 1 hour
Class: Druid, Ranger

You touch a quiver containing arrows or bolts, imbuing the ammunition currently in it with the spirit of a creature, plant, or fungus. For the duration, any creature hit (or in the case of 'Hawk', targeted) by one of the pieces of ammunition is subject to the effect of the spirit currently imbuing the quiver (see below), in addition to the attack's normal effects. As a bonus action, you can change which spirit imbues the quiver.

Cat. The target takes an additional **1d6** slashing damage. If the attack roll was made with advantage, the additional damage is increased to **2d6**.

Elk. The target takes an additional **1d6** bludgeoning damage and must succeed on a **Strength saving throw** or be knocked **prone** or shoved **5 feet** in a direction of your choice (you choose when the target is hit).

Hawk. The attack ignores half and three-quarters cover.

Hogweed. The target must succeed on a **Constitution saving throw** or become **blinded** until the end of its next turn.

Psilocybin. The target must succeed on a **Wisdom saving throw** or begin 'tripping' for the spell's duration. Whilst tripping, the creature must roll a **d4** at the start of each of its turns. On a **1**, the target is **incapacitated** until the end of its turn and the effect ends. On a **2-4** the target behaves as normal, and the effect continues.

Roc. The target must succeed on a **Strength saving throw** or its speed becomes **0** and it is lifted **20 feet** into the air until the end of its next turn, when it begins falling. If there isn't enough room to be lifted 20 feet, the creature is lifted to the maximum possible height.

Snake. The target takes an additional **1d6** poison damage and must succeed on a **Constitution saving throw** or become **poisoned** for the spell's duration. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spider. The target must succeed on a **Dexterity saving throw** or become **restrained** until the end of its next turn. The target can use its action to make a **Strength (Athletics)** or **Dexterity (Acrobatics)** check against your **spell save DC**, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration of this spell is concentration, up to **8 hours**.

Water Whip

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 1 gallon. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the creature is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the body of water on a failure.

The spell's damage and distance it can pull a target increases when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).

Weavebend

4th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within range casting a spell
Range: 60 feet
Components: S
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

You attempt to redirect a spell cast by a creature you can see. If the creature is casting a spell of 3rd level or lower, you can redirect the spell. If the spell involves a **ranged spell attack,** you can cause the ranged spell attack to target a different target within **10 feet** of its original target. If the spell has an area of effect, you can shift the area of effect up to **10 feet** in any direction. If the creature is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell is redirected as described.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell is automatically redirected if its level is less than the level of the spell slot you used.

Weave Entanglement

6th-level abjuration

Casting Time: 1 action
Range: 90 feet (20-foot-radius sphere)
Components: V, S, M (a piece of felt)
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Wizard

You imperceptibly tangle the threads of the Weave in a **20-foot-radius sphere** centred on a point you can see within range. Whenever a creature attempts to cast a spell of 1st level or higher in this area, it must make an ability check with its **spellcasting ability** against your **spell save DC**. On a success, the spell is cast as normal. On a failure, the spellcaster casts the spell and produces an additional effect. Roll a **d10** and consult the following table to determine the additional effect:

d10	Effect
1	The spellcaster casts *gravity smash*
2	The spellcaster casts *phantasmal killer*
3	The spellcaster casts *confusion*
4	The spellcaster casts *fireball*
5	The spellcaster casts *zippit!*
6	The spellcaster casts *web*
7	The spellcaster casts *darkness*
8	The spellcaster casts *silence*
9	The spellcaster regains **2d10** hit points.
10	The spellcaster doesn't expend a spell slot to cast its spell.

Any additional spell cast this way targets or is centred on the spellcaster, who has no control over the spell's effects. The DC for any saving throws equals the spellcaster's **spell save DC**. In the case of concentration spells, no concentration is required. At initiative count 20 of each round, roll a **d20** for each ongoing additional effect. On a roll of 11 or higher, that effect ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you increase the radius of the area affected by **10 feet** for each slot level above 6th.

Zippit!

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 reaction, which you take when a creature within range vocalises
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, Druid, Sorcerer, Warlock, Wizard

In response to a creature vocalizing, you make a sharp sound and hold a finger up in an attempt to interrupt them. The target must succeed on a **Constitution saving throw** or become silenced as its mouth is fused shut for the duration. If you silence a target that is casting a spell with verbal components, the target's spell slot isn't expended, but its action is wasted.

At the end of each of its turns, the target can make a **Strength saving throw** it tries to tear open its mouth. On a success, the target takes **1d8** slashing damage and is no longer silenced. Alternatively, as an action, the target can use a bladed implement to cut open its mouth, taking **1d8** slashing damage and ending the silence.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

Appendix C — Creatures

This tome of an 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 or broodmother chrysalises) 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 of the hunt; be sure to double check the 'Enemies' paragraph of your hunt to determine if the mythic trait is active or not.

Shared Legendary Actions. This book also introduces shared legendary actions for the hyphan creatures in the Veiled Lady hunt (page 325). Shared legendary actions can be used by any of the specified creatures and reset at the start of the turn of the creature highest in the initiative order. How these are distributed is up to the GM; one creature may use them all or they can be shared in any ratio between the relevant creatures.

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Animated Magnetite

Crafted from highly magnetic magnetite, these animated armours and weapons share the common property of being immobilised by heat. The animated suit of plate armour is capable of conjuring bolts of arcanomagnetic force that can knock a creature off its feet.

Magnetite Armour

Medium construct, unaligned

Armour Class 18 (natural armour)
Hit Points 127 (15d8 + 60)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Arcanomagnetic Repulsion. Attacks against the armour made with ferrous weapons or ammunition are made at **disadvantage**.

False Appearance. While the armour remains motionless, it is indistinguishable from a pile of armour plates.

Superconductor. If the armour takes **10** or more fire damage in a single instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to **0 feet**.

Actions

Multiattack. The armour makes two melee attacks or casts Magnetobolt twice.

Greatsword. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. Hit: 10 (**2d6 + 3**) slashing damage plus 4 (**1d8**) force damage.

Magnetobolt. *Ranged Spell Attack:* **+7** to hit, range 90 ft., one target. *Hit:* 10 (**3d6**) force damage and the target must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. A creature wearing ferrous armour makes this saving throw with **disadvantage**.

Magnetite Armour

Flying Magnetite Weapon

Small construct, unaligned

Armour Class 18 (natural armour)
Hit Points 44 (8d6 + 16)
Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Arcanomagnetic Repulsion. Attacks against the weapon made with ferrous weapons or ammunition are made at **disadvantage**.

False Appearance. While the weapon remains motionless, it is indistinguishable from a normal weapon.

Superconductor. If the weapon takes **10** or more fire damage in a single instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to 0 feet.

Actions

Multiattack. The weapon makes two melee attacks. It has one of the following attack options, depending on its anatomy.

Greatsword. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) slashing damage plus 3 (**1d6**) force damage.

Maul. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 9 (**1d12 + 3**) bludgeoning damage plus 3 (**1d6**) force damage.

Pike. *Melee Weapon Attack:* **+5** to hit, reach 10 ft., one target. *Hit:* 8 (**1d10 + 3**) piercing damage plus 3 (**1d6**) force damage.

Swarm of Cutlery

From the depths of the monastery dining rooms flies a swarm of steel knives, forks, spoons, and — most lethally — sporks. Such creatures can be animated by protective magics, or be under the direct control of a creature capable of manipulating the arcano-magnetic spectrum, such as a magnetite dragon!

Swarm of Magnetite Cutlery

Large swarm of Tiny constructs, unaligned

Armour Class 12
Hit Points 52 (7d10 + 14)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities acid
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Arcanomagnetic Repulsion. Attacks against the swarm made with ferrous weapons or ammunition are made at **disadvantage**.

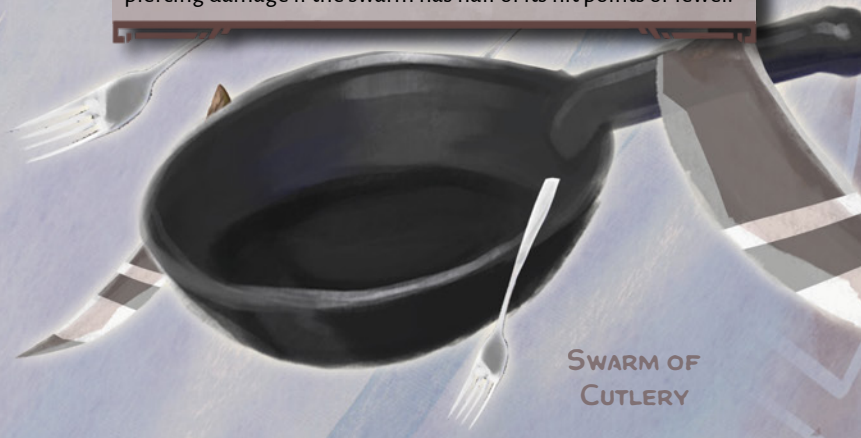
Superconductor. If the swarm takes **10** or more fire damage in a single instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to 0 feet.

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 utensil. The swarm can't regain hit points or gain temporary hit points.

Actions

Jabs. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (**4d6**) piercing damage or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer.

Flying Magnetite Sword



Swarm of Cutlery

Mohammed "Aggi" Bellafquih, Opposite: Mohammed "Aggi" Bellafquih

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 goopey mass a penchant for cheese.

Reactive Mutations. The true feat of Dr. Stein's research, and a trait that the polyhedroozes embody, is that of extreme biomantic reaction to environmental stimuli. A polyhedrooze that takes damage immediately adapts its morphology to prevent further damage of that type. The larger the polyhedrooze, the more such adaptations it can sustain at any one time.

Size Matters. Bigger polyhedroozes have absorbed more brains and, so, are more clever. A polyhedrooze that reaches a critical mass might decide to split into two, with the idea of sending one of its halves in search of pastures new. Unfortunately, the decrease in intelligence that results from a split means that polyhedroozes can get confused and end up in a cycle of splitting and reforming over and over.

Lair Actions

While a Gargantuan polyhedrooze lives, it can invoke the ambient magic of its lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt, as shown in the Variable Lair Action Statistics table.

Variable Lair Action Statistics

Hunt Level	Saving Throw DC	Damage
1st	11	2 (**1d4**)
6th	13	5 (**2d4**)
11th	15	10 (**3d6**)

Tetrahedrooze

Tiny ooze, unaligned

Armour Class 11 (natural armour)
Hit Points 18 (4d4 + 8)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Dex -1, Con +4
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 1/4 (50 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

Engulf. The ooze moves up to its speed. While doing so, it can enter Tiny creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 12 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 5 (**2d4**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 10 (**4d4**) 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 12 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*: **+4** to hit, reach 5 ft., one target. *Hit:* 2 (**1d4**) acid damage and the target suffers one of the following random effects (roll a **d4**):

1. The target takes 2 (**1d4**) force damage.
2. The target takes 2 (**1d4**) bludgeoning damage.
3. The target takes 2 (**1d4**) piercing damage.
4. The target takes 2 (**1d4**) slashing damage.

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.

Lair Actions. On initiative count 20 (losing initiative ties), the Gargantuan polyhedrooze takes one of the following lair actions; the Gargantuan polyhedrooze can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Acid Wave.*** A **15-foot-wide, 15-foot-tall** wave of acid erupts from a pool in the lair, travelling 30 feet along the ground in a direction of the polyhedrooze's choice. Each non-ooze creature in the area must make a **VDC Dexterity saving throw**. On a failed save, a creature takes **Vdam** acid damage and is knocked **prone**. On a success, it takes half as much damage and isn't knocked prone.
- ***Spiteful Adaptation.*** Biomantic magic surrounds one creature in the lair, which must succeed on a **VDC Constitution saving throw** or gain **vulnerability** to one random damage type as its skin mutates and develops a specific sensibility. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Random Damage Types

d12	Damage Type
1	Acid
2	Bludgeoning
3	Piercing
4	Slashing
5	Cold
6	Fire
7	Lightning
8	Thunder
9	Necrotic
10	Radiant
11	Poison
12	Psychic

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**):

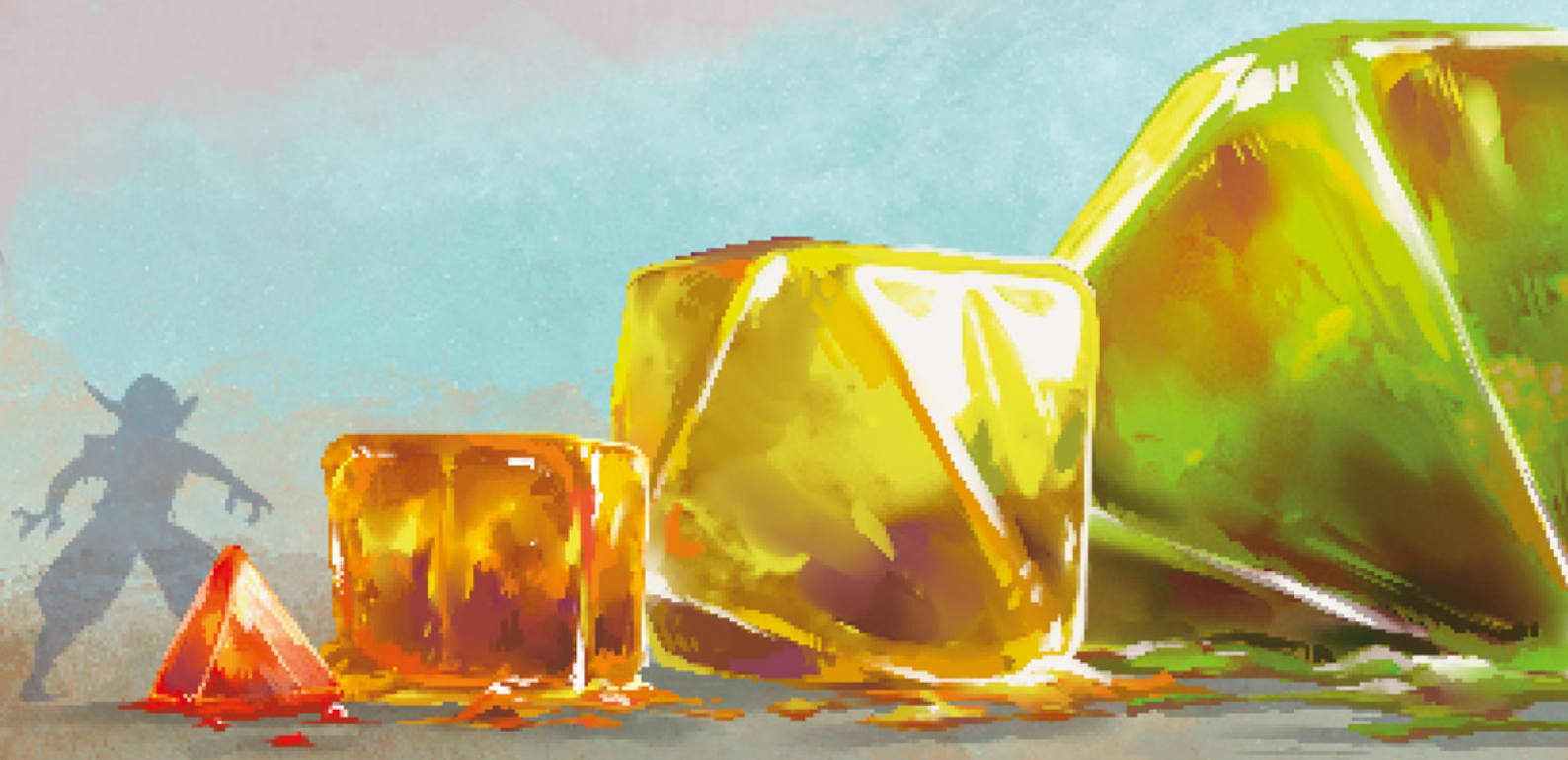
1. The target takes 4 (**1d8**) force damage.
2. The target takes 4 (**1d8**) bludgeoning damage.
3. The target takes 4 (**1d8**) piercing damage.
4. The target takes 4 (**1d8**) slashing damage.
5. The target takes 4 (**1d8**) cold damage.
6. The target takes 4 (**1d8**) fire damage.
7. The target takes 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.

Jesse Jackdaw Burns



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.

Dodecahedrooze

Huge ooze, unaligned

Armour Class 13 (natural armour)
Hit Points 200 (16d12 + 72)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	23 (+6)	9 (-1)	6 (-2)	2 (-4)

Saving Throws Dex +3, Con +10
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 12 (8,400 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 uses Engulf and makes two Pseudopod attacks.

Engulf. The ooze moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 17 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 13 (**2d12**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 26 (**4d12**) 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 17 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*: **+9** to hit, reach 10 ft., one target. *Hit:* 10 (**3d6**) acid damage and the target suffers one of the following random effects (roll a **d12**):

1. The target takes 6 (**1d12**) force damage.
2. The target takes 6 (**1d12**) bludgeoning damage.
3. The target takes 6 (**1d12**) piercing damage.
4. The target takes 6 (**1d12**) slashing damage.
5. The target takes 6 (**1d12**) fire damage.
6. The target takes 6 (**1d12**) cold damage.
7. The target takes 6 (**1d12**) lightning damage.
8. The target takes 6 (**1d12**) thunder damage.
9. The target takes 6 (**1d12**) necrotic damage.
10. The target takes 6 (**1d12**) radiant damage.
11. The target takes 6 (**1d12**) poison damage.
12. The target takes 6 (**1d12**) psychic 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.

Regional Effects

The area within 6 miles of a Gargantuan polyhedrooze's lair has the following unique properties:

- ***Biomantic Adaptations.*** Polyhedroozes occur where biomantic magic, specifically Mut-x, has been unleashed. This magic affects all sorts of fauna and flora, resulting in creatures and plants that have the morphology and traits of other specimens in the region. For example, a cloaker might have a roper's tendril attack.
- ***Malleable Mood.*** Creatures affected by Mut-x often take on the psychological traits of any powerful creatures that occupied the area. Polyhedroozes near a former black dragon's lair may be especially cruel, while those in proximity to an archfey might be tricksy. Here, for example, the polyhedroozes are especially greedy for treasure.
- ***Reactive Mutations.*** Some creatures have the Reactive Mutations trait, raising their CR by 1. Whenever the creature takes damage, it gains **resistance** to that damage type immediately afterwards. The creature can have a number of resistances from this trait equal to its proficiency bonus. If the creature has its maximum number of resistances, the oldest resistance is lost when a new one is gained.
- ***Polyhedrons.*** Rocks, speleothems, and plants form in distinctly geometric patterns, often as perfectly symmetrical polyhedra.

Icosahedrooze

Gargantuan ooze, unaligned

Armour Class 14 (natural armour)
Hit Points 350 (20d20 + 140)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	25 (+7)	12 (+1)	6 (-2)	3 (-4)

Saving Throws Dex +6, Con +13
Damage Resistances see Reactive Mutations
Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the ooze fails a saving throw, it can choose to succeed instead.

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to six 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 uses Engulf and makes three Pseudopod attacks.

Engulf. The ooze moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 21 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 21 (**2d20**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 42 (**4d20**) 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 21 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*: **+12** to hit, reach 15 ft., one target. *Hit:* 14 (**4d6**) acid damage and the target suffers one of the following random effects (roll a **d20**):

1. The target takes 10 (**1d20**) force damage.
2. The target takes 10 (**1d20**) bludgeoning damage.
3. The target takes 10 (**1d20**) piercing damage.
4. The target takes 10 (**1d20**) slashing damage.
5. The target takes 10 (**1d20**) fire damage.
6. The target takes 10 (**1d20**) cold damage.
7. The target takes 10 (**1d20**) lightning damage.
8. The target takes 10 (**1d20**) thunder damage.
9. The target takes 10 (**1d20**) necrotic damage.
10. The target takes 10 (**1d20**) radiant damage.
11. The target takes 10 (**1d20**) poison damage.
12. The target takes 10 (**1d20**) psychic damage.
13. The target must succeed on a **DC 21 Strength saving throw** or be **restrained**. The target or a creature within reach of the target can use its action to make a **DC 21 Strength** check, freeing the restrained creature on a success.
14. The target must succeed on a **DC 21 Wisdom saving throw** or be afflicted by the *confusion* spell for **1 minute***.
15. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the reduce effect of the *enlarge/reduce* spell for **1 minute***.
16. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the enlarge effect of the *enlarge/reduce* spell for **1 minute***.
17. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the *zippit!*** spell for **1 minute***.
18. The target must succeed on a **DC 21 Constitution saving throw** or its hit point maximum is reduced by 10 (**1d20**) until it finishes a long rest. The ooze regains a number of hit points equal to this value. A creature whose hit point maximum is reduced to 0 dies.
19. The target must succeed on a **DC 21 Strength saving throw** or be engulfed by the ooze.
20. Roll twice more on this table.

*These spells don't require concentration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**See Appendix B.

Legendary Actions

The ooze can take 3 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.

The Brood

Aboleth broodmothers weave a rich genetic tapestry with the ecosystem in which they settle. A broodmother's influence over its domain can be so absolute as to create a sort of hive mind out of the creatures it bends to its will.

Alternate Evolution. A broodmother does not evolve via the mechanisms proposed by many famous zoologists, such as Charlotte Darloss and Jane Lemarck, but rather assimilates the adaptations that other species develop through natural selection. After ingesting an organism, special enzymes within a broodmother's gastric tract extract useful genes and mutations, apportioning them to the relevant organs in the broodmother's form. One of those adaptations was a failsafe: a means of storing its memories, gathering biomass, and reforming itself.

Broodling

A broodmother's workers are its broodlings. These ray-like amphibians scour the swamp looking for targets with high biomass or interesting features. Once such a creature is found, a broodling releases a pheromone, gathering its brethren and enhancing their hive-mind intellect. With a sting, the broodlings inject a toxin that makes a creature more suggestable and less willful. Then, the gathered mass of broodlings use their augmented intelligence to submit the creature to their will. Once entranced, the creature willingly follows the broodlings to the broodmother's lair, where the matriarch decides how best to extract its assets.

Broodling

Tiny aberration, lawful evil

Armour Class 12
Hit Points 13 (3d4 + 6)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	5 (-3)

Condition Immunities charmed
Senses blindsight 30 ft., passive Perception 10
Languages telepathy 120 ft., understands Deep Speech but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The broodling can breathe air and water.

Hive Mind. Broodlings' minds connect to other broodlings within **5 feet** of them, forming a chain of thought. The broodling gains a **+3 bonus** to Intelligence checks and saving throws, and to its Entrance **save DC** for each other broodling in such a chain.

Actions

Multiattack. The broodling makes two attacks: one with its Bite and one with its Sting.

Bite. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage.

Sting. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one creature. *Hit:* **1** piercing damage and the creature must succeed on a **DC 12 Constitution saving throw** or have **disadvantage** on **Wisdom saving throws** until the end of the broodling's next turn.

Entrance (1/Day). The broodling targets one creature it can see within **10 feet** of it. The target must succeed on a **DC 6 Wisdom saving throw** or be magically **charmed** by the broodling until the broodling dies or until it is on a different plane of existence from the target. The charmed target is under the broodling's control and can't take reactions.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least **30 feet** away from the broodling.

Broodling

Jesse Jackdaw Burns

Aboleth Broodmother

Due to the plethora of adaptations a broodmother has assimilated, it only vaguely resembles the form it had when it first arrived on the Material Plane. What still remains is its indelible memory and its desire to entrance living things.

Regional Effects

The region containing an aboleth broodmother's lair is warped by millenia of tinkering with the flora and fauna, creating one or more of the following effects:

- Never-before-seen fauna, often sporting sacs of unborn broodlings, proliferate within 6 miles of the lair.
- Creatures in contact with water within 6 miles of the lair feel a compulsion to move towards the lair's centre.
- Within 1 mile of the lair, thickets of dense vegetation allo passage only for the broodmother, broodlings, or creatures controlled by either. Each 5-foot-cube of thicket has an AC of 15, 50 hit points, **vulnerability** to cold damage, **resistance** to bludgeoning damage, and **immunity** to piercing, poison, and psychic damage.

Lesser Aboleth Broodmother

Large aberration, lawful evil

Armour Class 15 (natural armour)
Hit Points 127 (15d10 + 45)
Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	17 (+3)	13 (+1)	17 (+3)

Saving Throws Con +6, Int +6, Wis +4
Skills Athletics +7, History +9, Perception +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, telepathy 120 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The aboleth can breathe air and water.

Legendary Resistance (3/Day). If the aboleth fails a saving throw, it can choose to succeed instead.

Infectious Mucus. The aboleth is surrounded by infectious mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 14 Constitution saving throw**. On a failure, the creature is diseased. For the first hour of the disease, the creature takes 2 (**1d4**) necrotic damage if it ends its turn out of water (it must be at least neck-deep to avoid this damage). After the first hour and until the disease is cured, a creature is unable to gain the benefits of a short or long rest if it does not spend the rest at least neck-deep in water.

A creature that fails the saving throw by 5 or more becomes a host of a broodling egg that hatches in **3d6** days.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes two Tentacle attacks and uses Birth, if available.

Tentacle. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 11 (**2d6 + 4**) bludgeoning damage and the target must make a saving throw against the aboleth's Infectious Mucus trait.

Birth (Recharge 4-6). The aboleth produces a broodling in an unoccupied space within **5 feet** of it.

Entrance (3/Day). The aboleth targets one creature it can see within **30 feet** of it. The target must succeed on a **DC 14 Wisdom saving throw** or be magically **charmed** by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth 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 aboleth regains spent legendary actions at the start of its turn.

Jet. The aboleth spurts out a pall of ink, heavily obscuring a **20-foot-radius sphere** of water centred on the aboleth until the start of its next turn. It then moves up to its swimming speed.

Tentacle. The aboleth makes one Tentacle attack.

Suction Drain (Costs 2 Actions). The aboleth attempts to grapple one creature within **10 feet** of it with a special tentacle. A creature charmed by the aboleth automatically fails this check. If the aboleth succeeds on the check, the creature takes 14 (**4d6**) necrotic damage and the aboleth regains a number of hit points equal to half the damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Lair Actions

So long as the aboleth broodmother or one of its offspring is alive and within the lake, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vmod	Vdam
5th	13	+5	5 (**2d4**)
11th	15	+7	10 (**3d6**)
17th	17	+9	21 (**6d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the aboleth takes one of the following lair actions; the aboleth can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Tempestuous Turbulence.*** The water within the lair writhes and swirls, causing 6-foot-tall waves to crash over all the low-lying islands. Each creature in the water, or on the ground less than **5 feet** above the water's surface, must make a **VDC Strength saving throw** or be pulled up to **20 feet** into the water.
- ***Plague Tide.*** The water begins to bubble, filling the lair with noxious, aerosolised droplets. A creature is affected even if it doesn't need to breathe. Each creature must succeed on a **VDC Constitution saving throw** or become **poisoned**. If running this hunt at 11th or 17th level, the creature is poisoned as if it had failed a saving throw against the *contagion* spell (no concentration required). A creature can repeat the saving throw at the end of each of its turns, ending the effect for it on a success.
- ***Aqua Phantasm.*** Water in the aboleth broodmother's lair magically becomes a conduit for the unspeakable horrors the broodmother has witnessed in its vast memory. Each creature of the broodmother or broodlings' choice within the lair's waters must succeed on a **VDC Wisdom saving throw** or take **Vdam** psychic damage and become **frightened** of the huddled mass of creatures (wave 1), the chrysalis (wave 2), or the broodmother (wave 3) until the end of its next turn.

Jess Jackdaw Burns

Aboleth Broodmother

Large aberration, lawful evil

Armour Class 17 (natural armour)
Hit Points 210 (20d10 + 100)
Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Con +10, Int +9, Wis +7
Skills Athletics +10, History +14, Perception +12
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 22
Languages Deep Speech, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Amphibious. The aboleth can breathe air and water.

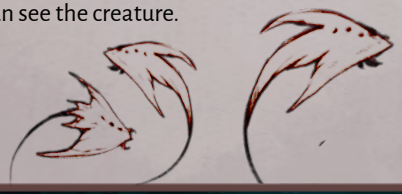
Legendary Resistance (3/Day). If the aboleth fails a saving throw, it can choose to succeed instead.

Infectious Mucus. The aboleth is surrounded by infectious mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 18 Constitution saving throw**. On a failure, the creature is diseased. For the first hour of the disease, the creature takes 4 (**1d8**) necrotic damage each time it ends its turn out of water (it must be at least neck-deep to avoid this damage). After the first hour and until the disease is cured, a creature is unable to gain the benefits of a short or long rest if it does not spend the rest at least neck-deep in water.

A creature that fails the saving throw by 5 or more becomes a host for **1d4** broodling eggs that hatch within **3d6** days.

Mother of the Swarm (Recharges after a Short or Long Rest). If the aboleth would be reduced to 0 hit points, its current hit point total instead resets to **210**, it regains any expended uses of Legendary Resistance, it births **2** broodlings, and it gains **210** temporary hit points as a flurry of swamp fauna swarms over it to protect it. Additionally, the aboleth gains a **+5 bonus** to its attack and damage rolls and can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 41,000 XP (56,000 XP total) for defeating the aboleth after its Mother of the Swarm activates.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.



Actions

Multiattack. The aboleth makes three Tentacle attacks and uses Birth, if available.

Tentacle. *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 14 (**2d8 + 5**) bludgeoning damage plus 4 (**1d8**) acid damage and the target must make a saving throw against the aboleth's Infectious Mucus trait.

Birth (Recharge 4-6). The aboleth produces a broodling in an unoccupied space within **5 feet** of it.

Entrance (3/Day). The aboleth targets one creature it can see within **30 feet** of it. The target must succeed on a **DC 17 Wisdom saving throw** or be magically **charmed** by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth 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 aboleth regains spent legendary actions at the start of its turn.

Jet. The aboleth spurts out a pall of ink, heavily obscuring a **20-foot-radius sphere** of water centred on the aboleth until the start of its next turn. It then moves up to its swimming speed.

Tentacle.The aboleth makes one Tentacle attack.

Suction Drain (Costs 2 Actions). The aboleth attempts to grapple one creature within **10 feet** of it with a special tentacle. A creature charmed by the aboleth automatically fails this contested check. If the aboleth succeeds, the creature takes 21 (**6d6**) necrotic damage and the aboleth regains hit points equal to half the damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mythic Actions

If the aboleth's Mother of the Swarm trait has activated in the last hour, it can use the options below as legendary actions.

Gestate. The aboleth recharges and uses Birth. It must use a different legendary action before it can use this one again.

Rapid Suction Drain. The aboleth uses its Suction Drain legendary action option. It must use a different legendary action before it uses this one again.

Lesser Brood Chrysalis

Large aberration, lawful evil

Armour Class 16 (natural armour)
Hit Points 171 (18d10 + 72)
Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	18 (+4)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +5
Skills Perception +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 15
Languages Deep Speech, telepathy 120 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The chrysalis can breathe air and water.

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

Regenerative State. The chrysalis' hit points reset to its maximum at the start of its turn.

Sticky Mucus. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 15 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 15 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (**escape DC 15**) on a failed save. While it is grappled, it can't use that limb. If the attack is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into a lesser aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

Actions

Multiattack. The chrysalis makes three Sticky Ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. *Ranged Weapon Attack:* **+7** to hit, range 30/90 ft., one target. *Hit:* 11 (**2d6 + 4**) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (**escape DC 15**).

Brood Chrysalis

Huge aberration, lawful evil

Armour Class 18 (natural armour)
Hit Points 184 (16d12 + 80)
Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	20 (+5)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Con +9, Int +7, Wis +6
Skills Perception +6
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 16
Languages Deep Speech, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The chrysalis can breathe air and water.

Legendary Resistance (3/Day). If the chrysalis fails a saving throw, it can choose to succeed instead.

Regenerative State. The chrysalis' hit points reset to its maximum at the start of its turn.

Sticky Mucus. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 17 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 17 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (**escape DC 17**) on a failed save. While it is grappled, it can't use that limb. If the attack is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into an aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

Actions

Multiattack. The chrysalis makes three Sticky Ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. *Ranged Weapon Attack:* **+8** to hit, range 30/90 ft., one target. *Hit:* 18 (**3d8 + 5**) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (**escape DC 17**).

Broodmother Chrysalis

The broodmother's chrysalis is its failsafe. After gathering a sufficient volume of biomass within the huddle of charmed creatures, the broodlings encapsulate the huddle, creating a hard, sticky casing that protects the internal workings. In this temporary transitional state, the aboleth is almost unkillable. It metabolises the constituent creatures at an astonishing rate, almost immediately repairing any wounds it may sustain.

Killable Chrysalis. If you wish to run this monster as something that can be killed (in place of a transitional state), remove both the Regenerative and Transitional State traits.

Greater Brood Chrysalis

Huge aberration, lawful evil

Armour Class 20 (natural armour)
Hit Points 262 (21d12 + 126)
Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Con +12, Int +10, Wis +8
Skills Perception +8
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 18
Languages Deep Speech, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The chrysalis can breathe air and water.

Legendary Resistance (3/Day). If the chrysalis fails a saving throw, it can choose to succeed instead.

Regenerative State. The chrysalis' hit points reset to its maximum at the start of its turn.

Sticky Mucus. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 20 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 20 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (**escape DC 20**) on a failed save. While it is grappled, it can't use that limb. If the attack is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into an aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

Actions

Multiattack. The chrysalis makes four Sticky Ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. *Ranged Weapon Attack:* **+12** to hit, range 40/120 ft., one target. *Hit:* 22 (**3d10 + 6**) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (**escape DC 20**).

Jess Jackdaw Burns

Dreamholder

Natives of the Anomalies, dreamholders often find routes through to the Astral Plane and, from this staging post, parasitise creatures who astrally project, hitching a ride on their psyches back into the home plane. There, they flit between the minds of sleeping creatures, distorting each dreamer's narrative and feasting on their fear, joy, and distress. An incorporeal version of the floating eye tyrant, the dreamholder can unleash a devastating array of eye beams at lucid dreamers who threaten to expel them from their mind.

Fear of Ejection. Rarely does a dreamholder take physical form on the Material Plane. Instead, a dreamholder traverses the world through a dreamscape, an ephemeral plane created by the psyches of sleeping creatures. If this dreamscape ever disappears, such as if all creatures within range of the dreamholder's influence awaken, the dreamholder is ejected back to the Astral Plane, a place it loathes due to the absence of its favourite snack: sleeping beings. For this reason, dreamholders are commonly found in densely populated areas, places with a mix of diurnal and nocturnal beings, or wherever sleeping creatures can be reliably preyed upon.

The dreamholder is a clever and resourceful aberration. Should its continued existence in the dreams of creatures on the Material Plane be threatened, it chooses one of two tactics. If it believes itself more powerful than its foe, it will immediately attempt to annihilate the threatening creature's psyche and render their body a comatosed shell. Alternatively, a dreamholder might bargain with its assailant, delivering secrets to them nightly until such a time as it can destroy this erstwhile ally.

Balanced Diet. Dreamholders feed on the gamut of emotions that a creature can experience. For a properly balanced diet, a dreamholder needs to consume anger, disgust, fear, happiness, sadness, and surprise. A dreamholder that can keep a group of humanoids experiencing all these emotions simultaneously is a contented dreamholder indeed.

Inconsistent Incorporeality. The dreamholder maintains its incorporeal form through psionics. Its mastery of this technique is absolute; even the most well-placed blow with a magical weapon passes through thin air, the dreamholder dissolving the instant before contact is made. The dreamholder abhors loud noises and psychic attacks, all of which interfere with its focus, causing it to become momentarily corporeal and susceptible to physical blows.

Dream Stasis & Bridging. Dreamholders possess the unique ability to bridge the dreams of sleeping creatures, a feature they use to slip from a soon-to-wake mind into that of one that has recently drifted off. Indeed, one of the symptoms of dreamholder parasitisation is the increased frequency of shared dreams between individuals in a community (and the social awkwardness that soon follows). Powerful dreamholders can exert such influence over a sleeping creature that the dreamer enters a 'dream stasis', a paralytic state from which it can't wake of its own volition. A clever dreamholder learns to release these captured sleepers just before they waste away entirely, knowing full well that they must return to sleep eventually.

Dream Lair. Combining these two abilities of stasis and bridging, a dreamholder can create a tangled web of interconnecting landscapes, scenarios, and protagonists, a veritable feast of corrupted dreams. Time dilates and constricts at the dreamholder's whim, and respite is rarely attainable. In this varied, restless landscape, physical prowess means little; the dreamholder is the ruler, and those that are weak of mind seldom emerge.

Regional Effects

The dreamholder's lair has the following unique properties:

- ***Detect Thoughts.*** The dreamholder can detect the surface thoughts of all creatures within its lair. This gives it **advantage** on any **Wisdom (Insight)** checks against creatures in its lair.
- ***Immutable Form.*** The environment of the Dreamscape can be permanently changed only by a *dream* or *wish* spell. All objects are otherwise unbreakable.
- ***Speed of Thought.*** Each creature gains a modifier to its speed equal to its Intelligence score minus 10 (rounded down to the nearest 5-foot increment).
- ***Strength of Mind.*** Strength, Dexterity, and Constitution saving throws are all replaced with Intelligence saving throws.

- ***Quiet.*** The Dreamscape is magically quietened; the dreamholder doesn't like loud noises (or thunder damage). All creatures have **disadvantage** on **Wisdom (Perception)** checks that involve hearing.
- ***Where Are We?*** No one can quite remember how they arrived where they are.

Lair Actions

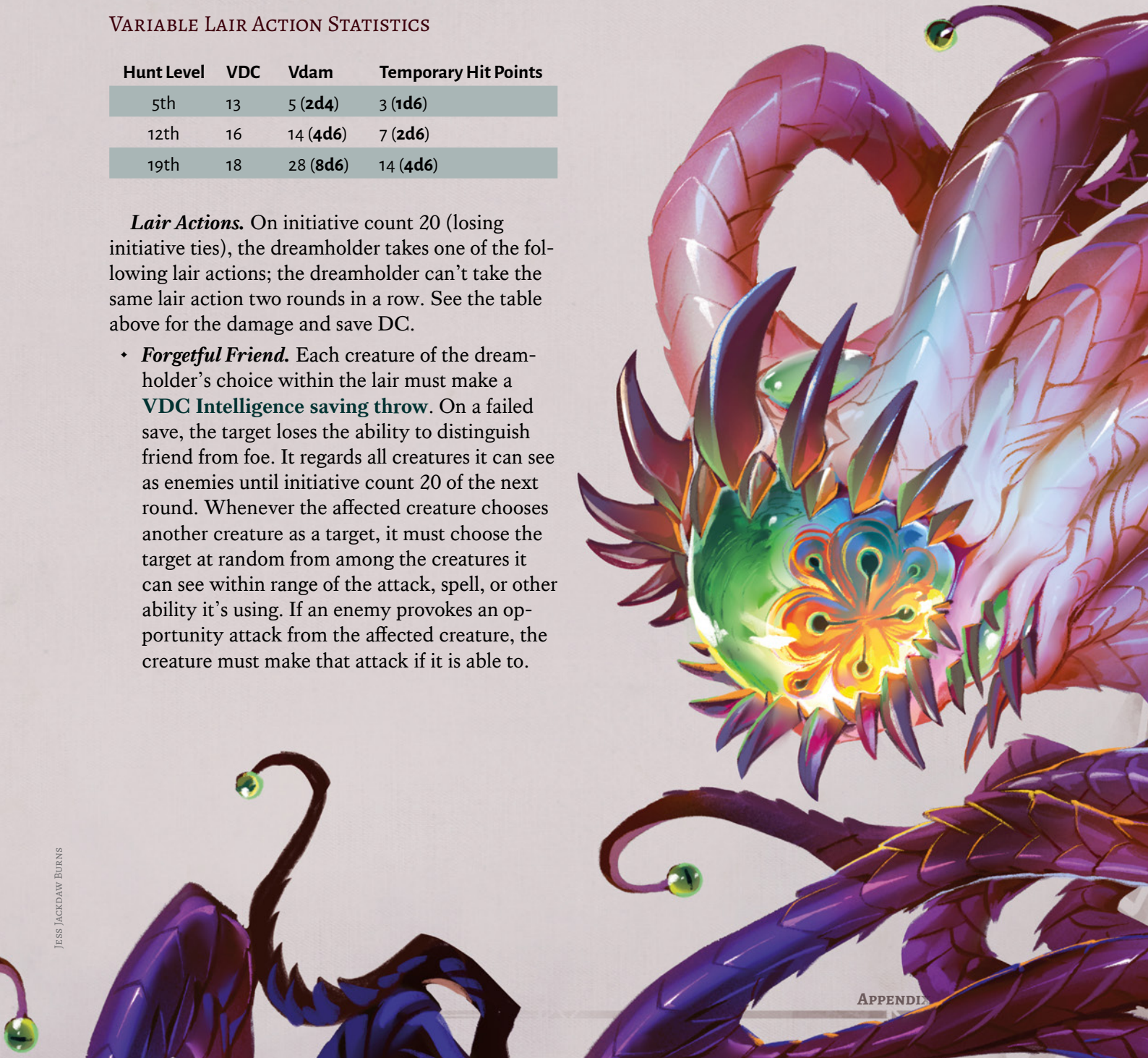
While the dreamholder lives, it can invoke the ambient magic of its dreamscape to take lair actions. The saving throw DCs, damage, and temporary hit points of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam	Temporary Hit Points
5th	13	5 (**2d4**)	3 (**1d6**)
12th	16	14 (**4d6**)	7 (**2d6**)
19th	18	28 (**8d6**)	14 (**4d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the dreamholder takes one of the following lair actions; the dreamholder can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Forgetful Friend.*** Each creature of the dreamholder's choice within the lair must make a **VDC Intelligence saving throw**. On a failed save, the target loses the ability to distinguish friend from foe. It regards all creatures it can see as enemies until initiative count 20 of the next round. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.
- ***Valiance.*** The dreamholder inspires creatures of its choice within its lair, giving them visions of triumph and hope. Each affected creature gains temporary hit points and is affected by the *bless* spell until initiative count 20 of the next round.
- ***Despair.*** The dreamholder gives creatures of its choice within its lair visions of failure and despair. Each creature of the dreamholder choice that is in its lair must make a **VDC Charisma saving throw**. On a failure, a creature takes psychic damage and is affected by the *bane* spell until initiative count 20 of the next round. On a success, the creature takes half as much damage and isn't affected by the spell.



Jess Jackdaw Burns

Starved Dreamholder

Large aberration, lawful evil

Armour Class 14 (natural armour)
Hit Points 68 (8d10 + 24)
Speed 0 ft., fly 20 ft. (hover); all +5 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Int +6, Wis +5, Cha +5
Skills Insight +5, Intimidation +5, Perception +8, Persuasion +5
Damage Immunities bludgeoning, piercing, poison, slashing
Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Phantasmal Cone. The dreamholder's central eye creates an area of phantasmagoric horrors—illusory manifestations unique to each creature—within a **90-foot cone**. At the start of each of its turns, the dreamholder decides which way the cone faces and whether the cone is active. Each creature within the cone at the end of the dreamholder's turn must succeed on a **DC 14 Intelligence saving throw** or take 11 (**2d10**) psychic damage and become **frightened** of the dreamholder and the illusions within the area until the end of the dreamholder's next turn.

As an affected creature is surrounded by these illusions, the source of its fear is in every direction, rendering it unable to move in any direction while it can see these sources of its fear.

Inconsistent Incoporeality. When the dreamholder takes **5** or more psychic or thunder damage in a single instance, it becomes corporeal until the start of its next turn. While corporeal, it loses its Incorporeal Movement trait; its immunity to bludgeoning, piercing, and slashing damage; and its immunity to the grappled and restrained conditions.

Incorporeal Movement. The dreamholder can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dreamholder fails a saving throw, it can choose to succeed instead.

Actions

Dreameater. *Melee Spell Attack:* **+6** to hit, reach 5 ft., one creature. *Hit:* 14 (**2d10 + 3**) psychic damage.

Eye Rays. The dreamholder shoots **three** of the following magical eye rays at random (reroll duplicates), choosing one to three creatures it can see within **120 feet** of it:

1. *Charm Ray.* The target must succeed on a **DC 14 Wisdom saving throw** or be **charmed** by the dreamholder for **1 hour**, or until the dreamholder harms the target.
2. *Confusion Ray.* The target must succeed on a **DC 14 Wisdom saving throw** or be afflicted by the *confusion* spell until the end of its next turn.
3. *Static Ray.* The target must make a **DC 14 Intelligence saving throw**, taking 7 (**2d6**) psychic damage on a failed save or half as much damage on a successful one. On a failed save, a target has muddled thoughts for **1 minute**. During that time, it rolls a **d6** and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Rot Ray.* The target must make a **DC 14 Intelligence saving throw**. On a failure, its grey matter deteriorates, it takes 10 (**3d6**) necrotic damage, and it has **disadvantage** on ability checks and attack rolls it makes until the end of its next turn. On a success it takes half as much damage and suffers no additional effects.
5. *Incorporeal Shunt Ray.* The target must succeed on a **DC 14 Charisma saving throw** or become momentarily incorporeal, be pushed up to **15 feet** directly away from the dreamholder, and then rematerialise. The creature takes 13 (**3d8**) force damage if it rematerialises inside an object. If the creature rematerialises in another creature's space, both creatures take this damage. The target is then pushed to the nearest unoccupied space.
6. *Nightmare Ray.* The target is assailed by illusory manifestations of its fears. It must make a **DC 14 Intelligence saving throw**, taking 16 (**3d10**) psychic damage on a failure or half as much damage on a success.

Legendary Actions

The dreamholder 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 dreamholder regains spent legendary actions at the start of its turn.

Eye Ray. The dreamholder uses one random eye ray.

Teleport. The dreamholder teleports to an unoccupied space it can see within **60 feet** of it. If it is within its lair it doesn't need to see this space to teleport to it.

Mirror (Costs 2 Actions). Two illusory dreamholders appear within **30 feet** of the dreamholder, and the dreamholder can then immediately teleport, switching places with one of the illusory duplicates. Physical interaction with the illusory dreamholder, such as hitting it with an attack, reveals it to be an illusion. A creature can use its action to make a **DC 14 Intelligence (Investigation)** check to inspect one dreamholder within **30 feet** of it, determining if it's an illusion on a success. When the dreamholder uses an eye ray, all the illusions fire the same eye rays at the same target, and when it teleports, so too do the illusions. All the illusions disappear at the end of the dreamholder's next turn.

Dreamholder

Large aberration, lawful evil

Armour Class 17 (natural armour)
Hit Points 136 (16d10 + 48)
Speed 0 ft., fly 20 ft. (hover); all +5 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Int +9, Wis +8, Cha +8
Skills Insight +8, Intimidation +8, Perception +13, Persuasion +8
Damage Immunities bludgeoning, piercing, poison, slashing
Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 23
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Phantasmal Cone. The dreamholder's central eye creates an area of phantasmagoric horrors—illusory manifestations unique to each creature—within a **120-foot cone**. At the start of each of its turns, the dreamholder decides which way the cone faces and whether the cone is active. Each creature within the cone at the end of the dreamholder's turn must succeed on a **DC 17 Intelligence saving throw** or take 16 (**3d10**) psychic damage and become **frightened** of the dreamholder and the illusions within the area until the end of the dreamholder's next turn.

As an affected creature is surrounded by these illusions, the source of its fear is in every direction, rendering it unable to move in any direction while it can see these sources of its fear.

Inconsistent Incoporeality. When the dreamholder takes **10** or more psychic or thunder damage in a single instance, it becomes corporeal until the start of its next turn. While corporeal, it loses its Incorporeal Movement trait; its immunity to bludgeoning, piercing, and slashing damage; and its immunity to the grappled and restrained conditions.

Incorporeal Movement. The dreamholder can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dreamholder fails a saving throw, it can choose to succeed instead.

Actions

Dreameater. *Melee Spell Attack*: **+9** to hit, reach 5 ft., one creature. *Hit*: 20 (**3d10 + 4**) psychic damage.

Eye Rays. The dreamholder shoots **four** of the following magical eye rays at random (reroll duplicates), choosing one to four creatures it can see within **120 feet** of it:

1. *Charm Ray.* The target must succeed on a **DC 17 Wisdom saving throw** or be **charmed** by the dreamholder for **1 hour**, or until the dreamholder harms the target.
2. *Confusion Ray.* The target must succeed on a **DC 17 Wisdom saving throw** or be afflicted by the *confusion* spell until the end of its next turn.
3. *Static Ray.* The target must make a **DC 17 Intelligence saving throw**, taking 10 (**3d6**) psychic damage on a failed save or half as much damage on a successful one. On a failed save, a target has muddled thoughts for **1 minute**. During that time, it rolls a **d6** and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Rot Ray.* The target must make a **DC 17 Intelligence saving throw**. On a failure, its grey matter deteriorates, it takes 17 (**5d6**) necrotic damage, and it has **disadvantage** on ability checks and attack rolls it makes until the end of its next turn. On a success it takes half as much damage and suffers no additional effects.
5. *Incorporeal Shunt Ray.* The target must succeed on a **DC 17 Charisma saving throw** or become momentarily incorporeal, be pushed up to **20 feet** directly away from the dreamholder, and then rematerialise. The creature takes 22 (**5d8**) force damage if it rematerialises inside an object. If the creature rematerialises in another creature's space, both creatures take this damage. The target is then pushed to the nearest unoccupied space.
6. *Nightmare Ray.* The target is assailed by illusory manifestations of its fears. It must make a **DC 17 Intelligence saving throw**, taking 27 (**5d10**) psychic damage on a failure or half as much damage on a success.

Legendary Actions

The dreamholder 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 dreamholder regains spent legendary actions at the start of its turn.

Eye Ray. The dreamholder uses one random eye ray..

Teleport. The dreamholder teleports to an unoccupied space it can see within **60 feet** of it. If it is within its lair it doesn't need to see this space to teleport to it.

Mirror (Costs 2 Actions). Two illusory dreamholders appear within **30 feet** of the dreamholder, and the dreamholder can then immediately teleport, switching places with one of the illusory duplicates. Physical interaction with the illusory dreamholder, such as hitting it with an attack, reveals it to be an illusion. A creature can use its action to make a **DC 17 Intelligence (Investigation)** check to inspect one dreamholder within **30 feet** of it, determining if it's an illusion on a success. When the dreamholder uses an eye ray, all the illusions fire the same eye rays at the same target, and when it teleports, so too do the illusions. All the illusions disappear at the end of the dreamholder's next turn.

Glutted Dreamholder

Large aberration, lawful evil

Armour Class 19 (natural armour)
Hit Points 228 (24d10 + 96)
Speed 0 ft., fly 20 ft. (hover); all +10 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	21 (+5)	17 (+3)	18 (+4)

Saving Throws Int +12, Wis +10, Cha +11
Skills Insight +10, Intimidation +11, Perception +17, Persuasion +11
Damage Immunities bludgeoning, piercing, poison, slashing
Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 27
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 21 (25,000 XP) **Proficiency Bonus** +7

Phantasmal Cone. The dreamholder's central eye creates an area of phantasmagoric horrors—illusory manifestations unique to each creature—within a **150-foot cone**. At the start of each of its turns, the dreamholder decides which way the cone faces and whether the cone is active. Each creature within the cone at the end of the dreamholder's turn must succeed on a **DC 20 Intelligence saving throw** or take 22 (**4d10**) psychic damage and become **frightened** of the dreamholder and the illusions within the area until the end of the dreamholder's next turn.

As an affected creature is surrounded by these illusions, the source of its fear is in every direction, rendering it unable to move in any direction while it can see these sources of its fear.

Inconsistent Incoporeality. When the dreamholder takes **15** or more psychic or thunder damage in a single instance, it becomes corporeal until the start of its next turn. While corporeal, it loses its Incorporeal Movement trait; its immunity to bludgeoning, piercing, and slashing damage; and its immunity to the grappled and restrained conditions.

Incorporeal Movement. The dreamholder can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dreamholder fails a saving throw, it can choose to succeed instead.

Actions

Dreameater. *Melee Spell Attack*: **+12** to hit, reach 5 ft., one creature. *Hit:* 49 (**8d10 + 5**) psychic damage.

Eye Rays. The dreamholder shoots **five** of the following magical eye rays at random (roll a **d6** to determine which ray isn't fired), choosing one to five creatures it can see within **120 feet** of it:

1. *Charm Ray.* The target must succeed on a **DC 20 Wisdom saving throw** or be **charmed** by the dreamholder for **1 hour**, or until the dreamholder harms the target.
2. *Confusion Ray.* The target must succeed on a **DC 20 Wisdom saving throw** or be afflicted by the *confusion* spell until the end of its next turn.
3. *Static Ray.* The target must make a **DC 20 Intelligence saving throw**, taking 21 (**6d6**) psychic damage on a failed save or half as much damage on a successful one. On a failed save, a target has muddled thoughts for **1 minute**. During that time, it rolls a **d6** and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Rot Ray.* The target must make a **DC 20 Intelligence saving throw**. On a failure, its grey matter deteriorates, it takes 28 (**8d6**) necrotic damage, and it has **disadvantage** on ability checks and attack rolls it makes until the end of its next turn. On a success it takes half as much damage and suffers no additional effects.
5. *Incorporeal Shunt Ray.* The target must succeed on a **DC 20 Charisma saving throw** or become momentarily incorporeal, be pushed up to **30 feet** directly away from the dreamholder, and then rematerialise. The creature takes 36 (**8d8**) force damage if it rematerialises inside an object. If the creature rematerialises in another creature's space, both creatures take this damage. The target is then pushed to the nearest unoccupied space.
6. *Nightmare Ray.* The target is assailed by illusory manifestations of its fears. It must make a **DC 20 Intelligence saving throw**, taking 44 (**8d10**) psychic damage on a failure or half as much damage on a success.

Legendary Actions

The dreamholder 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 dreamholder regains spent legendary actions at the start of its turn.

Eye Ray. The dreamholder uses one random eye ray.

Teleport. The dreamholder teleports to an unoccupied space it can see within **60 feet** of it. If it is within its lair it doesn't need to see this space to teleport to it.

Mirror (Costs 2 Actions). Two illusory dreamholders appear within **30 feet** of the dreamholder, and the dreamholder can then immediately teleport, switching places with one of the illusory duplicates. Physical interaction with the illusory dreamholder, such as hitting it with an attack, reveals it to be an illusion. A creature can use its action to make a **DC 20 Intelligence (Investigation)** check to inspect one dreamholder within **30 feet** of it, determining if it's an illusion on a success. When the dreamholder uses an eye ray, all the illusions fire the same eye rays at the same target, and when it teleports, so too do the illusions. All the illusions disappear at the end of the dreamholder's next turn.

Opposite: Roberto Lima

The Dreamers

Found exclusively in dreamscapes, dreamers are the psyches of sentient creatures blocked from re-entering their corporeal form. The longer a psyche spends in a dreamholder's twisted realm, the more corrupted it becomes, losing the virtues, values, and empathy it once held dear.

Damage. The mind is a magnificent thing, capable of adapting to new realities, and parsing the stimuli in the best way it knows how. This, however, is the dreamers' weakness; while a blade doesn't technically exist in a dreamscape, the mind interprets the damage the blade should cause, creating internal psychic trauma in the host's corporeal body.

Sleepwalkers

A dreamer that has recently succumbed to a dreamholder's manipulations is known as a sleepwalker. These individuals are entirely deceived by their aberrant puppetmaster, and can be induced to attack others through manipulative illusions and deceit. With careful persuasion or use of magic, such individuals can be brought back to a lucid state and even induced to break free of the dreamholder's stasis.

Sleepwalker

Medium humanoid (psyche), any alignment

Armour Class 12 (natural armour)
Hit Points 27 (6d8)
Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, petrified, poisoned
Senses passive Perception 10
Languages any two languages
Challenge 1 (200 XP) **Proficiency Bonus** +2

Puppet. While in a dreamholder's lair, the sleepwalker sees what the dreamholder wants it to. A creature can use its action to make a **Charisma (Persuasion)** check contested by the dreamholder's **Charisma (Persuasion)** to help the sleepwalker see through the illusion. On a success, the sleepwalker sees through the dreamholder's illusions and can't be beguiled by the dreamholder for the next **24 hours**. On a failure, the sleepwalker believes the creature to be a trick, and any further attempts made to persuade it by that creature automatically fail for the next **24 hours**.

Actions

Multiattack. The sleepwalker makes two melee attacks.

Phantom Fist. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one creature. *Hit:* 7 (**1d10 + 2**) psychic damage.

Horror

A sleepwalker becomes a horror when its mind is finally broken. In constant fear, a horror attacks with unprovoked ferocity. It does not trust kind words, for the dreamholder has tricked it too many times. Only creatures in possession of truly powerful restorative magic can bring back some semblance of sanity to these psyches. Even then, should the mind be restored to its body, it would likely not be recognisable.

Horror

Medium humanoid (psyche), chaotic neutral

Armour Class 15 (natural armour)
Hit Points 52 (8d8 + 16)
Speed 30 ft.; all +5 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	18 (+4)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, petrified, poisoned
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Broken Mind. If the horror is the target of a *greater restoration* spell or more powerful restorative magic, it sees through the dreamholder's illusions and can't be beguiled by the dreamholder for the next **24 hours**.

Slow Fall. While in a dreamscape, a horror is constantly under the effects of the *feather fall* spell.

Actions

Multiattack. The horror makes three attacks.

Phantom Fist. *Melee Weapon Attack*: **+6** to hit, reach 5 ft., one creature. *Hit:* 9 (**1d10 + 4**) psychic damage.

Horrifying Appearance. Each creature within **60 feet** of the horror that can see it must succeed on a **DC 14 Wisdom saving throw** or be **frightened** for **1 minute**. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this horror's Horrifying Appearance for the next **24 hours**.

Horror

Roberto Lima

Phantasm

Medium humanoid (psyche), chaotic evil

Armour Class 17 (natural armour)
Hit Points 97 (13d8 + 39)
Speed 30 ft., fly 40 ft. (hover); all +10 ft. in dreamscape

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	20 (+5)	10 (+0)	6 (-2)

Saving Throws Int +8
Damage Vulnerabilities psychic, thunder
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, petrified, poisoned
Senses passive Perception 10
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Displacement. The phantasm projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have **disadvantage**. Creatures with truesight ignore this trait. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the phantasm is incapacitated or has a speed of 0 feet.

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Actions

Multiattack. The phantasm makes four attacks.

Phantom Fist. *Melee or Ranged Weapon Attack*: **+8** to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 10 (**1d10 + 5**) psychic damage.

Horrifying Visage (Recharge 5-6). Each creature within **60 feet** of the phantasm that can see it must succeed on a **DC 16 Wisdom saving throw** or be **frightened** for **1 minute**. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this phantasm's Horrifying Visage for the next **24 hours**. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Phantasm

It is too late for a phantasm. Their physical form has long since decayed, taking with it all sense of morality. The prevalence of phantasms within a dreamscape is testament to a dreamholder's greed; they exist only because the dreamholder kept ahold of their mind for too long. A true artisan of dream manipulation would release a dreamer on the brink of death, allowing it to find sustenance, safe in the knowledge that it must return to sleep in time.

Dreamscape Adaptation. Years spent severed from a physical form have allowed phantasms to adapt to the dreamscape. Untethered by belief in physical laws, they can fly, pass through solid matter, and can even create minor illusions of their own. Nonmagical attacks no longer pose any threat to them, their minds having relinquished the ties to which lesser dreamers still cling.

Phantasm

Roberto Lima

Faerie-o'-Fires

When a will-o'-wisp basks in the eternal sunset of the Plane of Fey, a change overcomes the malevolent spirit that lies at its heart. In place of a wisps' despair, a faerie develops a guileful and mischievous cunning.

These faeries often pair themselves with more powerful creatures, such as a fey queen with a penchant for collecting waifs and strays, or a territorial suneater owlbear. They act as a lure for such a creatures, coaxing unwary wanderers to follow their cheerful nimbus. If all goes according to the faerie's plan, both faerie and host will gain a meal from this symbiotic mutualism.

Etymology. What came first, *faerie fire* or the faerie-o'-fire? Though the great and prolific wizard Plagiaritrix claimed to have invented the *faerie fire* spell, this origin story is now shrouded in doubt. The faerie-o'-fire's solar flare attack was discovered to have surprisingly similar characteristics to the spell, leading scholars to believe that Plagiaritrix might simply have 'borrowed' it while on one of their many trips to the Plane of Fey.

Faerie-o'-Fire

Tiny fey, chaotic neutral

Armour Class 19
Hit Points 22 (9d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant, poison
Condition Immunities blinded, charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Bright. When the faerie-o'-fire isn't invisible, it sheds bright light in a **5-foot radius**, and dim light for an additional **5 feet**.

Consume Life. As a bonus action, the faerie-o'-fire can target one creature it can see within **5 feet** of it that has 0 hit points and is still alive. The target must succeed on a **DC 10 Constitution saving throw** against this magic or die. If the target dies, the faerie-o'-fire regains 10 (**3d6**) hit points.

Ephemeral. The faerie-o'-fire can't wear or carry anything.

Incorporeal Movement. The faerie-o'-fire can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

Actions

Solar Flare. *Melee Spell Attack*: **+5** to hit, reach 5 ft., one creature. *Hit:* 9 (**2d8**) radiant damage. Until the end of the creature's next turn, the creature sheds bright light in a **5-foot radius** and dim light for an additional 5 feet, attack rolls against the creature have **advantage**, and the creature can't benefit from being invisible.

Invisibility. The faerie-o'-fire magically turns invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Faerie-o'-Fire

Jesse Jackdaw Burns

Fiends and Friends

Fiendcats

> They say it's unlucky to cross paths with a black cat. Well, it's even more unlucky to cross paths with a fiendcat, let alone a pack of 'em!
>
> – Heliana, cat owner

If you thought knocking vases off window ledges and licking the cream out of your coffee were acts of true evil, then you were right, and your cat probably has a fiendcat ancestor. Considered aggravating pests even by fiendish standards, swarms of fiendcats have been known to racketeer dairy farms and creameries, taking payment in the form of the richest whipped cream.

Swarm of Fiendcats

Medium swarm of Tiny fiends, lawful evil

Armour Class 16 (Fiendish Audacity)
Hit Points 78 (12d8 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances bludgeoning, cold, fire, lightning, piercing, and slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fiendish Audacity. The swarm's AC includes its Charisma modifier.

Spellcasting. As long as it has more than half of its hit points, the swarm can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 14**):

1/day each: ***aura of impurity*** [c]*, ***bane*** [c], ***stench*** [c]*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

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 cat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack*: **+6** to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (**6d6**) piercing damage, or 10 (**3d6**) piercing damage if the swarm has half its hit points or fewer. In addition, the target must make a **DC 13 Constitution saving throw**, taking 14 (**4d6**) poison damage and becoming **poisoned** for **1 minute** on a failure, or taking half as much damage and not becoming poisoned on a success.

Swarm of Fiendcats

Ognjen Sporin

Handlers

Handlers are a case study in misdirection. Due to their imposing presence, musculature, and distinctly fiendish glare, they are often mistaken for a pygmy raksha's shapeshifting disguise. This is entirely intentional; the handler's sole job is to protect its fiendish master.

Soulbound Handler

Medium humanoid, lawful evil

Armour Class 16 (Fiendish Audacity, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Dex +4, Con +5, Wis +4, Cha +4
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fiendish Audacity. The handler's AC includes its Charisma modifier.

Fiendish Fury. The handler deals an extra 5 (**1d10**) damage when it hits with a melee weapon attack (included in the attacks).

Fiendish Vigour. The handler gains **5** temporary hit points at the start of each of its turns. If the handler takes radiant damage, this trait doesn't function at the start of the handler's next turn.

Actions

Multiattack. The handler makes two attacks with its Morningstar or Tommybow.

Morningstar. *Melee Weapon Attack*: **+5** to hit, reach 5 ft., one creature. *Hit:* 14 (**2d10 + 3**) piercing damage.

Brittlebone Splinterspray Tommybow. *Ranged Weapon Attack*: **+4** to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 7 (**2d4 + 2**) piercing damage. Reload (3).

Reactions

Guardian. When a creature within **5 feet** of the handler is the target of an attack, the handler can choose to become the target of the attack instead of the original target.

Fiendish Handler

Medium humanoid, lawful evil

Armour Class 20 (Fiendish Audacity, shield)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +8, Con +8, Wis +6, Cha +8
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Fiendish Audacity. The handler's AC includes its Charisma modifier.

Fiendish Fury. The handler deals an extra 11 (**2d10**) damage when it hits with a melee weapon attack (included in the attacks).

Fiendish Vigour. The handler gains **10** temporary hit points at the start of each of its turns. If the handler takes radiant damage, this trait doesn't function at the start of the handler's next turn.

Actions

Multiattack. The handler makes three attacks with its Morningstar or Tommybow.

Morningstar. *Melee Weapon Attack*: **+8** to hit, reach 5 ft., one creature. *Hit:* 20 (**3d10 + 4**) piercing damage.

Splinterspray Tommybow. *Ranged Weapon Attack*: **+8** to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 11 (**3d4 + 4**) piercing damage. Reload (4).

Reactions

Guardian. When a creature within **5 feet** of the handler is the target of an attack, the handler can choose to become the target of the attack instead of the original target.

Deals With Devils. Who says crime doesn't pay? Stronger, more lethal, and more hardy than even a master-at-arms, handlers have traded their soul for infernal power. Sure, they're little more than a glorified cat carrier, but gosh, wouldn't it feel good to be that powerful? What are you going to do with your soul anyway...?

Infernal Handler

Medium humanoid, lawful evil

Armour Class 23 (Fiendish Audacity, shield)
Hit Points 218 (23d8 + 115)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	20 (+5)	10 (+0)	14 (+2)	22 (+6)

Saving Throws Dex +11, Con +11, Wis +8, Cha +12
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Fiendish Audacity. The handler's AC includes its Charisma modifier.

Fiendish Fury. The handler deals an extra 16 (**3d10**) damage when it hits with a melee weapon attack (included in the attacks).

Fiendish Vigour. The handler gains **15** temporary hit points at the start of each of its turns. If the handler takes radiant damage, this trait doesn't function at the start of the handler's next turn.

Actions

Multiattack. The handler makes four attacks with its Morningstar or Tommybow.

Morningstar. *Melee Weapon Attack*: **+11** to hit, reach 5 ft., one creature. *Hit:* 27 (**4d10 + 5**) piercing damage.

Devilbone Splinterspray Tommybow. *Ranged Weapon Attack*: **+11** to hit, range 30/120 ft., two creatures within 5 feet of each other. *Hit:* 15 (**4d4 + 5**) piercing damage. Reload (5).

Reactions

Guardian. When a creature within **5 feet** of the handler is the target of an attack, the handler can choose to become the target of the attack instead of the original target.

Pygmy Rakshasa

Pygmy rakshasas are experts in middle management. Surrounding themselves with burly handlers, made scientists, and any who might sell their soul for a chance at power, they answer only to their archdevil overlords.

Weave Bender. While the pygmy rakshasa's full-sized cousin enjoys a more robust blanket immunity to magic, the pygmy rakshasa forgoes some of this antimagic potency in order to cause chaos. Bending the weave, it can redirect magic, causing its foes to strike one another.

Vindictive and Vicious. Like their cousins, pygmy rakshasa are evil spirits embroiled in mortal, feline flesh. If killed on the Material Plane, a pygmy rakshasa is sent back to the Hells in spirit form until it reforms. Upon its return, a pygmy rakshasa will stalk the land looking for the one who laid it low, or, if their quarry's mortal form has expired, their kith and kin.

Ninth Life. When a pygmy rakshasa is first killed, its disbelief and arrogance sustain it, causing it to rise again in a gruesome mummified form. Its furious, shrill screeching causes all but the hardiest foes to cover their ears in distress. Those that survive such an endeavour live in fear of the rakshasa's inevitable return.

Regional Effects

The area within 6 miles of the pygmy rakshasa's lair has the following unique properties:

- ***Hairweeds.*** Tumbleweeds made of cat hair abound wherever the wind takes them.
- ***Land on Your Feet.*** Creatures have a tendency to always land on their feet, gaining **advantage** on any ability checks or saving throws they make to prevent falling **prone**.
- ***Sunbeams.*** Sunbeams create particularly comfortable areas in which to stretch out and relax. When a creature starts a short rest in such an area, it must succeed on a **VDC Wisdom saving throw** or fall asleep for the rest's duration. Regardless of the result, such a creature gains 1 additional hit point for each Hit Die it spends to recover hit points at the end of the rest.
- ***Unsafe Ledges.*** All shelves are unsafe; occasional wafts of magic cause any objects near the edge of a shelf, ledge, or overhang to be knocked off.

Lair Actions

While a pygmy rakshasa lives, it can invoke the ambient magic of its lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam	Weave Snap Damage
6th	13	5 (**2d4**)	2 (**1d4**)
13th	16	14 (**4d6**)	4 (**1d8**)
18th	18	28 (**8d6**)	7 (**2d6**)

Pygmy Rakshasa Mewling

Small fiend, lawful evil

Armour Class 15 (natural armour)
Hit Points 65 (10d6 + 30)
Speed 35 ft.

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

Saving Throws Dex +6
Skills Deception +7, Insight +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 6 (2,300 XP) or 8 (3,900 XP) if paired with Soulbound Handler.
Proficiency Bonus +3

Legendary Resistance (3/Day). If the rakshasa fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has **advantage** on saving throws against all other spells and magical effects.

Ninth Life (Recharges after a Short or Long Rest). If the rakshasa would be reduced to 0 hit points, its current hit point total instead resets to **65** hit points and it gains **40** temporary hit points as deformed, tumorous growths sprout from its skin. Additionally, the rakshasa can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 2,900 XP (5,200 XP total) for defeating the rakshasa after its Ninth Life activates.

Spellcasting. The rakshasa can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 15**, **+7** to hit with spell attacks):

At will: ***can't trip****, *detect thoughts* [c], *disguise self*, *minor illusion*
3/day each: *charm person*, *detect magic* [c], ***enrage*** [c]*, *major image* [c], *suggestion* [c]
1/day each: ***dominate person*** [c], ***cannotrip*** [c]*, ***greater invisibility*** [c], *true seeing*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Actions

Multiattack. The rakshasa makes two Claw attacks.

Claw. *Melee Weapon Attack*: **+6** to hit, reach 5 ft., one creature. *Hit*: 6 (**1d6 + 3**) slashing damage, and the target is **cursed** if it is a creature. For the next **minute**, the target can't be affected by spells or magical effects of 2nd level or lower except for those cast by the rakshasa. In addition, the magic of any non-artifact item the target holds, carries, or touches is suppressed while the target is in contact with the item. The curse can be lifted by a *remove curse* spell.

Reactions

Weavebender. When a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakshasa, the rakshasa can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of focus by up to **10 feet** in any direction.

Legendary Actions

The rakshasa 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 rakshasa regains spent legendary actions at the start of its turn.

Devil's Hiss. The rakshasa issues a command to the Handler or a creature charmed by it. If the target can hear the rakshasa and is within **120 feet** of it, it moves up to half its speed and makes one weapon attack against a creature of the rakshasa's choice within its reach.

Cast a Spell (Costs 2 Actions). The rakshasa casts a spell.

Purr (Costs 2 Actions). The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it that can hear it must succeed a **DC 15 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

Mythic Actions

If the rakshasa's Ninth Life trait has activated in the last hour, it can use the options below as legendary actions.

Wind Strike. The rakshasa teleports up to **30 feet** to an unoccupied space within **5 feet** of a creature it can see, and then can make a melee spell attack (**+7** to hit) against that creature. On a hit, the target takes 11 (**2d10**) force damage.

Caterwaul (Costs 2 Actions). The rakshasa lets forth an ear-screeching wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC 15 Constitution saving throw**. On a failure, a creature takes 7 (**2d6**) thunder damage and 7 (**2d6**) psychic damage, and drops anything it is holding as it instinctually covers it ears. On a success, a creature takes half as much damage and maintains its grip on what it holds.

Lair Actions. On initiative count 20 (losing initiative ties), the rakshasa takes one of the following lair actions; the rakshasa can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Fish Guts.*** The internal viscera of thousands of fish pours down in a **10-foot-radius, 30-foot-high cylinder**. Each creature in the area must succeed on a **VDC Constitution saving throw** or become **poisoned** until initiative count 20 on the next round. Until the fish are removed, the ground in the area is difficult terrain and a creature in this area has **disadvantage** on saving throws made to maintain its concentration.

Ognjen Sporin

Pygmy Rakshasa

Small fiend, lawful evil

Armour Class 17 (natural armour)
Hit Points 153 (18d6 + 90)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	21 (+5)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Str +4, Dex +8
Skills Deception +9, Insight +7, Stealth +8
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 10 (5,900 XP) or 14 (11,500 XP) if paired with Fiendish Handler.

Proficiency Bonus +4

Spellcasting. The rakshasa can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 17**, **+9** to hit with spell attacks):

At will: ***can't trip****, *detect thoughts* [c], *disguise self*, *minor illusion*
3/day each: *charm person*, *detect magic* [c], ***enrage*** [c]*, *major image* [c], *suggestion* [c]
1/day each: ***dominate person*** [c], ***greater invisibility*** [c], *true seeing*, ***weave entanglement*** [c]*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Legendary Resistance (3/Day). If the rakshasa fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has **advantage** on saving throws against all other spells and magical effects.

Ninth Life (Recharges after a Short or Long Rest). If the rakshasa would be reduced to 0 hit points, its current hit point total instead resets to **153** hit points and it gains **50** temporary hit points as deformed, tumorous growths sprout from its skin. Additionally, the rakshasa can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 11,500 XP (17,400 XP total) for defeating the rakshasa after its Ninth Life activates.

Actions

Multiattack. The rakshasa makes three Claw attacks.

Claw. *Melee Weapon Attack*: **+8** to hit, reach 5 ft., one creature. *Hit:* 7 (**1d6 + 4**) slashing damage, and the target is **cursed** if it is a creature. For the next **minute**, the target can't be affected by spells or magical effects of 4th level or lower except for those cast by the rakshasa. In addition, the magic of any non-artifact item the target holds, carries, or touches is suppressed while the target is in contact with the item. The curse can be lifted by a *remove curse* spell.

Reactions

Weavebender. When a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakshasa, the rakshasa can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of focus by up to **10 feet** in any direction.

Legendary Actions

The rakshasa 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 rakshasa regains spent legendary actions at the start of its turn.

Devil's Hiss. The rakshasa issues a command to the Handler or a creature charmed by it. If the target can hear the rakshasa and is within **120 feet** of it, it moves up to half its speed and makes one weapon attack against a creature of the rakshasa's choice within its reach.

Cast a Spell (Costs 2 Actions). The rakshasa casts a spell.

Purr (Costs 2 Actions). The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it that can hear it must succeed a **DC 17 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

Mythic Actions

If the rakshasa's Ninth Life trait has activated in the last hour, it can use the options below as legendary actions.

Wind Strike. The rakshasa teleports up to **30 feet** to an unoccupied space within **5 feet** of a creature it can see, and then can make a melee spell attack (**+9** to hit) against that creature. On a hit, the target takes 22 (**4d10**) force damage.

Caterwaul (Costs 2 Actions). The rakshasa lets forth an ear-screeching wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC 17 Constitution saving throw**. On a failure, a creature takes 17 (**5d6**) thunder damage and 17 (**5d6**) psychic damage, and drops anything it is holding as it instinctually covers it ears. On a success, a creature takes half as much damage and maintains its grip on what it holds.

Pygmy Rakshasa Kingpin

Small fiend, lawful evil

Armour Class 19 (natural armour)
Hit Points 237 (25d6 + 150)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	22 (+6)	17 (+3)	18 (+4)	24 (+7)

Saving Throws Str +6, Dex +11
Skills Deception +13, Insight +10, Stealth +11
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 17 (18,000 xp) or 21 (33,000 XP) if paired with Infernal Handler.
Proficiency Bonus +6

Spellcasting. The rakshasa can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 21**, **+13** to hit with spell attacks):

At will: ***can't trip****, *charm person*, *detect magic* [c], *detect thoughts* [c], *disguise self*, ***enrage*** [c]*, *major image* [c], *minor illusion*, *suggestion* [c]
1/day each: ***dominate person*** [c], ***greater invisibility*** [c], ***mislead*** [c], *true seeing*, ***weave entanglement*** [c]*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Legendary Resistance (5/Day). If the rakshasa fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has **advantage** on saving throws against all other spells and magical effects.

Ninth Life (Recharges after a Short or Long Rest). If the rakshasa would be reduced to 0 hit points, its current hit point total instead resets to **237** hit points and it gains **100** temporary hit points as deformed, tumorous growths sprout from its skin. Additionally, the rakshasa can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 33,000 XP (51,000 XP total) for defeating the rakshasa after its Ninth Life activates.

Actions

Multiattack. The rakshasa makes three Claw attacks.

Claw. *Melee Weapon Attack*: **+11** to hit, reach 5 ft., one creature. *Hit*: 16 (**2d10 + 5**) slashing damage, and the target is **cursed** if it is a creature. For the next **minute**, the target can't be affected by spells or magical effects of 6th level or lower except for those cast by the rakshasa. In addition, the magic of any non-artifact item the target holds, carries, or touches is suppressed while the target is in contact with the item. The curse can be lifted by a *remove curse* spell.

Reactions

Weavebender. When a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakshasa, the rakshasa can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of focus by up to **10 feet** in any direction.

Legendary Actions

The rakshasa 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 rakshasa regains spent legendary actions at the start of its turn.

Devil's Hiss. The rakshasa issues a command to the Handler or a creature charmed by it. If the target can hear the rakshasa and is within **120 feet** of it, it moves up to half its speed and makes one weapon attack against a creature of the rakshasa's choice within its reach.

Cast a Spell (Costs 2 Actions). The rakshasa casts a spell.

Purr (Costs 2 Actions). The rakshasa lets out a low, thrumming purr. Each creature of the rakshasa's choice within **10 feet** of it that can hear it must succeed a **DC 21 Wisdom saving throw** or be **charmed** by the rakshasa until the end of the rakshasa's next turn. A creature charmed in this way regards the rakshasa as its own offspring, acting protectively towards it.

Mythic Actions

If the rakshasa's Ninth Life trait has activated in the last hour, it can use the options below as legendary actions.

Wind Strike. The rakshasa teleports up to **30 feet** to an unoccupied space within **5 feet** of a creature it can see, and then can make a melee spell attack (**+11** to hit) against that creature. On a hit, the target takes 33 (**6d10**) force damage.

Caterwaul (Costs 2 Actions). The rakshasa lets forth an ear-screeching wail. Each creature within **30 feet** of the rakshasa that can hear the rakshasa must make a **DC 21 Constitution saving throw**. On a failure, a creature takes 28 (**8d6**) thunder damage and 28 (**8d6**) psychic damage, and drops anything it is holding as it instinctually covers it ears. On a success, a creature takes half as much damage and maintains its grip on what it holds.

- ***Swarm.*** The pygmy rakshasa targets one Large or smaller creature within its lair, causing a horde of Tiny beasts and fiends to swarm over it. The creature must make a **VDC Strength saving throw**. On a failure, the creature takes **Vdam** piercing damage and is **restrained** until initiative count 20 on the next round.
- ***Weave Snap.*** The pygmy rakshasa targets one creature within its lair that is attuned to a magic item or under the influence of a spell (GM's discretion), and forces it to make a **VDC Charisma saving throw**. On a failure, the creature takes **Vdam** force damage for each magic item it is attuned to as well as for each level of spell currently affecting it. On a success, it takes half as much damage.

Mummies

While mummy lords will deign to rise from their slumber in order to protect their treasures, no one really wants to get out of bed. Accordingly, nobles of the Lotof's End desert choose their most prized bodyguards to be blessed with the 'serpent's grace'—a blessing that imbues them with undeath and serpent-like deadliness. Though saved from death, these indefatigable immortals are doomed to an eternal, joyless half-life, traipsing the sandstone halls of their betters.

Beginnings of Biomancy. Researchers of the Lotof Desert posit that this serpentine-humanoid fusion was, in fact, the true genesis of the school of biomancy. Analyses of early hieroglyphics show a figure not dissimilar to Dr. Francis N. Stein visiting a desert lord and observing the ritual. Of course, this would make Dr. Stein, the grandfather of biomancy, over a thousand years old, which couldn't possibly be correct... right?

Mummified Immortal

Large undead, lawful evil

Armour Class 16 (natural armour)
Hit Points 153 (18d10 + 54)
Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Infernal, Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The immortal has advantage on saving throws against spells and other magical effects.

Reconstitute. If the immortal dies, its body reforms 24 hours later unless its remains are incinerated.

Actions

Multiattack. The immortal makes three attacks: two with its Khopesh and one with its Glaive. It can replace any number of these attacks with a Rotting Phlegm attack.

Glaive. *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one creature. *Hit:* 16 (**2d10 + 5**) slashing damage plus 7 (**2d6**) necrotic damage.

Khopesh. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one creature. *Hit:* 12 (**2d6 + 5**) slashing damage. plus 7 (**2d6**) necrotic damage.

Rotting Phlegm. *Ranged Weapon Attack:* **+8** to hit, range 20/60 ft., one creature. *Hit:* 14 (**4d6**) necrotic damage.

Ognjen Sporin

Hyphans

Decrepit Hyphan Brute

Large plant (hyphan), lawful neutral

Armour Class 14 (natural armour)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +5
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Grounded. The brute has **advantage** on ability checks and saving throws made to avoid being moved against its will.

Reckless. At the start of its turn, the brute can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

Sun Sickness. While in sunlight, or if it takes **5** or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

Actions

Broken Sword. *Melee Weapon Attack*: **+5** to hit, reach 5 ft., one creature. *Hit*: 8 (**2d4 + 3**) slashing damage.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature one or more sizes smaller than it. A creature whose space it enters must make a **DC 13 Strength saving throw**. On a failure, the creature takes 6 (**1d12**) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is grappled (**escape DC 13**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creatures one or more size categories smaller than it. Each creature whose space it moves through must make a **DC 13 Strength saving throw**, taking 9 (**2d8**) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

Sharing a closer geneology with the common toadstool than with any of the humanoid races, hyphans is the term used for the alien, fungal hive mind and the creatures it animates. Found underground, hyphans line vast subterranean caverns as stationary toadstools, penetrate tremendous expanses of rock and soil as microscopic mycelia, and infect the bodies of creatures. This latter form, though the least common, permits hyphans to interact with other creatures of The Low, while also providing defensive measures in response to incursions by greedy adventurers. All such creatures are part of a single entity, the hyphan colony. Any sensation one portion of the colony experiences, the rest of the colony comes to know about soon after.

Co-opted Assistance. A hyphan hive mind typically adapts an infected creature's body into one of three archetypes: the brute, duskcap, or sporeslinger. These individuals must regularly return to the heart of their colony to be replenished and regain their vigour, lest they become decrepit, dessicated husks.

Hyphan Brute

Jesse Jackdaw Burns

Hyphan Brute

Large plant (hyphan), lawful neutral

Armour Class 17 (natural armour)
Hit Points 126 (12d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +7
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Grounded. The brute has **advantage** on ability checks and saving throws made to avoid being moved against its will.

Reckless. At the start of its turn, the brute can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

Sun Sickness. While in sunlight, or if it takes **10** or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

Actions

Multiattack. The brute makes two melee attacks.

Broken Sword. *Melee Weapon Attack*: **+7** to hit, reach 5 ft., one creature. *Hit*: 11 (**2d6 + 4**) slashing damage.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature one or more sizes smaller than it. A creature whose space it enters must make a **DC 15 Strength saving throw**. On a failure, the creature takes 13 (**2d12**) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is grappled (**escape DC 15**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creatures one or more size categories smaller than it. Each creature whose space it moves through must make a **DC 15 Strength saving throw**, taking 13 (**3d8**) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

Vigorous Hyphan Brute

Large plant (hyphan), lawful neutral

Armour Class 18 (natural armour)
Hit Points 172 (15d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +9
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Grounded. The brute has **advantage** on ability checks and saving throws made to avoid being moved against its will.

Reckless. At the start of its turn, the brute can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

Actions

Multiattack. The brute makes two melee attacks.

Broken Sword. *Melee Weapon Attack*: **+9** to hit, reach 5 ft., one target. *Hit*: 14 (**2d8 + 5**) slashing damage.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature one or more sizes smaller than it. A creature whose space it enters must make a **DC 17 Strength saving throw**. On a failure, the creature takes 18 (**3d12**) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is grappled (**escape DC 17**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creatures one or more size categories smaller than it. Each creature whose space it moves through must make a **DC 17 Strength saving throw**, taking 18 (**4d8**) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

Hyphan Brute

Strong and burly creatures will be formed into brutes. Used for clearing rockfalls and to intimidate interlopers in a hyphan's domain, these large specimens' size can often act as an impediment in the tight tunnels of The Low. On the battlefield, brutes act as juggernauts, sending ranks of foes to the floor—perfect targets for their smaller cousins, the duskcaps. Their bulk and toughness allow them to fight without any sense of self preservation as they rampage through the enemy lines.

Hyphan Duskcap

Lithe, graceful, or otherwise agile creatures can expect to become duskcaps if they should find themselves overcome by a hyphan colony's grasp. Primarily information gatherers, duskcaps are adept at passing without notice, and often patrol a colony's periphery, acting as its eyes and ears.

Brainless Senses. An isolated duskcap—indeed any isolated hyphan—does not possess the ability to understand what it hears; it is the fungal hive mind that interprets those sounds. While a duskcap is within range of a colony's communication spores, this interpretation happens instantaneously. However, if a duskcap should range beyond these spores, it will record everything it hears, to be transmitted to the hive mind with unfailing accuracy upon its return.

Decrepit Hyphan Duskcap

Medium plant (hyphan), lawful neutral

Armour Class 13
Hit Points 33 (6d8 + 6)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Stealth +5, Perception +3
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 7 (**2d6**) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes **5** or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than **1 hour** in direct sunlight.

Actions

Spike. *Melee or Ranged Weapon Attack*: **+5** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (**1d4 + 3**) piercing damage.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to **20 feet** and makes one attack with its Spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a **20-foot cone** or in a **10-foot sphere** centred on it. Each other creature in the area must make a **DC 13 Dexterity saving throw**, taking 14 (**4d6**) piercing damage on a failure or half as much damage on a success.

Jesse Jackdaw Burns

Hyphan Duskcap

Hyphan Duskcap

Medium plant (hyphan), lawful neutral

Armour Class 16 (natural armour)
Hit Points 91 (14d8 +28)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Skills Stealth +7, Perception +6
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 10 (**3d6**) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes **10** or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than **1 hour** in direct sunlight.

Actions

Spike. *Melee or Ranged Weapon Attack*: **+7** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (**1d4 + 4**) piercing damage.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to **20 feet** and makes one attack with its Spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a **20-foot cone** or in a **10-foot sphere** centred on it. Each other creature in the area must make a **DC 15 Dexterity saving throw**, taking 17 (**5d6**) piercing damage on a failure or half as much damage on a success.

Vigorous Hyphan Duskcap

Medium plant (hyphan), lawful neutral

Armour Class 17 (natural armour)
Hit Points 127 (17d8 +51)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	21 (+5)	16 (+3)	10 (+0)	19 (+4)	13 (+1)

Skills Stealth +8, Perception +7
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 17
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 14 (**4d6**) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than **1 hour** in direct sunlight.

Actions

Multiattack. The duskcap makes two attacks with its Spike.

Spike. *Melee or Ranged Weapon Attack*: **+8** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (**1d4 + 5**) piercing damage.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to **20 feet** and makes one attack with its Spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a **20-foot cone** or in a **10-foot sphere** centred on it. Each other creature in the area must make a **DC 16 Dexterity saving throw**, taking 21 (**6d6**) piercing damage on a failure or half as much damage on a success.

Hyphan Sporeslinger

Innately magical creatures that get 'hyphanated' (the term used by scholars to describe the act by which a creature is overcome by a hyphan colony) will become sporeslingers. Some of these individuals may remember the spells they knew in life, but, for the most part, this connection with the Weave is co-opted to provide the colony access to charm-based magics. Sporeslingers use these beguiling enchantments to capture stray creatures and deliver them to the fungal heart where they too can be hyphanated. Without these specimens, a hive mind would have to rely on serendipity to gather new biomass. With them, it can take a more proactive approach.

Self-preservation. A hyphan hive mind is far from stupid. It understands the fragility and value of a sporeslinger. A sporeslinger possesses the ability to produce clouds of obscuring spores (from which to make its escape) and is rarely found alone. On diplomatic missions they may be accompanied by brutes, for their intimidating size. When laying a trap, a sporeslinger may stand alone in a field of barely-visible puffball toadstools, several duskcaps lying in wait in the shadows.

Decrepit Hyphan Sporeslinger

Small plant (hyphan), lawful neutral

Armour Class 12
Hit Points 33 (6d6 + 12)
Speed 25 ft.

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

Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Sorcery Points. The sporeslinger has **3** sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger 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 sporeslinger 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).

Sun Sickness. While in sunlight, or if it takes **5** or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than **1 hour** in direct sunlight.

Spellcasting. The sporeslinger is a 3rd-level spellcaster and can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 13**, **+5** to hit with spell attacks):

At will: ***chill touch***, *mage hand*, *mending*, ***poison spray***
2/day each: *charm person*, ***corrupting ichor*** *, ***mortiferous pulse*** *, ***shield***

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Actions

Sporestaff. *Melee Weapon Attack*: **+2** to hit, reach 5 ft., one creature. *Hit*: 3 (**1d6**) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 13 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter** sphere of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **20-foot cone.** Each non-hyphan creature in the area must succeed on a **DC 13 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

Hyphan Sporeslinger

Small plant (hyphan), lawful neutral

Armour Class 14 (natural armour)
Hit Points 91 (14d6 + 42)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	19 (+4)

Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Sorcery Points. The sporeslinger has **7** sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger 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 sporeslinger 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).

Sun Sickness. While in sunlight, or if it takes **10** or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than **1 hour** in direct sunlight.

Spellcasting. The sporeslinger is a 7th-level spellcaster and can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 15**, **+7** to hit with spell attacks):

At will: *charm person*, ***chill touch***, ***corrupting ichor***, *mage hand*, *mending*
3/day each: ***shield***, ***mirror image***
2/day each: ***haste*** [c], ***mortiferous pulse****
1/day each: ***blight***, ***hypnotic pattern*** [c]

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Actions

Sporestaff. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit*: 4 (**1d6 + 1**) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter sphere** of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **25-foot cone**. Each non-hyphan creature in the area must succeed on a **DC 15 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

Hyphan Sporeslinger

Jesse Jackdaw Burns

Vigorous Hyphan Sporeslinger

Small plant (hyphan), lawful neutral

Armour Class 15 (natural armour)
Hit Points 117 (18d6 + 54)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	15 (+2)	10 (+0)	22 (+6)

Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 120 ft, passive Perception 10
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Sorcery Points. The sporeslinger has **11** sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger 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 sporeslinger 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).

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than **1 hour** in direct sunlight.

Spellcasting. The sporeslinger is an 11th-level spellcaster and can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 17**, **+9** to hit with spell attacks):

At will: *charm person*, ***chill touch***, *mage hand*, *mending*, ***mirror image***, ***mortiferous pulse*** *
3/day each: ***haste*** [c], ***hypnotic pattern*** [c], ***shield***,
2/day each: ***blight***, ***polymorph*** [c]
1/day each: ***dominate person*** [c], ***insect plague*** [c], ***lungburst*** *

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Actions

Sporestaff. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit*: 4 (**1d6 + 1**) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 17 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

Legendary Actions

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter sphere** of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **30-foot cone**. Each non-hyphan creature in the area must succeed on a **DC 17 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

Variant: No Legendary Actions

In scenarios other than The Veiled Lady monster hunt, you may wish to use these hyphans without their legendary actions. If you do so, the brutes' and duskcaps' CRs change as follows (the Sporeslinger's CR stays the same):

- Decrepit Brute — CR 1
- Brute — CR 5
- Vigorous Brute — CR 7
- Decrepit Duskcap — CR 1
- Duskcap — CR 4
- Vigorous Duskcap — CR 5

Teamwork Trio. A brute, duskcap, and sporeslinger that bore an especially close connection pre-hyphanation can bring the experience of that teamwork into the hyphan colony. Such individuals often form teams of three, acting in concert to strike more often, and perform feats that lone hyphans cannot.

Puffling Swarm Spawner

A rapid rustling sound and the gleam of hundreds of tiny proto-eyes might be the only warning an adventurer receives as it walks through a field of swarm spawner fungi. From the depths of these morel-like mushrooms are fired a swarm of six-inch-tall, walking toadstools, whose paper-like skin trembles with contained explosive potential.

Explosive Investment. Though the actions of a swarm spawner fungus and its self-destructive pufflings might seem spiteful at the outset, it's actually a carefully measured trade off. If a colony can gain more biomass than it expends to acquire that biomass, then there is a net gain, and the colony can expand. Using the aeons-spanning knowledge and experience hive minds have at their disposal, hyphan colonies have learnt to hold off from unleashing their traps until their quarry has progressed so deep within a fungal field that its chances of escape are nil.

Swarm Spawner Fungus

Large plant, unaligned

Armour Class 11 (natural armour)
Hit Points 75 (10d10 +20)
Speed 5 ft.

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

Saves Con +4
Damage Immunities necrotic
Condition Immunities charmed, frightened, prone, restrained
Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Actions

Spawn Swarm (Recharge 5–6). The fungus spawns a **swarm of pufflings** in the nearest unoccupied space.

Swarm of Pufflings

Medium swarm of Tiny plants, unaligned

Armour Class 12
Hit Points 60 (8d8 + 24)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	4 (-3)	8 (-1)	3 (-4)

Saves Con +5
Damage Resistances bludgeoning, necrotic, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. While the swarm remains motionless, it is indistinguishable from an ordinary patch of fungus.

Sporeburst. When the swarm takes bludgeoning, force, piercing, slashing, or thunder damage, it releases puffs of necrotic spores. Each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking 13 (**3d8**) necrotic damage on a failed save, or half as much damage on a successful one.

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 mushroom. The swarm can't regain hit points or gain temporary hit points.

Actions

Detonate. The swarm takes 7 (**2d6**) slashing damage that can't be reduced in any way and releases a plume of spores. Each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking 13 (**3d8**) necrotic damage on a failed save, or half as much damage on a successful one.

Swarm of Pufflings

Swarm Spawner Fungus

Mohammed "Aggi" Bellafquih

Veiled Lady

Hyphan colonies have an entirely alien system of ethics compared to other races of The Low. They have no concept of 'murder' or 'theft'; everything is simply 'useful' or 'waste'. This simplified outlook on life often brings hyphan colonies into conflict with other races.

Some colonies employ a plan of rapid relocation, moving themselves to new locations as soon as their existence is discovered. Others act hyper-aggressively, consuming any creature the moment it steps within their borders. Some colonies, in particular those that are in close proximity to other races, have developed a humanoid-like persona to interact with those peoples: a veiled lady.

The landscape of hyphan foreign policy is constantly changing as strategies that result in extermination fail to propogate, and colonies develop new, unique schemes.

Appearance. In the dim light of an underground cavern, a veiled lady appears as a huge, gowned silhouette, faintly feminine in shape. Closer inspection reveals a hollow where one might expect a cranium, and skin formed of constantly shifting threads of ultra-fine mycelia. A veiled lady appears to drift across the floor, gliding up unclimbable walls and squeezing through minute gaps without apparent effort.

Lesser Veiled Lady

Huge plant (hyphan), lawful neutral

Armour Class 15 (natural armour)
Hit Points 66 (7d12 + 21)
Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	14 (+2)	15 (+2)	14 (+2)

Skills Deception +4, Insight +4, Perception +4
Condition Immunities charmed
Damage Immunities necrotic
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 14
Languages Communication Spores, telepathy 120 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Communication Spores. The Veiled Lady's telepathy extends throughout its lair. It communicates using images and emotion.

Detritivore. As a bonus action, the Veiled Lady can target one Small or larger corpse not under the effects of the *gentle repose* spell within **15 feet** of it, draining it of its essence and regaining 10 (**3d6**) hit points. Once a corpse has been targeted by this feature, it becomes desiccated and can't be targeted again.

Legendary Resistance (2/Day). If the Veiled Lady fails a saving throw, it can choose to succeed instead.

Mycelial Form. The Veiled Lady can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and can move through a space as narrow as 1 inch wide without squeezing.

Sun Sickness. While in sunlight, or if it takes **5** or more radiant damage in a single turn, the Veiled Lady has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The Veiled Lady dies if it spends more than **1 hour** in direct sunlight.

Actions

Multiattack. The Veiled Lady uses either its Infectious Spores or Shackles of Pain, if available, then makes a Halluciwhip attack.

Halluciwhip. *Melee Weapon Attack*: **+5** to hit, reach 10 ft., one target. *Hit*: 9 (**3d4 + 3**) slashing damage plus 3 (**1d6**) poison damage and the target must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of its next turn.

Infectious Spores (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 13 Constitution saving throw** or become afflicted by the *fungal infection* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shackles of Pain (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 13 Wisdom saving throw** or become afflicted by the *shackles of pain* spell. The Veiled Lady can have only one creature afflicted by Shackles of Pain at a time.

Legendary Actions

The Veiled Lady 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 Veiled Lady regains spent legendary actions at the start of its turn.

Hyphal Tether. Tendrils of grasping hyphae burst from the ground, grabbing at one creature the Veiled Lady can see within **30 feet** of it. The creature must succeed on a **DC 13 Strength saving throw** or become **grappled** (**escape DC 13**). Until this grapple ends, that creature is **restrained.**

Mycelial Reconstitution. The Veiled Lady dissolves into mycelia, ending any grapples or restraining effects to which it is currently subjected, and reappears in an unoccupied space on the ground it can see within **30 feet** of it. This does not end grapples created by the Veiled Lady's Hyphal Tether.

Whip. The Veiled Lady makes a Halluciwhip attack.

Veiled Lady

Huge plant (hyphan), lawful neutral

Armour Class 16 (natural armour)
Hit Points 138 (12d12 + 60)
Speed 30 ft., burrow 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	21 (+5)	15 (+2)	16 (+3)	16 (+3)

Saves Dex +9, Con +10, Wis +8
Skills Deception +8, Insight +8, Perception +8
Condition Immunities charmed
Damage Immunities necrotic
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18
Languages Communication Spores, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Communication Spores. The Veiled Lady's telepathy extends throughout its lair. It communicates using images and emotion.

Detritivore. As a bonus action, the Veiled Lady can target one Small or larger corpse not under the effects of the *gentle repose* spell within **15 feet** of it, draining it of its essence and regaining 21 (**6d6**) hit points. Once a corpse has been targeted by this feature, it becomes desiccated and can't be targeted again.

Legendary Resistance (3/Day). If the Veiled Lady fails a saving throw, it can choose to succeed instead.

Mycelial Form. The Veiled Lady can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and can move through a space as narrow as 1 inch wide without squeezing.

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the Veiled Lady has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The Veiled Lady dies if it spends more than **1 hour** in direct sunlight.

Symbiotic Vigour (Recharges after a Short or Long Rest). If the Veiled Lady would be reduced to 0 hit points, its current hit point total instead resets to **138** hit points, it gains **138** temporary hit points as beetles, hyphae, and grubs swarm over it, and it recharges its Infectious Spores and Shackles of Pain actions. Additionally, the Veiled Lady can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 18,000 XP (29,500 XP total) for defeating the Veiled Lady after its Symbiotic Vigour activates.

Actions

Multiattack. The Veiled Lady uses either its Infectious Spores or Shackles of Pain, if available, then makes two Halluciwhip attacks.

Halluciwhip. *Melee Weapon Attack*: **+9** to hit, reach 10 ft., one target. *Hit*: 11 (**3d4 + 4**) slashing damage plus 10 (**3d6**) poison damage and the target must succeed on a **DC 18 Constitution saving throw** or be **poisoned** until the end of its next turn.

Infectious Spores (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 18 Constitution saving throw** or become afflicted as by the *fungal infection* spell cast at 6th level for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shackles of Pain (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 18 Wisdom saving throw** or become afflicted by the *shackles of pain* spell. The Veiled Lady can have only one creature afflicted by Shackles of Pain at a time.

Legendary Actions

The Veiled Lady 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 Veiled Lady regains spent legendary actions at the start of its turn.

Hyphal Tether. Tendrils of grasping hyphae burst from the ground, grabbing at one creature the Veiled Lady can see within **30 feet** of it. The creature must succeed on a **DC 18 Strength saving throw** or become **grappled** (**escape DC 18**). Until this grapple ends, that creature is **restrained**.

Mycelial Reconstitution. The Veiled Lady dissolves into mycelia, ending any grapples or restraining effects to which it is currently subjected, and reappears in an unoccupied space on the ground it can see within **30 feet** of it. This does not end grapples created by the Veiled Lady's Hyphal Tether.

Whip. The Veiled Lady makes a Halluciwhip attack.

Mythic Actions

If the Veiled Lady's Symbiotic Vigour has activated in the last hour, it can use the options below as legendary actions.

Spore Bloom. The Veiled Lady recharges and uses its Infectious Spores or Shackles of Pain. The Veiled Lady must use a different legendary action before it uses this one again.

Whirlwhip (Costs 2 Actions). The Veiled Lady flicks its whip in a wide circle. Each creature within **10 feet** of the Veiled Lady must make a **DC 18 Dexterity saving throw**, taking 14 (**4d6**) slashing and 14 (**4d6**) poison damage on a failure, or half as much damage on a success.

Kobold Constructs

While some kobold are blessed with sorcery bequeathed to them by their draconic origins, others possess the ability to believe so fervently that their beliefs manifest. Baron Bodrum has seized upon this untapped form of magic to improve the profits on his 'Buddy Bots' line of automatons. Kobold belief has cut costs by over sixty percent, and designs are in the works for constructs that contain no magical components. Of course, the Kobold Resources department is under strict orders to keep this under wraps lest it make the kobolds begin to doubt their work.

Paradox of Gullibility. This brings us to a paradox. Kobolds are pretty gullible, and will believe almost anything if enough big words and shinies are used. But, if enough of them start believing a lie, the lie can come true. Who's the gullible one then!? On returning from a month in the cramped kobold caves, Dr. Doolots posited that this belief-manifest is a defence mechanism evolved in response to other creatures' desire to abuse kobold gullibility.

Kobold Mech

Barrels, pots, pans, a temperamental arcanomechanical core, and your grandma's retainer are all key ingredients of a kobold mech. Some say they've even seen one that used a kitchen sink. With legs capable of burrowing, javelin-dynamite-missiles for, presumably, mining, and fiery boosters, few things can escape this hunk of lubricated junk.

Kobold Mech

Medium humanoid (kobold), lawful evil

Armour Class 18 (mechsuit)
Hit Points 97 (15d8 + 30)
Speed 40 ft., burrow 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	9 (-1)	10 (+0)

Saving Throws Dex +6
Skills Athletics + 7, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Constructed Weakness. The kobold mech has the following flaw:

Rustable. If the kobold mech takes **10** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

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

Piloted. The kobold mech is piloted by a kobold. The kobold dies if the kobold mech is reduced to 0 hit points.

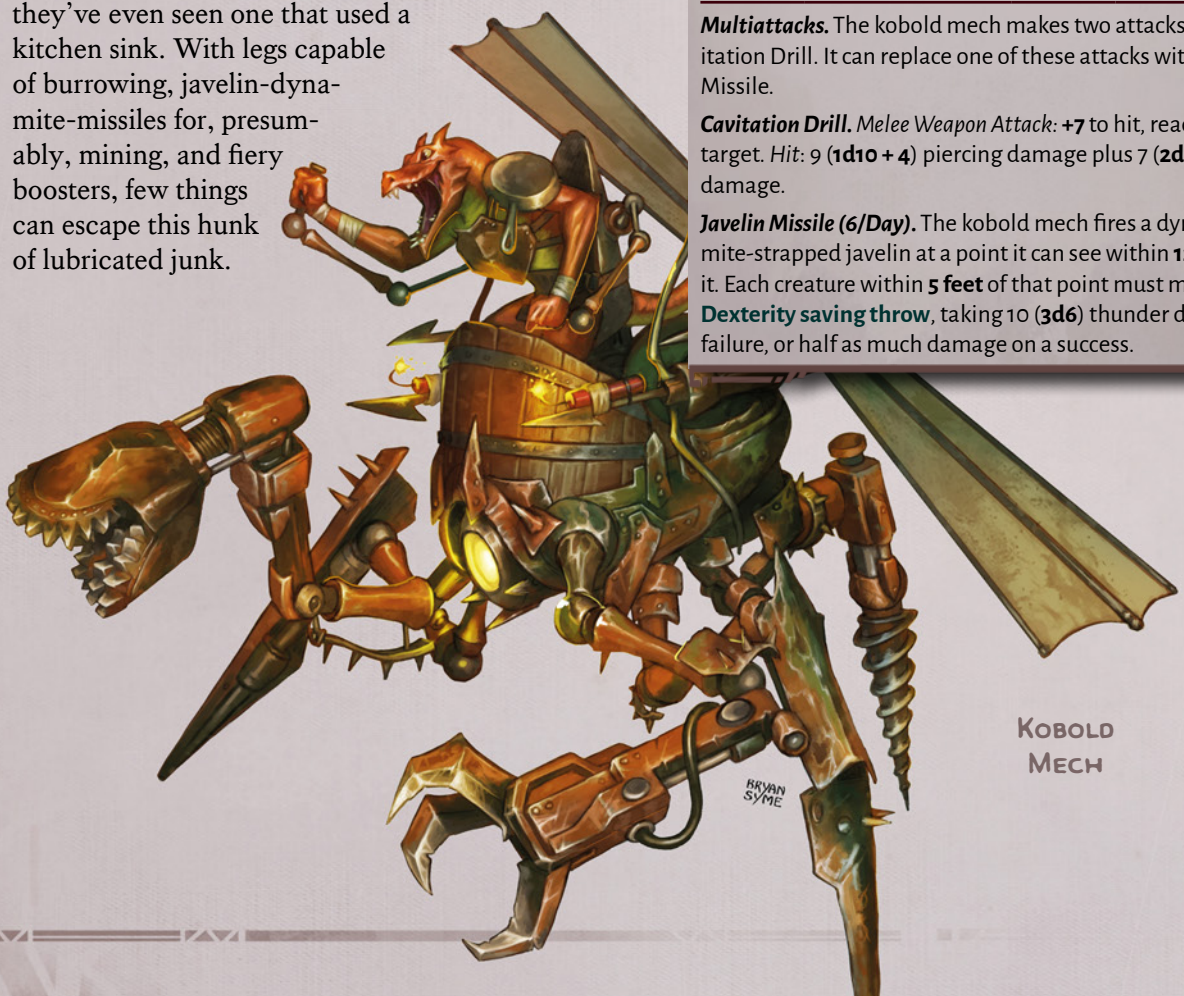
Self-Destruct. When the kobold mech is reduced to 0 hit points, its cache of dynamite immediately explodes. Each creature within **20 feet** of the kobold must make a **DC 14 Dexterity saving throw**, taking 21 (**6d6**) thunder damage on a failure, or half as much damage on a success.

Actions

Multiattacks. The kobold mech makes two attacks with its Cavitation Drill. It can replace one of these attacks with a Javelin Missile.

Cavitation Drill. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) piercing damage plus 7 (**2d6**) thunder damage.

Javelin Missile (6/Day). The kobold mech fires a dynamite-strapped javelin at a point it can see within **120 feet** of it. Each creature within **5 feet** of that point must make a **DC 12 Dexterity saving throw**, taking 10 (**3d6**) thunder damage on a failure, or half as much damage on a success.



Kobold Mech

Bryan Syme; Previous Page: Jesse Jackdaw Burns

Koboldzilla

This machine should not function. Every rivet, bolt, and staple that holds the koboldzilla together is brimming with belief. The metal ignores its maximum shearing load, the wood forgets that it should spontaneously combust, and gravity forms an anomaly around its ridiculously armoured carapace.

Burgeoning Sentience. Before it becomes godlike, the koboldzilla is aware. It causes armour plating to come loose in the nick of time to protect its kobold pilots, and its growing will causes objects for miles around to begin working again with the most rudimentary percussive maintenance. With the belief that only martyrdom can bequest, the koboldzilla is a hair's breadth from apotheososis.

Janky Koboldzilla

Gargantuan construct, unaligned

Armour Class 24* (natural armour)
Hit Points 145 (10d20 + 40)
Speed 20 ft.*, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)*	19 (+4)	1 (-5)	3 (-4)	16 (+3)

Saving Throws Str +9, Con +8, Cha +7
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, stunned
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Apothesosis (Recharges after a Short or Long Rest). If the koboldzilla would be reduced to 0 hit points, its current hit point total instead resets to **145** hit points, it recharges its Dragon Breath, its Dexterity increases to **27 (+8)**, and its Intelligence, Wisdom, and Charisma increase to **16 (+3)**. Additionally, all kobold pilots are incinerated in the process, it can't use its Koboldapult legendary action until it finishes a short or long rest, and the koboldzilla can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 8,400 XP (16,800 XP total) for defeating the koboldzilla after its Apotheosis activates.

Constructed Weakness. The koboldzilla has the following flaws:

Arcanothermic Engine. If the koboldzilla takes **10** or more **cold** damage in a single turn, it can't recharge its Dragon Breath action until the end of its next turn.

Rustable. If the koboldzilla takes **10** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Immutable Form. The koboldzilla is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the koboldzilla fails a saving throw, it can choose to succeed instead.

Loose Plating. When the koboldzilla is reduced to **70** hit points or fewer for the first time since it last finished a long rest, it loses some of its armour plating. Its AC is reduced to **18**, its walking speed is doubled, and its Dexterity increases to **20 (+5)**. These effects last until it finishes a long rest.

Siege Monster. The koboldzilla deals double damage to objects and structures.

Actions

Multiattack. The koboldzilla makes two attacks: one with its Gazebo Smash and one with its Tail.

Gazebo Smash. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., each target within a **5-foot-radius circle**. *Hit:* 12 (**3d4 + 5**) bludgeoning damage.

Tail. *Melee Weapon Attack:* **+9** to hit, reach 20 ft., one target. *Hit:* 15 (**3d6 + 5**) slashing damage.

Dragon Breath (Recharge 5–6). The koboldzilla exhales fire in a **40-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 24 (**7d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The koboldzilla 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 koboldzilla regains spent legendary actions at the start of its turn.

Tail Attack. The koboldzilla makes one Tail attack.

Koboldapult (Costs 2 Actions). The koboldzilla fires a cluster of kobolds at a point within **120 feet** of the koboldzilla. Each creature within **20 feet** of that point must make a **DC 16 Dexterity saving throw**, taking 10 (**3d6**) piercing damage on a failure, or half as much damage on a success. Additionally, 2 (**1d4**) kobolds survive this ordeal, and land **prone** in unoccupied spaces within the area. These kobolds act on initiative count 1.

Mythic Actions

If the koboldzilla's Apotheosis trait has activated in the last hour, it can use the options below as legendary actions.

Takeoff. The koboldzilla upregulates its arcanothermic engine. Each creature within **15 feet** of the koboldzilla must succeed on a **DC 16 Dexterity saving throw** or take 11 (**2d6 + 4**) fire damage and be knocked **prone**. The koboldzilla can then fly up to **60 feet** and begin to hover.

At the end of the next turn, the koboldzilla lands. Each creature in the space where the koboldzilla lands must make a **DC 16 Strength saving throw**. On a failed save, a creature takes 18 (**4d6 + 4**) bludgeoning damage and is knocked **prone** and **restrained** until the koboldzilla moves out of the creature's space. Alternatively, the creature can use an action to make a **DC 16 Strength (Athletics)** check, exiting **prone** in the nearest unoccupied space on a success. On a successful save, a creature takes half as much damage, is not knocked prone, and moves to the nearest unoccupied space.

Arcanothermic Overcharge (Costs 2 Actions). The koboldzilla recharges and uses its Dragon Breath.

Koboldzilla

Gargantuan construct, unaligned

Armour Class 27* (natural armour)
Hit Points 310 (20d20 + 100)
Speed 20 ft.*, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	5 (-3)*	21 (+5)	1 (-5)	3 (-4)	18 (+4)

Saving Throws Str +13, Con +12, Cha +11
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, stunned
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Apothesosis (Recharges after a Short or Long Rest). If the koboldzilla would be reduced to 0 hit points, its current hit point total instead resets to **310** hit points, it recharges its Dragon Breath, its Dexterity increases to **27 (+8)**, and its Intelligence, Wisdom, and Charisma increase to **18 (+4)**. Additionally, all kobold pilots are incinerated in the process, it can't use its Koboldapult legendary action until it finishes a short or long rest, and the koboldzilla can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 33,000 XP (66,000 XP total) for defeating the koboldzilla after its Apotheosis activates.

Constructed Weakness. The koboldzilla has the following flaws:

Arcanothermic Engine. If the koboldzilla takes **20** or more **cold** damage in a single turn, it can't recharge its Dragon Breath action until the end of its next turn.

Rustable. If the koboldzilla takes **20** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Immutable Form. The koboldzilla is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the koboldzilla fails a saving throw, it can choose to succeed instead.

Loose Plating. When the koboldzilla is reduce to **165** hit points or fewer for the first time since it last finished a long rest, it loses some of its armour plating. Its AC is reduced to **19**, its walking speed is doubled, and its Dexterity increases to **20 (+5)**. These effects last until it finishes a long rest.

Siege Monster. The koboldzilla deals double damage to objects and structures.

Actions

Multiattack. The koboldzilla makes two attacks: one with its Gazebo Smash and one with its Tail.

Gazebo Smash. *Melee Weapon Attack*: **+13** to hit, reach 10 ft., each target within a **5-foot-radius circle**. *Hit*: 20 (**4d6 + 6**) bludgeoning damage.

Tail. *Melee Weapon Attack*: **+13** to hit, reach 20 ft., one target. *Hit*: 24 (**4d8 + 6**) slashing damage.

Dragon Breath (Recharge 5–6). The koboldzilla exhales fire in a **60-foot cone**. Each creature in that area must make a **DC 20 Dexterity saving throw**, taking 42 (**12d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The koboldzilla 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 koboldzilla regains spent legendary actions at the start of its turn.

Tail Attack. The koboldzilla makes one Tail attack.

Koboldapult (Costs 2 Actions). The koboldzilla fires a cluster of kobolds at a point within **120 feet** of the koboldzilla. Each creature within **20 feet** of that point must make a **DC 20 Dexterity saving throw**, taking 14 (**4d6**) piercing damage on a failure, or half as much damage on a success. Additionally, 3 (**1d4 + 1**) kobolds survive this ordeal, and land **prone** in unoccupied spaces within the area. These kobolds act on initiative count 1.

Mythic Actions

If the koboldzilla's Apotheosis trait has activated in the last hour, it can use the options below as legendary actions.

Takeoff. The koboldzilla upregulates its arcanothermic engine. Each creature within **15 feet** of the koboldzilla must succeed on a **DC 20 Dexterity saving throw** or take 12 (**2d6 + 5**) fire damage and be knocked **prone**. The koboldzilla can then fly up to **60 feet** and begin to hover.

At the end of the next turn, the koboldzilla lands. Each creature in the space where the koboldzilla lands must make a **DC 20 Strength saving throw**. On a failed save, a creature takes 19 (**4d6 + 5**) bludgeoning damage and is knocked **prone** and **restrained** until the koboldzilla moves out of the creature's space. Alternatively, the creature can use an action to make a **DC 20 Strength (Athletics)** check, exiting **prone** in the nearest unoccupied space on a success. On a successful save, a creature takes half as much damage, is not knocked prone, and moves to the nearest unoccupied space.

Arcanothermic Overcharge (Costs 2 Actions). The koboldzilla recharges and uses its Dragon Breath.

Tuned Koboldzilla

Gargantuan construct, unaligned

Armour Class 30* (natural armour)
Hit Points 462 (28d20 + 168)
Speed 20 ft.*, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	5 (-3)*	23 (+6)	1 (-5)	3 (-4)	20 (+5)

Saving Throws Str +16, Con +14, Cha +13
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, stunned
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Apothesosis (Recharges after a Short or Long Rest). If the koboldzilla would be reduced to 0 hit points, its current hit point total instead resets to **462** hit points, it recharges its Dragon Breath, its Dexterity increases to **27 (+8)**, and its Intelligence, Wisdom, and Charisma increase to **20 (+5)**. Additionally, all kobold pilots are incinerated in the process, it can't use its Koboldapult legendary action until it finishes a short or long rest, and the koboldzilla can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 105,000 XP (210,000 XP total) for defeating the koboldzilla after its Apotheosis activates.

Constructed Weakness. The koboldzilla has the following flaws:

Arcanothermic Engine. If the koboldzilla takes **30** or more **cold** damage in a single turn, it can't recharge its Dragon Breath action until the end of its next turn.

Rustable. If the koboldzilla takes **30** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Immutable Form. The koboldzilla is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the koboldzilla fails a saving throw, it can choose to succeed instead.

Loose Plating. When the koboldzilla is reduce to **231** hit points or fewer for the first time since it last finished a long rest, it loses some of its armour plating. Its AC is reduced to **20**, its walking speed is doubled, and its Dexterity increases to **20 (+5)**. These effects last until it finishes a long rest.

Siege Monster. The koboldzilla deals double damage to objects and structures.

Actions

Multiattack. The koboldzilla makes three attacks: one with its Dragon Bite, one with its Gazebo Smash, and one with its Tail. It can use Dragon Breath in place of its Dragon Bite.

Dragon Bite. *Melee Weapon Attack*: **+16** to hit, reach 10 ft., one target. *Hit*: 30 (**4d10 + 8**) piercing damage.

Gazebo Smash. *Melee Weapon Attack*: **+16** to hit, reach 10 ft., each target within a **5-foot-radius circle**. *Hit*: 26 (**4d8 + 8**) bludgeoning damage.

Tail. *Melee Weapon Attack*: **+16** to hit, reach 20 ft., one target. *Hit*: 30 (**4d10 + 8**) slashing damage.

Dragon Breath (Recharge 5–6). The koboldzilla exhales fire in a **90-foot cone**. Each creature in that area must make a **DC 22 Dexterity saving throw**, taking 63 (**18d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The koboldzilla 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 koboldzilla regains spent legendary actions at the start of its turn.

Tail Attack. The koboldzilla makes one Tail attack.

Koboldapult (Costs 2 Actions). The koboldzilla fires a cluster of kobolds at a point within **120 feet** of the koboldzilla. Each creature within **20 feet** of that point must make a **DC 22 Dexterity saving throw**, taking 21 (**6d6**) piercing damage on a failure, or half as much damage on a success. Additionally, 4 (**1d4 + 2**) kobolds survive this ordeal, and land **prone** in unoccupied spaces within the area. These kobolds act on initiative count 1.

Mythic Actions

If the koboldzilla's Apotheosis trait has activated in the last hour, it can use the options below as legendary actions.

Takeoff. The koboldzilla upregulates its arcanothermic engine. Each creature within **15 feet** of the koboldzilla must succeed on a **DC 22 Dexterity saving throw** or take 13 (**2d6 + 6**) fire damage and be knocked **prone**. The koboldzilla can then fly up to **60 feet** and begin to hover.

At the end of the next turn, the koboldzilla lands. Each creature in the space where the koboldzilla lands must make a **DC 22 Strength saving throw**. On a failed save, a creature takes 20 (**4d6 + 6**) bludgeoning damage and is knocked **prone** and **restrained** until the koboldzilla moves out of the creature's space. Alternatively, the creature can use an action to make a **DC 22 Strength (Athletics)** check, exiting **prone** in the nearest unoccupied space on a success. On a successful save, a creature takes half as much damage, is not knocked prone, and moves to the nearest unoccupied space.

Arcanothermic Overcharge (Costs 2 Actions). The koboldzilla recharges and uses its Dragon Breath.

A Koboldzilla's Lair

The koboldzilla's lair is unique in that it is created by the concentrated belief of all its kobold pilots (or, in its mythic state, its belief in itself).

Regional Effects

The region containing the koboldzilla's lair is buoyed by the abundant belief, which creates one or more of the following effects:

- Tapping a device and saying "she hasn't let me down yet" ensures that the apparatus in question won't fail until the very last moment while within 6 miles of the lair.
- The *mending* cantrip and *fixit* spell (see page 503) have their casting times halved within 1 mile of the lair.
- When automatons and constructs within 1 mile of the lair are healed, they regain twice as many hit points.

Lair Actions

Until the koboldzilla is destroyed, the kobolds' collective belief manifests as the following lair actions. The DCs and damage of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam
7th	14	7 (**2d6**)
14th	16	14 (**4d6**)
20th	18	28 (**8d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the koboldzilla takes one of the following lair actions; the koboldzilla can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Airstrike.*** A jetpack-powered kobold bursts out of the ground and proceeds to drop sticks of dynamite in a broad path before its engine backfires and it flies off into a nearby building. Each creature in a **10-foot-wide, 50-foot-long line** must make a **VDC Dexterity saving throw**. On a failed save, a creature is knocked **prone** and takes **Vdam** thunder damage. On a successful save, it takes half as much damage and isn't knocked prone.
- ***Chittering Laughter.*** The infectious laughter of ultra-zealous kobolds echoes around the lair. Each non-kobold creature in the lair, other than the koboldzilla, must succeed on a **VDC Wisdom saving throw** or be **frightened** of all kobolds and the koboldzilla until the start of initiative count 20 on the next round.
- ***Swarm of Kobolds.*** Dozens of kobolds erupt from tiny tunnels, grabbing at the adventurers' various accoutrements, before disappearing back down the holes. Each non-kobold creature in the lair, other than the koboldzilla, must make a **VDC Dexterity saving throw**. On a success, the creature loses one nonmagical item of its choice that it isn't wearing. On a failure, the creature loses one magical or nonmagical item of the DM's choice that isn't being worn.

Returning Stolen Items

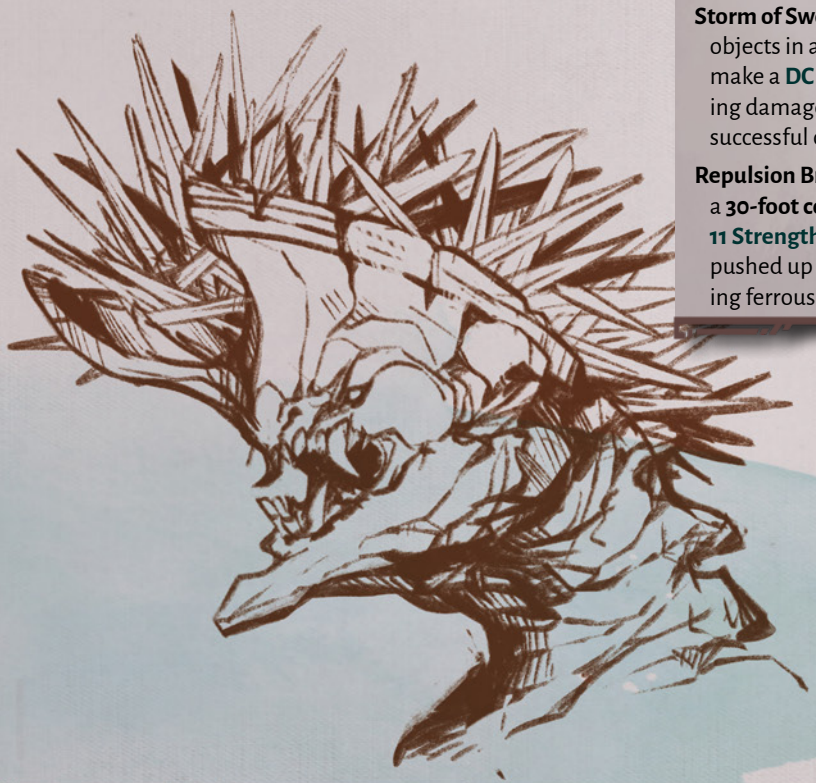
Players really like their magic items. How hard they are to find after the fight concludes is entirely up to you! Letting them be retrievable after the fight concludes should keep everyone happy.

Magnetite Dragons

Matter-of-fact and down-to-earth, magnetite dragons are distant relatives of the metallic dragons, though they lack the ability to shapechange. A magnetite dragon has a bestial slant to its appearance; its short maw, narrow eyes, and stocky hind legs give it the proud and powerful cast of a rearing bull. Two wide horns—the source of its magnetic control—sweep forwards from its brow, often sporting an array of ferrous paraphernalia. Wyrmlings' scales are a dull grey, but quickly take on an iridescent red-blue sheen as they age and are exposed to sources of magic.

Of particular note are its hexofuga: the blocky shards that protrude from its back. These arcano-magnetic organs are the source of its ability to fly, its true wings being small, vestigial structures with little musculature.

Treasure & Power. Made of a keratin-magnetite composite, a magnetite wyrmling's back scales can only develop into hexofuga upon prolonged exposure to arcane fields. In fact, a magnetite dragon's growth and power is intrinsically linked to the duration and magnitude to which it has been exposed to magic. Though a magnetite wyrmling is among the weakest of all dragon wyrmlings, a fully grown individual can rival even a black dragon in power. For this reason, a magnetite dragon has no care for gold and gems; it covets only magical items and sources of arcane power: the stronger the better.



Magnetite Wyrmling

Medium dragon, neutral

Armour Class 15 (natural armour)
Hit Points 16 (3d8 + 3)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **10 feet** of the dragon is difficult terrain for creatures wearing ferrous armour.

Superconductor. If the dragon takes **1** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 7 (**1d10 + 2**) piercing damage.

Sword Shot. *Ranged Weapon Attack:* **+4** to hit, range 30/90 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **15-foot cone**. Each creature in that area must make a **DC 11 Dexterity saving throw**, taking 14 (**4d6**) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 11 Strength saving throw**. On a failed save, the creature is pushed up to **30 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

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Young Magnetite Dragon

Large dragon, neutral

Armour Class 16 (natural armour)
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +3
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **15 feet** of the dragon is difficult terrain for creatures wearing ferrous armour.

Superconductor. If the dragon takes **5** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

Actions

Multiattack. The dragon makes two attacks: one with its Bite and one with its Claws, or two with its Sword Shot.

Bite. *Melee Weapon Attack*: **+6** to hit, reach 10 ft., one target. *Hit:* 14 (**2d10 + 3**) piercing damage.

Claw. *Melee Weapon Attack*: **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) slashing damage.

Sword Shot. *Ranged Weapon Attack*: **+6** to hit, range 40/120 ft., one target. *Hit:* 7 (**1d8 + 3**) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **30-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 21 (**6d6**) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 14 Strength saving throw**. On a failed save, the creature is pushed up to **40 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

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.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a Sword Shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **5 feet** of the dragon must succeed on a **DC 14 Strength saving throw** or be moved up to **5 feet** in a direction of the dragon's choice and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.

Neutral Motives. Magnetite dragons are incensed by the proliferation of order or chaos, and feel a compulsion to maintain the natural, chaotic order of the world. Persuading such a dragon to fight for good or evil is a futile affair, but the mere mention of the Plane of Fey's uncontrolled chaos, or the clockwork nirvana's orderly machinations, is enough to motivate evenly the most slovenly individual.

Magical Magnetite. It is an established arcano-magical fact that magnetite's properties change on exposure to strong magical fields. The usually brittle substance hardens and exhibits much stronger magnetic fields. However, the material's superconducting properties are nullified on exposure to heat. For these reasons, a magnetite dragon typically makes its home in subzero conditions and near strong sources of magic.

A Magnetite Dragon's Lair

Magnetite dragons make their homes in rocky, iron-rich terrain suffused with ambient magic. An abandoned arcane laboratory in a haematite-filled cavern is a lair all magnetite dragons dream of.

Regional Effects

The region containing a legendary magnetite dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Shards of dark-grey crystal thrust up out of the ground, rippling with rainbow shimmers.
- Insects' carapaces are oddly angular, and those that fly do so noiselessly, on stationary, outstretched wings.
- Horns and antlers of local fauna appear warped to create sharp right-angles, almost forming squares atop their heads.

Adult Magnetite Dragon

Huge dragon, neutral

Armour Class 18 (natural armour)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Cha +8
Skills Perception +12, Religion, +7, Stealth +5
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **20 feet** of the dragon is difficult terrain for creatures wearing ferrous armour.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Superconductor. If the dragon takes **10** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

Actions

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claws, or three with its Sword Shot.

Bite. *Melee Weapon Attack*: **+11** to hit, reach 10 ft., one target. *Hit:* 17 (**2d10 + 6**) piercing damage plus 4 (**1d8**) force damage.

Claw. *Melee Weapon Attack*: **+11** to hit, reach 5 ft., one target. *Hit:* 13 (**2d6 + 6**) slashing damage.

Sword Shot. *Ranged Weapon Attack:* **+11** to hit, range 50/150 ft., one target. *Hit:* 12 (**1d12 + 6**) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**, taking 45 (**13d6**) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 18 Strength saving throw**. On a failed save, the creature is pushed up to **60 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

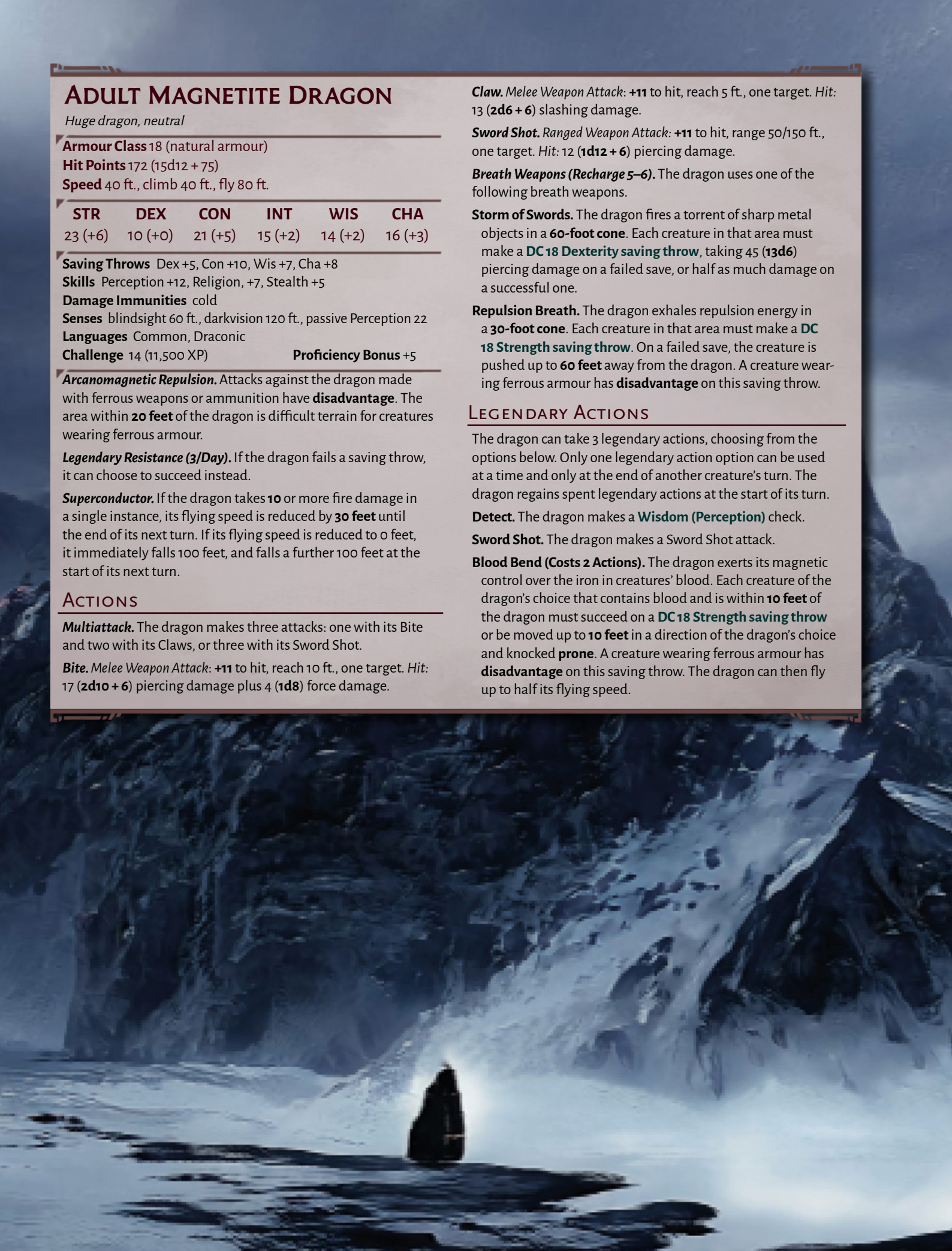
Legendary Actions

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.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a Sword Shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **10 feet** of the dragon must succeed on a **DC 18 Strength saving throw** or be moved up to **10 feet** in a direction of the dragon's choice and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.



Ancient Magnetite Dragon

Gargantuan dragon, neutral

Armour Class 22 (natural armour)
Hit Points 367 (21d20 + 147)
Speed 40 ft., climb 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Cha +11
Skills Perception +17, Religion, +10, Stealth +7
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **30 feet** of the dragon is difficult terrain for creatures wearing ferrous armour.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Superconductor. If the dragon takes **15** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

Actions

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claws, or three with its Sword Shot.

Bite. *Melee Weapon Attack*: **+15** to hit, reach 10 ft., one target. *Hit:* 19 (**2d10 + 8**) piercing damage plus 9 (**2d8**) force damage.

Claw. *Melee Weapon Attack*: **+15** to hit, reach 5 ft., one target. *Hit:* 15 (**2d6 + 8**) slashing damage.

Sword Shot. *Ranged Weapon Attack:* **+15** to hit, range 60/180 ft., one target. *Hit:* 17 (**2d8 + 8**) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **90-foot cone**. Each creature in that area must make a **DC 22 Dexterity saving throw**, taking 70 (**20d6**) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 22 Strength saving throw**. On a failed save, the creature is pushed up to **60 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

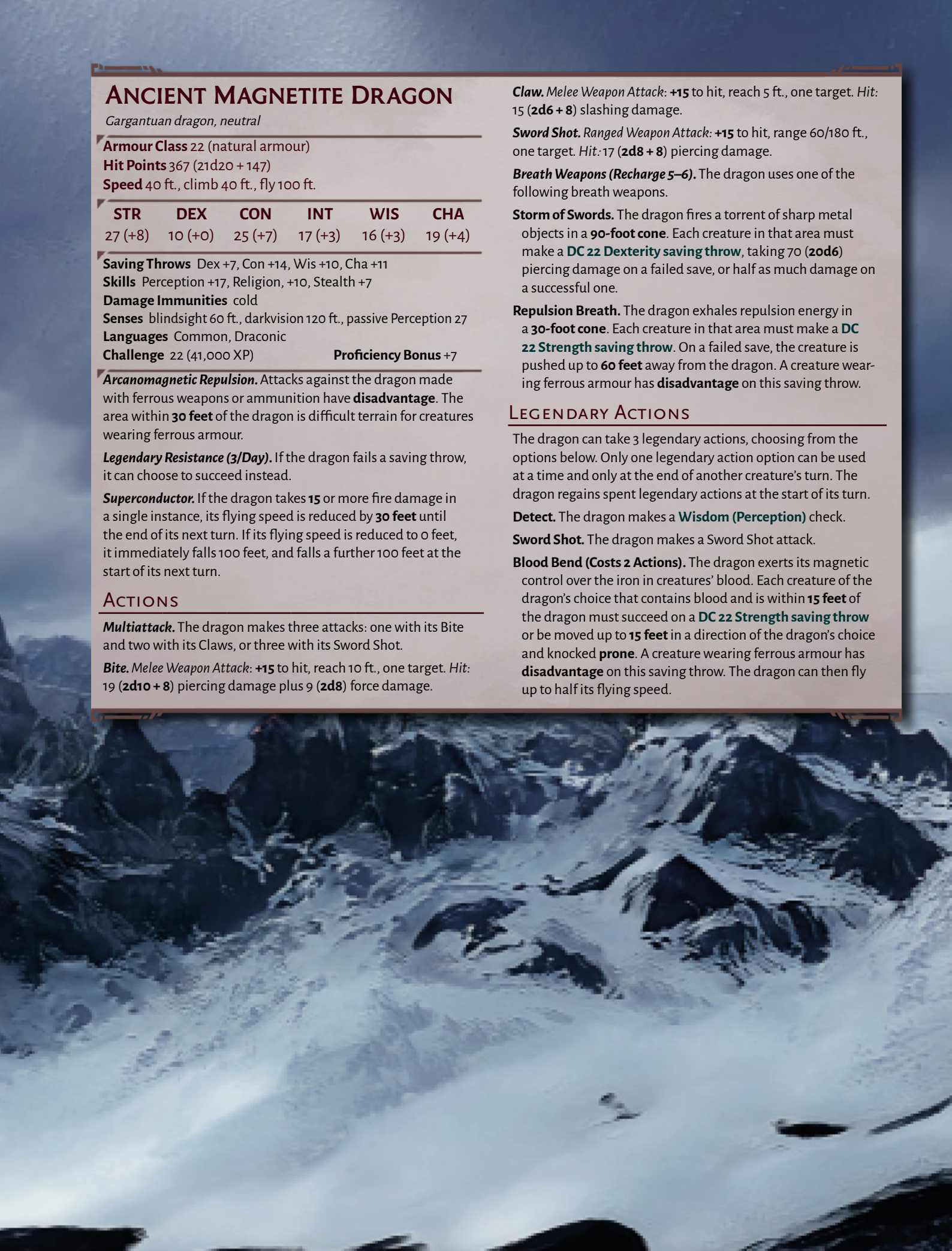
Legendary Actions

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.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a Sword Shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **15 feet** of the dragon must succeed on a **DC 22 Strength saving throw** or be moved up to **15 feet** in a direction of the dragon's choice and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.



Lair Actions

So long as the dragon is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the age of the dragon the party encounters.

Age-Based Saving Throw DC and Damage

Dragon	VDC	Vdam
Young	12	3 (**1d6**)
Adult	15	10 (**3d6**)
Ancient	17	21 (**6d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the dragon takes one of the following lair actions; the dragon can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Magnetic Waves.*** The lair's magnetised rock emits a pulse affecting all ferrous metals within the lair. Each creature holding a ferrous weapon or wearing ferrous armour must make a **VDC Strength saving throw**. On a failure, a creature holding a ferrous weapon is disarmed of its weapon, which flies **10 feet** in a random direction, and a creature wearing ferrous armour is knocked **prone**. Roll a **d8** and consult the Random Directions table to determine the direction.

Jesse Jackdaw Burns

- ***Arcanomagnetic Interference.*** The lair becomes ensconced in an antimagic field until initiative count 20 of the next round. Each spellcaster in the lair immediately makes a **DC 10 Perception** check using its spellcasting ability. On a success, it detects the absence of magic in the lair.
- ***Magnetite Shards.*** Razor-sharp shards erupt from the ground in a **20-foot radius** centred on a point within the lair. Each creature in the area must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. Until initiative count 20 of the next round, the area is subject to nonmagical effects identical to the *spike growth* spell.

Random Directions

d8	Direction	d8	Direction
1	North	5	South
2	North-east	6	South-west
3	East	7	West
4	South-east	8	North-west

Jesse Jackdaw Burns

Mimics

Mimica mutafigura are patient predators that use disguise as a means of attracting unwary creatures. A mimic will then adhere themselves to their prey, making up for their slow speed and inability to pursue a quarry.

Biomancy. Exposure to high levels of biomantic magic has led to subspecies of mimics, *Mimica destorquera*, that distort light to unbalance their foes. Their elongated pseudopodia let them strike at a greater range before closing the distance and exogenously digesting prey using their hyper-corrosive stomach acid.

Mirrormic

Large monstrosity (shapechanger), neutral

Armour Class 15 (natural armour)
Hit Points 153 (18d10 + 54)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +7
Damage Immunities acid
Senses passive Perception 11
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Adhesive (Object Form Only). The mirrormic adheres to anything that touches it. A Huge or smaller creature adhered to the mirrormic is also grappled by it (**escape DC 15**). Ability checks made to escape this grapple have **disadvantage**.

False Appearance (Object Form Only). If the mirrormic is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the mirrormic move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the mirrormic is animate.

Grappler. The mirrormic has **advantage** on attack rolls against any creature grappled by it.

Shapechanger. The mirrormic can use its action to polymorph into an object or back into its true, amorphous form. 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. The mirrormic uses Distort if available, and then makes two melee attacks.

Distort (Object Form Only; Recharge 4-6). The mirrormic projects a **15-foot cone** of distortion until the start of its next turn. Each creature in the area that can see the mirrormic must succeed on **DC 14 Wisdom saving throw** or lose balance and fall **prone**. A creature that fails by 5 or more is **incapacitated** until the end of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the mirrormic until the start of the mirrormic's next turn, when it can avert its eyes again. The mirrormic projects a **15-foot cone** of distortion until the start of its next turn..

Pseudopod. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) bludgeoning damage. If the mirrormic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 13 (**2d8 + 4**) piercing damage plus 9 (**2d8**) acid damage.

Swarm of Baby Mimics

Large swarm of Tiny monstrosities (shapechangers), neutral

Armour Class 12 (natural armour)
Hit Points 32 (5d10 + 5)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills Stealth +3
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Adhesive (Object Form Only). The swarm adheres to anything that touches it. A Huge or smaller creature adhered to the swarm is also grappled by it (**escape DC 13**). Ability checks made to escape this grapple have **disadvantage**.

False Appearance (Object Form Only). If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm is animate.

Grappler. The swarm has **advantage** on attack rolls against any creature grappled by it.

Shapechanger. The swarm can use its action to polymorph into a pile of Tiny objects or back into its true, amorphous form. 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.

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 mimic. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (**2d6**) piercing damage plus 5 (**2d4**) acid damage, or 3 (**1d6**) piercing damage plus 2 (**1d4**) acid damage if the swarm has half of its hit points or fewer.

Roberto Lima

Emaciated Tavern Mimic Brain

Gargantuan monstrosity (shapechanger), alignment varies

Armour Class 14 (natural armour)
Hit Points 72 (5d20 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	3 (-4)	18 (+4)	14 (+2)	10 (+0)	8 (-1)

Saving Throws Str +5, Con +6, Wis +2
Damage Immunities acid
Condition Immunities charmed, paralysed, prone, stunned
Senses blindsight 5 ft., darkvision 60 ft., passive Perception 10
Languages Common plus three other languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Central Nervous System. The mimic's brain is the central nervous system of the tavern mimic. The first time the brain takes damage on a turn, it takes an additional 3 (**1d6**) psychic damage. As a reaction to taking this damage, the brain can relocate itself to any location within the tavern.

Grappler. The brain has **advantage** on attack rolls against any creature grappled by it.

Legendary Resistance (2/Day). If the brain fails a saving throw, it can choose to succeed instead.

Sensitive Gut. The brain's blindsight extends throughout its interior structure.

Shapechanger. The brain can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

Warded. The brain can't be harmed or affected by attacks or effects that originate from outside of it.

Spellcasting. The brain is a 5th-level spellcaster and can cast the following spells, requiring no spell components and using Intelligence as the spellcasting ability (**spell save DC 12**, **+4** to hit with spell attacks):

At will: *create food and water*, *dancing lights*, *minor illusion*, ***pins & needles****, *thaumaturgy*
2/day each: ***corrupting ichor****, ***grease***, ***inflict wounds***, ***shield***
1/day each: ***darkness***[c], *major image*[c], ***zippit!***[c]*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Actions

Multiattack. The brain makes two attacks, one with its Pseudopod and one with its Squirt.

Pseudopod. *Melee Weapon Attack*: **+5** to hit, reach 10 ft., one target. *Hit:* 7 (**1d8 + 3**) bludgeoning damage.

Squirt. *Ranged Weapon Attack*: **+6** to hit, range 20/60 ft., one target. *Hit:* 8 (**1d8 + 4**) acid damage.

Legendary Actions

The brain 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 brain regains spent legendary actions at the start of its turn.

Attack. The brain makes one attack.

Cast a Spell (Costs 2 Actions). The brain casts a spell.

Immune Response (Costs 2 Actions). A torrent of pus gushes from a **10-foot-radius** area of the brain's ceiling. Each creature directly under that area must make a **DC 14 Constitution saving throw**, taking 7 (**2d6**) necrotic damage on a failure, or half as much damage on a success.

Tavern Mimics

One of the rarest forms of mimic, tavern mimics are living structures that provide hospitality, benign or otherwise, in the remote wilds. These shapechanging buildings move using a variety of mechanisms: slug-like convulsions, millions of tiny cilia, or even hundreds of humanoid feet.

Biomantic Origins. Tavern mimics occur when strong biomantic fields in the presence of a large structure, an unattached mind, and a mimic receive a sudden burst of magical energy. The most famous example is Jonjo Starr who, in attempting to create a lich phylactery in the biomantic laboratory of his half brother, Dr. Francis Norman Stein, accidentally fused himself to the building. Such creations are referred to as 'mymilacteries'.

Dark Contest. Tavern mimics often experience strong internal conflict. The basal, voracious appetite of the mimic desires only to consume and grow, while the mind with which it's fused often has more complex desires. Not all tavern mimics are evil; some enjoy existence as a hub of activity, selling shelter and buying the produce on which they feed. Others aim to deceive travellers, giving into their core instincts and feeding on them as they sleep. Clever tavern mimics are selective and opportunistic predators, feeding only on strays and vagabonds who will not be missed.

Lifecycle. Like all mimics, tavern mimics lay eggs. These baby mimics have a limited number of forms they can take, and often appear as a pile of gold coins. This coin form is, in fact, their dispersal strategy. Mixed into a traveller's purse, a baby mimic can quickly find itself miles from home, and able to feed on the fingertips of consumers and pickpockets alike. Like the common cuckoo bird, a baby mimic will often push normal coins and other baby mimics out of a purse to ensure it is more likely to be spent.

Tavern Mimic Brain

Gargantuan monstrosity (shapechanger), alignment varies

Armour Class 15 (natural armour)
Hit Points 124 (8d20 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	3 (-4)	21 (+5)	17 (+3)	10 (+0)	8 (-1)

Saving Throws Str +9, Con +9, Wis +4
Damage Immunities acid
Condition Immunities charmed, paralysed, prone, stunned
Senses blindsight 5 ft., darkvision 60 ft., passive Perception 10
Languages Common plus three other languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Central Nervous System. The mimic's brain is the central nervous system of the tavern mimic. The first time the brain takes damage on a turn, it takes an additional 7 (**2d6**) psychic damage. As a reaction to taking this damage, the brain can relocate itself to any location within the tavern.

Grappler. The brain has **advantage** on attack rolls against any creature grappled by it.

Legendary Resistance (3/Day). If the brain fails a saving throw, it can choose to succeed instead.

Sensitive Gut. The brain's blindsight extends throughout its interior structure.

Shapechanger. The brain can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

Spellcasting. The brain is a 9th-level spellcaster and can cast the following spells, requiring no spell components and using Intelligence as the spellcasting ability (**spell save DC 15**, **+7** to hit with spell attacks):

At will: ***corrupting ichor****(2nd-level), *create food and water, dancing lights, minor illusion,* ***pins & needles****, thaumaturgy*
2/day each: ***acid rain***[c]*, ***darkness***[c], ***shield, zippit!***[c]*
1/day each: ***cloudkill***[c], *programmed illusion,* ***stoneskin***[c]

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Warded. The brain can't be harmed or affected by attacks or effects that originate from outside of it.

Actions

Multiattack. The brain makes two attacks, one with its Pseudopod and one with its Squirt.

Pseudopod. *Melee Weapon Attack*: **+9** to hit, reach 10 ft., one target. *Hit:* 14 (**2d8 + 5**) bludgeoning damage.

Squirt. *Ranged Weapon Attack*: **+9** to hit, range 20/60 ft., one target. *Hit:* 14 (**2d8 + 5**) acid damage.

Legendary Actions

The brain 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 brain regains spent legendary actions at the start of its turn.

Attack. The brain makes one attack.

Cast a Spell (Costs 2 Actions). The brain casts a spell.

Immune Response (Costs 2 Actions). A torrent of pus gushes from a **15-foot-radius** area of the brain's ceiling. Each creature directly under that area must make a **DC 17 Constitution saving throw**, taking 14 (**4d6**) necrotic damage on a failure, or half as much damage on a success.

Opposite: Ognjen Sporin

Nourished Tavern Mimic Brain

Gargantuan monstrosity (shapechanger), alignment varies

Armour Class 15 (natural armour)
Hit Points 210 (12d20 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	3 (-4)	24 (+7)	19 (+4)	10 (+0)	8 (-1)

Saving Throws Str +11, Con +12, Wis +5
Damage Immunities acid
Condition Immunities charmed, paralysed, prone, stunned
Senses blindsight 5 ft., darkvision 60 ft., passive Perception 10
Languages Common plus three other languages
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Central Nervous System. The mimic's brain is the central nervous system of the tavern mimic. The first time the brain takes damage on a turn, it takes an additional 10 (**3d6**) psychic damage. As a reaction to taking this damage, the brain can relocate itself to any location within the tavern.

Grappler. The brain has **advantage** on attack rolls against any creature grappled by it.

Legendary Resistance (3/Day). If the brain fails a saving throw, it can choose to succeed instead.

Sensitive Gut. The brain's blindsight extends throughout its interior structure.

Shapechanger. The brain can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

Spellcasting. The brain is a 13th-level spellcaster and can cast the following spells, requiring no spell components and using Intelligence as the spellcasting ability (**spell save DC 17**, **+9** to hit with spell attacks):

At will: ***corrupting ichor*** *(3rd-level), *create food and water*, *dancing lights*, ***darkness*** [c], *minor illusion*, ***pins & needles*** *, *thaumaturgy*
2/day each: ***acid rain*** [c]*, *major image* [c], ***shield, zippit!*** [c]*
1/day each: ***cloudkill*** [c], *programmed illusion*, ***stoneskin*** [c], *teleport*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration.

Warded. The brain can't be harmed or affected by attacks or effects that originate from outside of it.

Actions

Multiattack. The brain makes two attacks, one with its Pseudopod and one with its Squirt.

Pseudopod. *Melee Weapon Attack*: **+11** to hit, reach 10 ft., one target. *Hit:* 16 (**4d4 + 6**) bludgeoning damage.

Squirt. *Ranged Weapon Attack*: **+12** to hit, range 20/60 ft., one target. *Hit:* 17 (**4d4 + 7**) acid damage.

Legendary Actions

The brain 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 brain regains spent legendary actions at the start of its turn.

Attack. The brain makes one attack.

Cast a Spell (Costs 2 Actions). The brain casts a spell.

Immune Response (Costs 2 Actions). A torrent of pus gushes from a **20-foot-radius** area of the brain's ceiling. Each creature directly under that area must make a **DC 20 Constitution saving throw**, taking 21 (**6d6**) necrotic damage on a failure, or half as much damage on a success.

A Tavern Mimic's Lair

Tavern mimics set up shop along busy trade routes, at well-travelled crossroads, or in mountain passes where no other respite is available. Benign tavern mimics often become recognised features in the landscape, valued by travellers and traders. More hostile tavern mimics will move frequently, lest their malevolent existence be discovered.

Regional Effects

The area within 6 miles of the tavern mimic's favourite spot has the following properties:

- ***Trampled Terrain.*** Trampled ground consisting of hundreds of unique footprints can be found criss-crossing the region. Tracking checks that aim to follow footprints other than the tavern mimic's have **disadvantage**.
- ***Bleached Bones.*** Piles of bleached bones and inorganic matter, such as coins and gemstones, can be found in small piles in the region. Some gold coins among these caches are mimic eggs.
- ***Odd Stories.*** Folks that have travelled through the region often inadvertently take shelter inside the mimic. They tell tales of strange proprietors and bartenders that communicate with one another without talking, of especially comfortable beds, and of fellow travellers that "leave before the crack of dawn" and are never seen again.

Lair Actions

While the tavern mimic lives, it can take the following lair actions. The saving throw DC and damage of the lair actions depend on the level at which you run the hunt, as shown in the following table.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam
3rd	12	3 (**1d6**)
8th	14	7 (**2d6**)
13th	16	14 (**4d6**)

Ognjen Sporin

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

- ***Drool.*** The tavern mimic secretes acid from a part of its ceiling in a **30-foot square**. Each creature directly under the area must make a **VDC Dexterity saving throw**, taking **Vdam** acid damage on a failure, or half as much damage on a success.
- ***Peristalsis.*** A wave shudders through the tavern mimic as its hidden musculature contracts. Each non-mimic creature in the tavern must make a **VDC Dexterity saving throw**. On a failure, a creature takes **Vdam** bludgeoning damage and is pushed **15 feet** in a direction of the tavern mimic's choice, where it falls **prone**. On a success, it is moved **5 feet** in a direction of the tavern mimic's choice, takes no damage, and doesn't fall prone.
- ***Sink.*** A **10-foot square** of the tavern mimic's floor becomes incredibly soft and sticky. Each creature on the floor in the area, or that enters the area for the first time on its turn, must succeed on a **VDC Strength saving throw** or become **restrained**. A creature that ends its turn while restrained in this way sinks **2 feet** into the tavern's floor and takes **Vdam** acid damage. A creature that sinks below its height can't breathe.

  A creature within **5 feet** of a creature restrained in this way, including the restrained creature, can make a **VDC Strength** check, freeing the stuck creature and pulling it to the nearest non-sinking area on a success. The area is difficult terrain for all non-mimic creatures until the tavern mimic finishes a short or long rest.

Suneater Owlbears

It is widely believed that the owlbear is the product of a biomancer's attempt at a chimeric fusion. An owlbear, a creature that combines the aggression of a bear with the irascibility of an owl, is already anything but docile. The influence of the Fey Lands has done nothing to bridle these extreme emotions. In fact, the suneater owlbear is more territorial, more grouchy, and more ravenous than its Material Plane counterparts.

Jesse Jackdaw Burns

Young Suneater Owlbear

Medium fey, unaligned

Armour Class 13 (natural armour)
Hit Points 52 (7d8 + 21)
Speed 40 ft., swim 30 ft.

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

Skills Perception +3
Damage Resistances fire
Damage Immunities radiant
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages –
Challenge 3 (700 XP) **Proficiency Bonus** +2

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains 10 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Supernova (Recharges after a Short or Long Rest). If the owlbear would be reduced to 0 hit points, its current hit point total instead resets to **52** hit points, it recharges its Solar Beam, it immediately uses its Blinding Flash legendary action option (without expending any actions), and a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius. Additionally, the owlbear can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 700 XP (1,400 XP total) for defeating the owlbear after its Supernova activates.

Actions

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack*: **+5** to hit, reach 5 ft., one target. *Hit:* 8 (**1d10 + 3**) piercing damage.

Claw. *Melee Weapon Attack*: **+5** to hit, reach 5 ft., one target. *Hit:* 6 (**1d6 + 3**) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, **60-foot-long line**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (**3d6**) radiant damage on a failed save or half as much damage on a successful one.

Legendary Actions

The owlbear 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 owlbear regains spent legendary actions at the start of its turn.

Claw. The owlbear makes a Claw attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within **60 feet** of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's feather-fronds release a blinding burst of light. Each creature within **30 feet** of the owlbear that can see the owlbear must succeed on a **DC 13 Constitution saving throw** or be **blinded** until the end of the creature's next turn.

Mythic Actions

If the owlbear's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Supernova.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

Catch the Sun. The suneater owlbear can feed on sunlight. It dislocates its huge maw to reveal the photosynthetic pigments specially-adapted to catching the hues of light shed by the Fey Lands' eternal sunset. One should avoid exposed outcroppings of rock in the Fey Lands; these vantage points are often a suneater owlbear's dinner table, and suneaters are extremely territorial.

By comparison, the bright daylight of the Material Plane is a feast, albeit an ephemeral one. The suneater owlbear is used to a constant food supply and the diurnal cycle to which so many Material Plane beasts are adapted leaves a suneater feeling particularly hangry and irritable.

Indolent and Iridescent. The term Batesian mimicry comes from the dungeoneer Bates Buttonchop who would disguise himself as a black pudding in order to loot monster-filled crypts. The dungeon natives would avoid Bates's disguise, having been stung by puddings before, leaving him free to purloin all manner of precious treasures. Suneater owlbears, who're vulnerable in their darkened caves, use this Batesian mimicry to appear like observers, dangerous eye-tyrants from The Low. This combination of above-ground ferocity and below-ground intimidation has proved quite the survival strategy.

Lair Actions

So long as the owlbear is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

Level-Based Saving Throw DC and Damage

Hunt Level	Saving Throw DC	Attack Modifier	Damage
2nd	11	+3	3 (**1d6**)
7th	14	+6	10 (**3d6**)
16th	16	+8	17 (**5d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the owlbear takes one of the following lair actions; the owlbear can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ***Rage.*** The owlbear's territorial rage affects all other creatures within the lair. Each creature must succeed on a **VDC Wisdom saving throw** or immediately use its reaction to make one weapon attack against a random creature within reach/range.

Adult Suneater Owlbear

Large fey, unaligned

Armour Class 15 (natural armour)
Hit Points 95 (10d10 + 40)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	3 (-4)	14 (+2)	16 (+3)

Saves Wis +5, Cha +6
Skills Perception +5
Damage Resistances fire
Damage Immunities radiant
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages –
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (3/Day). If the owlbear fails a saving throw, it can choose to succeed instead.

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains **10** hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Supernova (Recharges after a Short or Long Rest). If the owlbear would be reduced to 0 hit points, its current hit point total instead resets to **95** hit points, it recharges its Solar Beam, it immediately uses its Blinding Flash legendary action option (without expending any actions), and a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius and dispelling magical darkness created by spells of 2nd level or lower in the area. Additionally, the owlbear can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 5,000 XP (8,900 XP total) for defeating the owlbear after its Supernova activates.

Actions

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 14 (**2d8 + 5**) piercing damage.

Claw. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 10 (**2d4 + 5**) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, **60-foot-long line**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking 24 (**7d6**) radiant damage on a failed save or half as much damage on a successful one.

Legendary Actions

The owlbear 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 owlbear regains spent legendary actions at the start of its turn.

Claw. The owlbear makes a Claw attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within **60 feet** of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's feather-fronds release a blinding burst of light. Each creature within **30 feet** of the owlbear that can see the owlbear must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of the creature's next turn.

Mythic Actions

If the owlbear's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Supernova.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

- ***Disorienting Lights.*** Flares and sparkles erupt in a deluge, confusing and disorienting creatures. Each creature in the lair other than the owlbear must succeed on a **VDC Constitution saving throw** or be affected by the *confusion* spell until the end of its next turn.
- ***Summon Sunsprites.*** A **sunsprite** appears next to each creature of the owlbear's choice that it can see and disappears on initiative count 20 of the following round. The sunsprites have 1 hit point each and act on initiative count 10 of this round. They move in order to attack one creature using the attack modifier in the table above, and dealing radiant damage equal to the values in the table above.

Ancient Suneater Owlbear

Huge fey, unaligned

Armour Class 17 (natural armour)
Hit Points 138 (12d12 + 60)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	3 (-4)	16 (+3)	19 (+4)

Saves Wis +8, Cha +9
Skills Perception +8
Damage Resistances fire
Damage Immunities radiant
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the owlbear fails a saving throw, it can choose to succeed instead.

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains **15** hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Supernova (Recharges after a Short or Long Rest). If the owlbear would be reduced to 0 hit points, its current hit point total instead resets to **138** hit points, it recharges its Solar Beam, it immediately uses its Blinding Flash legendary action option (without expending any actions), and a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius and dispelling magical darkness created by spells of 3rd level or lower in the area. Additionally, the owlbear can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 11,500 XP (21,500 XP total) for defeating the owlbear after its Supernova activates.

Actions

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack*: **+11** to hit, reach 5 ft., one target. *Hit:* 19 (**3d8 + 6**) piercing damage.

Claw. *Melee Weapon Attack*: **+11** to hit, reach 5 ft., one target. *Hit:* 13 (**3d4 + 6**) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, **60-foot-long line**. Each creature in the area must make a **DC 18 Dexterity saving throw**, taking 35 (**10d6**) radiant damage on a failed save or half as much damage on a successful one.

Legendary Actions

The owlbear 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 owlbear regains spent legendary actions at the start of its turn.

Claw. The owlbear makes a Claw attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within **60 feet** of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's feather-fronds release a blinding burst of light. Each creature within **30 feet** of the owlbear that can see the owlbear must succeed on a **DC 18 Constitution saving throw** or be **blinded** until the end of the creature's next turn.

Mythic Actions

If the owlbear's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Supernova.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

Jesse Jackdaw Burns

Sunsprites

Tumbling and frolicking in one of the innumerable sunbeams of the Plane of Fey's unending sunset, sunsprites are playful, inquisitive, and capricious creatures. Much like giving a cat a belly rub, playing with a sunsprite is fraught with danger. Though the sunsprite (or cat) may appear to be enjoying themselves, their mood can change in an instant, leaving you with naught but a patch of sunburn (or some cat claw scratches).

Sunfriends. Given their mutual love of sunlight, it is no surprise that suneater owlbears and sunsprites are found in close proximity to one another. When threatened, a suneater owlbear will make use of the bright light shed by these sprites, which position themselves tactically on the owlbear's behalf.

Sunsprite

Tiny fey, chaotic neutral

Armour Class 13
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Skills Acrobatics +7, Perception +3
Damage Immunities radiant
Condition Immunities blinded, charmed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Bright. When the sunsprite isn't invisible, it sheds bright light in a **5-foot radius**, and dim light for an additional **5 feet**.

Death Burst. When the sunsprite dies, it explodes in a burst of light. Each creature within **5 feet** of the sunsprite must make a **DC 10 Dexterity saving throw**, taking 7 (**2d6**) radiant damage on a failed save, or half as much damage on a successful one.

Evasion. When the sunsprite is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage it it fails.

Actions

Dagger. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* **1** piercing damage.

Sunbow. *Ranged Weapon Attack:* **+5** to hit, range 40/160 ft., one target. *Hit:* **1** piercing damage plus 4 (**1d8**) radiant damage.

Invisibility. The sunsprite magically turns **invisible** until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sunsprite wears or carries is invisible with it.

Sunsprite

Jesse Jackdaw Burns

Swallybogs

Swamp natives, swallybogs are an easily deceived race of amphibious humanoids prone to deifying any intelligent life. Amazed by even the most rudimentary of modern technologies, such as metal, swallybogs will quickly deify creatures that bring even a modicum of comfort or order to their lives. Their culture follows a loose hierarchy based on morphological adaptations encountered along their tumultuous lifecycle.

Early Life. Within holy *swabologs*—birthponds, in common—swallybogs begin their life as limbless tadpoles, void of sex or gender. When food is scarce, these tadpoles can become cannibalistic, ensuring only the strongest (or most devious) survive. Some more barbaric tribes purposefully limit food input to bring about this struggle—known as a *florbracka*—ensuring the strength of the next generation.

Emergence & Growth. After a year, these tadpoles absorb their tails and sprout limbs, clambering through the vines and mud to breathe air for the first time, an event known as the *Guppening*. If a swallybog reaches adulthood, an uncommon occurrence in the alligator-filled waterways of swamps, it undergoes a moulting. From its old skin, the swallybog emerges as a sharpfin.

These muscular swallybogs have fins to increase their underwater movement, and adopt the smaller, forward-facing eyes of a predator. These individuals are the guards and hunters of the swallybog people, and are the most likely to encounter wandering adventurers. Importantly, all sharpfins are male.

Matriarchy. The eldest members of any swallybog tribe are the females, known as gillwranglers. Once a year, gillwranglers oversee a phlegm-spitting contest amongst the sharpfins, choosing the strongest to sire the thousand or so eggs each releases into the *swabalog*.

Swallybog

Medium humanoid (swallybog), neutral

Armour Class 13 (hide)
Hit Points 19 (3d8 + 6)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

Skills Stealth +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Swallybog
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The swallybog can breathe air and water.

Gullible. The swallybog has **disadvantage** on **Wisdom (Insight)** checks.

Standing Leap. The swallybog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The swallybog has **advantage** on **Dexterity (Stealth)** checks made to hide in swampy terrain.

Actions

Multiattack. The swallybog makes two attacks, either with its Blowgun or its Trident.

Blowgun. *Ranged Weapon Attack*: **+3** to hit, range 25/100 ft., one target. *Hit:* **1** piercing damage plus 5 (**2d4**) poison damage.

Trident. *Melee or Ranged Weapon Attack*: **+3** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (**1d6 + 1**) piercing damage, or 5 (**1d8 + 1**) piercing damage if used with two hands to make a melee attack.

Jesse Jackdaw Burns

Gillwrangler

Martriarchs of the tribe, gillwranglers are the wisest, fiercest, and most intelligent (although that isn't saying much) of all swallybogs. With this final moulting comes a change in brain chemistry, granting more rational decision-making and a strong grasp of magic. Their druidic magics are often the focus of any ritual or celebration.

Combat. Before a hunt, a gillwrangler blesses sharpfins with enhanced jumping, allowing them to silently leap onto their prey. If endangered, a gillwrangler can summon swarms of insects and whirlpools, whipping foes with lashes of water. Gillwranglers are also the tribe's healers, using swamp plants and magic to prevent wounds from festering.

Swallybog Gillwrangler

Medium humanoid (swallybog), neutral

Armour Class 16 (natural armour)
Hit Points 90 (12d8 + 36)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	9 (-1)	19 (+4)	14 (+2)

Saves Dex +5, Con +6, Wis +7
Skills Nature +2, Perception +7, Stealth +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 17
Languages Common, Druidic, Swallybog
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The swallybog can breathe air and water.

Gullible. The swallybog has **disadvantage** on **Wisdom (Insight)** checks.

Spellcasting. The swallybog is a 10th level spellcaster and can cast the following spells, requiring no spell components and using Wisdom as the spellcasting ability (**spell save DC 15**, **+7** to hit with spell attacks):

At will: *druidcraft*, ***shillelagh***, ***water whip*** *, *jump*
3/day each: ***cure wounds***, ***moonbeam*** [c], ***riptide*** [c] *, ***thunderwave***
2/day each: ***control water*** [c], ***depth charge****, ***dispel magic***
1/day each: ***insect plague*** [c], ***mass cure wounds***, ***polymorph*** [c]

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration

Standing Leap. The swallybog's long jump is up to 20 feet and her high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The swallybog has **advantage** on **Dexterity (Stealth)** checks made to hide in swampy terrain.

Actions

Quarterstaff. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) bludgeoning damage, or 5 (**1d8 + 1**) bludgeoning damage if used with two hands.

Sharpfin

Sharpfins are distinguished by the fin-like plume that rises from the top of their heads. Masters of net-based combat, sharpfins will leap out of the shadows, entangling their quarry in a net, before finishing the job with their tridents.

Swallybog Sharpfin

Medium humanoid (swallybog), neutral

Armour Class 16 (hide armour, shield)
Hit Points 90 (12d8 + 36)
Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	6 (-2)

Skills Athletics +5, Stealth +4, Survival +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Swallybog
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The swallybog can breathe air and water.

Gullible. The swallybog has **disadvantage** on **Wisdom (Insight)** checks.

Net Master. Being within 5 feet of a hostile creature doesn't impose disadvantage on the swallybog's ranged attack rolls. Making an attack with a net doesn't limit the number of non-net attacks the swallybog can make (included in actions).

Standing Leap. The swallybog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The swallybog has **advantage** on **Dexterity (Stealth)** checks made to hide in swampy terrain.

Actions

Multiattack. The swallybog makes three attacks: one with its Net and two with its Trident.

Trident. *Melee or Ranged Weapon Attack*: **+5** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (**1d6 + 3**) piercing damage, or 7 (**1d8 + 3**) piercing damage if used with two hands to make a melee attack, plus 5 (**2d4**) poison damage.

Net. *Ranged Weapon Attack*: **+4** to hit, range 5/10 ft., one target. *Hit:* the target is **restrained** if it is Large or smaller. A creature can use its action to make a **DC 10 Strength** check, freeing itself or another creature within its reach on a success. Dealing **5** slashing damage to the net (**AC 10**) also frees the creature without harming it, ending the effect and destroying the net.

Possessed Mining Suit

Huge elemental, neutral

Armour Class 18 (natural armour)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Skills Athletics +8
Damage Immunities poison
Condition Immunities exhaustion, paralysed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Aquan, Terran
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Arcane Power Source. An arcane power source—a crystal on the mining suit's rear—can be targeted separately from the mining suit (AC 19, 64 hit points, **vulnerability** to thunder damage, and **immunity** to all damage except bludgeoning, force, piercing, and slashing). If the mining suit fails a saving throw against an area of effect, the crystal also fails the saving throw.

If the power source is destroyed, the tar elemental possessing the mining suit moves into the nearest unoccupied space without provoking opportunity attacks and the mining suit becomes an inanimate object.

Flammable. If the mining suit takes fire damage, it ignites. It takes 10 (**3d6**) fire damage at the start of each of its turns and its melee attacks deal an additional 10 (**3d6**) fire damage. If the mining suit is subject to heavy rain or takes **10** or more cold damage in a single instance, the flames are extinguished and the effects end.

Actions

Multiattack. The mining suit makes three attacks: one with its Claw, one with its Demolition Drill, and one with its Pseudopod.

Claw. *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 18 (**3d8 + 5**) slashing damage. If the target is a Large or smaller creature, it is **grappled** (**escape DC 16**). Until this grapple ends, the mining suit has **advantage** on attack rolls using its Claw against the target and the mining suit can't use its Claw on another target.

Demolition Drill. *Melee Weapon Attack:* **+8** to hit, reach 15 ft., one target. *Hit:* 15 (**3d6 + 5**) piercing damage.

Pseudopod. *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 14 (**2d8 + 5**) bludgeoning damage plus 10 (**3d6**) necrotic damage.

Tar Elementals

These viscous, shapeless elementals are natives of the muddy borderlands between the Planes of Water and Earth. Their minds comprise the echoing memories of the thousands of organisms whose decomposition has created their shapeless bodies.

Arcane Activation. When an arcane power source is tuned to the correct frequency, a tar elemental's primordial spark can be drawn into the Material Plane, reforming around a suitable substrate, such as tar or other lipids, like the fat deposits from a long-dead giant space hamster. Such a summoning is often against the elemental's will, leading to violent and aggressive outbursts.

Possessed Mining Suit

Bryan Syme

Possession & Reanimation. Should a tar elemental find itself in contact with such an arcane power source, its powers of decomposition are augmented; it is no longer subject to decay and its touch can enervate living tissue. An augmented tar elemental is also capable of puppeteering a creature, dead or alive, manipulating its body through an external, oily musculature.

Arcane Possession

A creature possessed by a tar elemental is controlled by that elemental and gains the following traits:

- ***Arcane Power Source.*** An arcane power source—a crystal found on the creature—can be targeted separately from the creature (AC 19, 20 hit points, **vulnerability** to thunder damage, and **immunity** to all damage except bludgeoning, force, piercing, and slashing). If the creature fails a saving throw against an area of effect, the crystal also fails the saving throw. If the power source is destroyed, the tar elemental possessing the creature moves into the nearest unoccupied space without provoking opportunity attacks and the creature is released from its control. [The crystal's hit points increase to **42**, **64**, and **86** for Large, Huge, and Gargantuan creatures, respectively].
- ***Flammable.*** If the creature takes fire damage, it ignites. It takes 3 (**1d6**) fire damage at the start of each of its turns and its melee attacks deal an additional 3 (**1d6**) fire damage. If the creature is subject to heavy rain or takes **5** or more cold damage in a single instance, the flames are extinguished and the effects end. [This damage increases to 7 (**2d6**), 10 (**3d6**), and 14 (**4d6**) damage for Large, Huge, and Gargantuan creatures, respectively].

Mini Tar Elemental

Small elemental, neutral

Armour Class 14 (natural armour)
Hit Points 55 (10d6 + 20)
Speed 25 ft., burrow 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, piercing; bludgeoning and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralysed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Aquan, Terran
Challenge 2 (450 XP) **Proficiency Bonus** +2

Flammable. If the elemental takes fire damage, it ignites. It takes 3 (**1d6**) fire damage at the start of each of its turns and its melee attacks deal an additional 3 (**1d6**) fire damage. If the elemental is subject to heavy rain or takes **5** or more cold damage in a single instance, the flames are extinguished and the effects end.

Oil Form. When the elemental moves through water, it uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

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

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack*: **+5** to hit, reach 10 ft., one target. *Hit:* 6 (**1d6 + 3**) bludgeoning damage and the target's speed is reduced by **10 feet** until it or another creature within reach of the target uses its action to clean the target. This speed reduction can stack; if the target's walking speed is reduced to 0 feet by this effect, it is **restrained**.

Arcane Activation. The elemental attempts to possess one Medium or smaller corporeal creature in close proximity to an arcane power source, such as a magitech firearm. The creature must succeed on a **DC 13 Strength saving throw** or be under the elemental's control until the elemental releases it as a bonus action, or the arcane power source is destroyed or is more than **5 feet** from the possessed creature. While the elemental controls a creature in this way, the possessed creature gains the features in the Arcane Possession sidebar.

Tar Elemental

Large elemental, neutral

Armour Class 14 (natural armour)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, piercing; bludgeoning and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralysed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Aquan, Terran
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Flammable. If the elemental takes fire damage, it ignites. It takes 7 (**2d6**) fire damage at the start of each of its turns and its weapon attacks deal an additional 7 (**2d6**) fire damage. If the elemental is subject to heavy rain or takes **5** or more cold damage in a single instance, the flames are extinguished and the effects end.

Oil Form. When the elemental moves through water, it uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

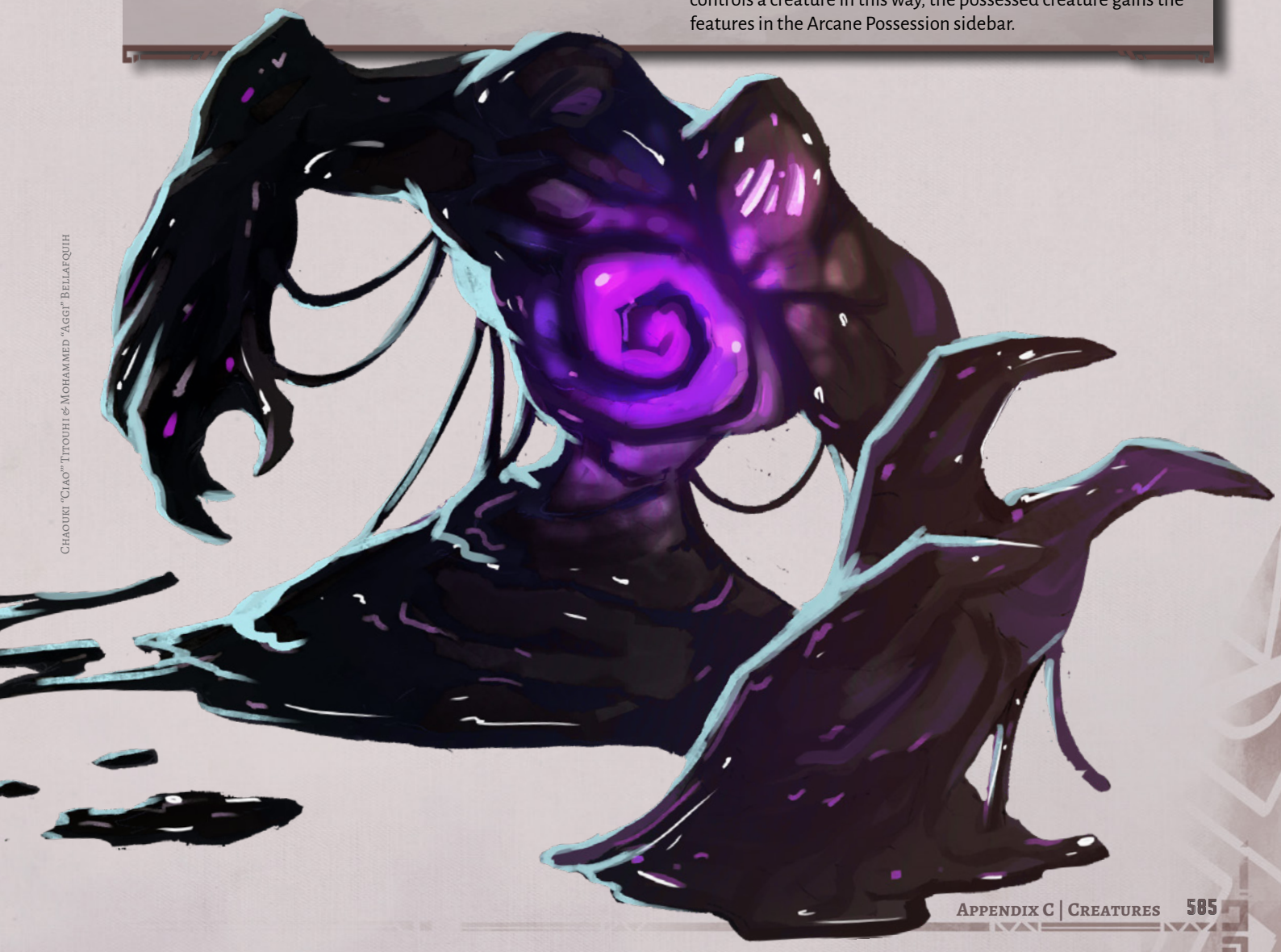
Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack*: **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) bludgeoning damage and the target's speed is reduced by **10 feet** until it or another creature within reach of the target uses its action to clean the target. This speed reduction can stack; if the target's walking speed is reduced to 0 feet by this effect, it is **restrained**.

Arcane Activation. The elemental attempts to possess one Huge or smaller corporeal creature in close proximity to an arcane power source, such as a magitech firearm. The creature must succeed on a **DC 15 Strength saving throw** or be under the elemental's control until the elemental releases it as a bonus action, or the arcane power source is destroyed or is more than **5 feet** from the possessed creature. While the elemental controls a creature in this way, the possessed creature gains the features in the Arcane Possession sidebar.



Chaouki "Ciao" Titouhi & Mohammed "Aggi" Bellafquih

Tarchaeologist

Medium elemental, neutral

Armour Class 14 (natural armour)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	13 (+1)	10 (+0)	10 (+0)

Skills Investigation +3, Sleight of Hand +5
Condition Immunities exhaustion, paralysed, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Aquan, Terran
Challenge 3 (700 XP) **Proficiency Bonus** +2

Arcane Power Source. The crystal in the tarchaeologist's magitech pistol can be targeted separately from the tarchaeologist (AC 19, 20 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). If the tarchaeologist fails a saving throw against an area of effect, the crystal also fails the saving throw.

If the crystal is destroyed, or if the tarchaeologist is disarmed of its pistol (it has a **+7** modifier on ability checks and saving throws to avoid being disarmed), the mini tar elemental possessing the tarchaeologist moves into the nearest unoccupied space without provoking opportunity attacks and the tarchaeologist falls unconscious and stable.

Flammable. If the tarchaeologist takes fire damage, it ignites. It takes 3 (**1d6**) fire damage at the start of each of its turns and its melee attacks deal an additional 3 (**1d6**) fire damage. If the tarchaeologist is subject to heavy rain or takes **5** or more cold damage in a single instance, the flames are extinguished and the effects end.

Necromantic Reinvigoration (1/Ever). If the tarchaeologist is reduced to 0 hit points, its current hit point total instead resets to **52** hit points, its creature type changes to undead, and it gains **immunity** to poison damage and the poisoned condition.

Actions

Multiattack. The tarchaeologist makes three attacks: one with its Pseudopod, one with its Wrench, and one with its Magitech Pistol.

Pseudopod. *Melee Weapon Attack*: **+5** to hit, reach 10 ft., one target. *Hit:* 5 (**1d4 + 3**) bludgeoning damage plus 7 (**2d6**) necrotic damage.

Wrench. *Melee Weapon Attack*: **+5** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) bludgeoning damage.

Magitech Pistol. *Ranged Weapon Attack*: **+5** to hit, range 40/120 ft., one target, loud (500 ft.), reload (2). *Hit:* 7 (**1d8 + 3**) piercing damage.

Bryan Syme

Tarannosaurus Rex

Huge elemental, neutral

Armour Class 16 (natural armour)
Hit Points 230 (20d12 + 100)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, necrotic, piercing; bludgeoning and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralysed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Aquan, Terran
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Arcane Power Source. The crystal in the tarannosaurus' ribcage-can be targeted separately from the tarannosaurus (AC 19, 64 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). If the tarannosaurus fails a saving throw against an area of effect, the crystal also fails the saving throw.

If the crystal is destroyed the tar elemental possessing the tarannosaurus moves into the nearest unoccupied space without provoking opportunity attacks and the tarannosaurus crumbles into a pile of inanimate bones.

Flammable. If the tarannosaurus takes fire damage, it ignites. It takes 10 (**3d6**) fire damage at the start of each of its turns and its melee attacks and Taruption deal an additional 10 (**3d6**) fire damage. If the tarannosaurus is subject to heavy rain or takes **10** or more cold damage in a single instance, the flames are extinguished and the effects end.

Actions

Multiattack. The tarannosaurus makes two attacks: one with its Bite and one with its Tail. It can't make both attacks against the same target. It can use Taruption in place of the Bite attack.

Bite. *Melee Weapon Attack*: **+12** to hit, reach 10 ft., one target. *Hit:* 34 (**4d12 + 8**) piercing damage. If the target is a Medium or smaller creature, it is **grappled** (**escape DC 20**). Until this grapple ends, the target is **restrained** and the tarannosaurus can't bite another target.

Tail. *Melee Weapon Attack*: **+12** to hit, reach 10 ft., one target. Hit: 21 (**3d8 + 8**) bludgeoning damage.

Taruption (Recharge 5-6). The tarannosaurus launches a torrent of tar in a **30-foot cone**. Each creature in the cone that isn't tar- or water-based must succeed on a **DC 17 Strength saving throw** or become **restrained** for **1 minute**. A creature can use its action to make a **DC 17 Strength** check, ending the effect on itself on a success. This area is difficult terrain for **1 minute**, or until it is cleaned.

Bryan Syme

Tar-rasque Hatchling

Gargantuan elemental (titan), unaligned

Armour Class 14 (natural armour)
Hit Points 155 (10d20 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Int +2, Wis +5, Cha +5
Damage Resistances acid, piercing
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralysed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Concealed Arcane Power Source. After the tar-rasque's Primordial Awakening trait activates, the crystal in the tar-rasque's head can be targeted separately from the tar-rasque (AC 19, 80 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). It can only be targeted by a creature grappled by the tar-rasque's Necrotar Tongue, or by creatures that Ready an action for when the tar-rasque makes a Necrotar Tongue attack.

If the crystal is destroyed, the tar-rasque's current hit points are reduced to 0.

Flammable. If the tar-rasque takes fire damage, it ignites. It and any creature it is grappling takes 13 (**2d12**) fire damage at the start of each of its turns and its melee attacks and Necrotaruption deal an additional 13 (**2d12**) fire damage. If the tar-rasque is subject to heavy rain or takes **15** or more cold damage in a single instance, the flames are extinguished and the effects end.

Legendary Resistance (3/Day). If the tar-rasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tar-rasque has **advantage** on saving throws against spells and other magical effects.

Primordial Awakening (Recharges after a Short or Long Rest). If the tar-rasque would be reduced to 0 hit points, its current hit point total instead resets to **155** hit points, it recharges its Necrotaruption, and it regains 1 Legendary Resistance. Additionally, the owlbear can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 11,500 XP (23,000 XP total) for defeating the tar-rasque after its Primordial Awakening activates.

Refractive Exterior. Any time the tar-rasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, some of the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack using the caster's spell attack modifier, and dealing 4 (**1d8**) damage on a hit. Roll a **d4** to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

Actions

Multiattack. The tar-rasque makes three attacks: one with its Necrotar Tongue, one with its Claws, and one with its Tail. It can use its Necrotaruption instead of its Necrotar Tongue.

Necrotar Tongue. *Melee Weapon Attack:* **+10** to hit, reach 60 ft., one target. *Hit:* 15 (**4d4 + 5**) necrotic damage. If the target is a creature, it must succeed on a **DC 18 Strength saving throw** or be **grappled** (**escape DC 18**) and pulled into the tar-rasque's maw. Until this grapple ends, the target is **restrained**, takes 15 (**4d4 + 5**) necrotic damage at the start of each of its turns, and the tar-rasque can't use its tongue on another target.

Claws. *Melee Weapon Attack:* **+10** to hit, reach 15 ft., one target. *Hit:* 19 (**4d6 + 5**) slashing damage.

Tail. *Melee Weapon Attack:* **+10** to hit, reach 20 ft., one target. *Hit:* 15 (**4d4 + 5**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

Necrotaruption (Recharge 5-6). The tar-rasque exhales a torrent of thick tar-phlegm in a **40-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**. On a failed save, a creature takes 21 (**6d6**) necrotic damage and is **restrained** until the end of the tar-rasque's next turn. On a successful save, the creature takes half as much damage and isn't restrained. In addition, until the end of the tar-rasque's next turn, the area is difficult terrain for other creatures and a creature that starts its turn in the area or enters it for the first time on its turn takes 10 (**3d6**) necrotic damage.

Legendary Actions

The tar-rasque 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 tar-rasque regains spent legendary actions at the start of its turn.

Attack. The tar-rasque makes one melee weapon attack.

Move. The tar-rasque moves up to half its speed.

Tremor. The tar-rasque pounds the ground; each creature standing on the ground within **30 feet** of it must succeed on a **DC 18 Dexterity saving** throw or be knocked **prone**.

Mythic Actions

If the tar-rasque's Primordial Awakening trait has activated in the last hour, it can use the option below as legendary action.

Reflux (Costs 2 Actions). The tar-rasque recharges and uses its Necrotaruption.

Tar-rasque Brittlebone

Gargantuan elemental (titan), unaligned

Armour Class 16 (natural armour)
Hit Points 264 (16d20 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	23 (+6)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Int +3, Wis +6, Cha +6
Damage Resistances acid, piercing
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralysed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Concealed Arcane Power Source. After the tar-rasque's Primordial Awakening trait activates, the crystal in the tar-rasque's head can be targeted separately from the tar-rasque (AC 19, 120 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). It can only be targeted by a creature grappled by the tar-rasque's Necrotar Tongue, or by creatures that Ready an action for when the tar-rasque makes a Necrotar Tongue attack.

If the crystal is destroyed, the tar-rasque's current hit points are reduced to 0.

Flammable. If the tar-rasque takes fire damage, it ignites. It and any creature it is grappling takes 19 (**3d12**) fire damage at the start of each of its turns and its melee attacks and Necrotaruption deal an additional 19 (**3d12**) fire damage. If the tar-rasque is subject to heavy rain or takes **15** or more cold damage in a single instance, the flames are extinguished and the effects end.

Legendary Resistance (3/Day). If the tar-rasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tar-rasque has **advantage** on saving throws against spells and other magical effects.

Primordial Awakening (Recharges after a Short or Long Rest). If the tar-rasque would be reduced to 0 hit points, its current hit point total instead resets to **262** hit points, it recharges its Necrotaruption, and it regains 2 Legendary Resistances. Additionally, the owlbear can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 25,000 XP (50,000 XP total) for defeating the tar-rasque after its Primordial Awakening activates.

Refractive Exterior. Any time the tar-rasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, some of the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack using the caster's spell attack modifier, and dealing 9 (**2d8**) damage on a hit. Roll a **d4** to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

Actions

Multiattack. The tar-rasque makes three attacks: one with its Necrotar Tongue, one with its Claws, and one with its Tail. It can use its Necrotaruption instead of its Necrotar Tongue.

Necrotar Tongue. *Melee Weapon Attack:* **+12** to hit, reach 60 ft., one target. *Hit:* 16 (**4d4 + 6**) necrotic damage. If the target is a creature, it must succeed on a **DC 20 Strength saving throw** or be **grappled** (**escape DC 20**) and pulled into the tar-rasque's maw. Until this grapple ends, the target is **restrained**, takes 16 (**4d4 + 6**) necrotic damage at the start of each of its turns, and the tar-rasque can't use its tongue on another target.

Claws. *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 24 (**4d8 + 6**) slashing damage.

Tail. *Melee Weapon Attack:* **+12** to hit, reach 20 ft., one target. *Hit:* 20 (**4d6 + 6**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 20 Strength saving throw** or be knocked **prone**.

Necrotaruption (Recharge 5-6). The tar-rasque exhales a torrent of thick tar-phlegm in a **60-foot cone**. Each creature in that area must make a **DC 20 Dexterity saving throw**. On a failed save, the creature takes 28 (**8d6**) necrotic damage and is **restrained** until the end of the tar-rasque's next turn. On a successful save, the creature takes half as much damage and isn't restrained. In addition, until the end of the tar-rasque's next turn, the area is difficult terrain for other creatures and a creature that starts its turn in the area or enters it for the first time on its turn takes 14 (**4d6**) necrotic damage.

Legendary Actions

The tar-rasque 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 tar-rasque regains spent legendary actions at the start of its turn.

Attack. The tar-rasque makes one melee weapon attack.

Move. The tar-rasque moves up to half its speed.

Tremor. The tar-rasque pounds the ground; each creature standing on the ground within **30 feet** of it must succeed on a **DC 20 Dexterity saving** throw or be knocked **prone**.

Mythic Actions

If the tar-rasque's Primordial Awakening trait has activated in the last hour, it can use the option below as legendary action.

Reflux (Costs 2 Actions). The tar-rasque recharges and uses its Necrotaruption.

Tar-rasque

Gargantuan elemental (titan), unaligned

Armour Class 18 (natural armour)
Hit Points 390 (20d20 + 180)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	28 (+9)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Int +5 , Wis +8, Cha +8
Damage Resistances acid, piercing
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralysed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Concealed Arcane Power Source. After the tar-rasque's Primordial Awakening trait activates, the crystal in the tar-rasque's head can be targeted separately from the tar-rasque (AC 19, 180 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). It can only be targeted by a creature grappled by the tar-rasque's Necrotar Tongue, or by creatures that Ready an action for when the tar-rasque makes a Necrotar Tongue attack.

If the crystal is destroyed, the tar-rasque's current hit points are reduced to 0.

Flammable. If the tar-rasque takes fire damage, it ignites. It and any creature it is grappling takes 26 (**4d12**) fire damage at the start of each of its turns and its melee attacks and Necrotaruption deal an additional 26 (**4d12**) fire damage. If the tar-rasque is subject to heavy rain or takes **20** or more cold damage in a single instance, the flames are extinguished and the effects end.

Legendary Resistance (5/Day). If the tar-rasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tar-rasque has **advantage** on saving throws against spells and other magical effects.

Primordial Awakening (Recharges after a Short or Long Rest). If the tar-rasque would be reduced to 0 hit points, its current hit point total instead resets to **390** hit points and it recharges its Necrotaruption. Additionally, the owlbear can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 90,000 XP (180,000 XP total) for defeating the tar-rasque after its Primordial Awakening activates.

Refractive Exterior. Any time the tar-rasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, some of the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack using the caster's spell attack modifier, and dealing 13 (**3d8**) damage on a hit. Roll a **d4** to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

Actions

Multiattack. The tar-rasque makes five attacks: one with its Necrotar Tongue, two with its Claws, one with its Horns, and one with its Tail. It can use its Necrotaruption instead of its Necrotar Tongue.

Necrotar Tongue. *Melee Weapon Attack:* **+17** to hit, reach 60 ft., one target. *Hit:* 19 (**4d4 + 9**) necrotic damage. If the target is a creature, it must succeed on a **DC 24 Strength saving throw** or be **grappled** (**escape DC 24**) and pulled into the tar-rasque's maw. Until this grapple ends, the target is **restrained**, takes 19 (**4d4 + 9**) necrotic damage at the start of each of its turns, and the tar-rasque can't use its tongue on another target.

Claws. *Melee Weapon Attack:* **+16** to hit, reach 15 ft., one target. *Hit:* 26 (**4d8 + 8**) slashing damage.

Horns. *Melee Weapon Attack:* **+16** to hit, reach 10 ft., one target. *Hit:* 30 (**4d10 + 8**) piercing damage.

Tail. *Melee Weapon Attack:* **+16** to hit, reach 20 ft., one target. *Hit:* 22 (**4d6 + 8**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 24 Strength saving throw** or be knocked **prone**.

Necrotaruption (Recharge 5-6). The tar-rasque exhales a torrent of thick tar-phlegm in a **90-foot cone**. Each creature in that area must make a **DC 24 Dexterity saving throw**. On a failed save, a creature takes 42 (**12d6**) necrotic damage and is **restrained** until the end of the tar-rasque's next turn. On a successful save, the creature takes half as much damage and isn't restrained. In addition, until the end of the tar-rasque's next turn, the area is difficult terrain for other creatures and a creature that starts its turn in the area or enters it for the first time on its turn takes 21 (**6d6**) necrotic damage.

Legendary Actions

The tar-rasque 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 tar-rasque regains spent legendary actions at the start of its turn.

Attack. The tar-rasque makes one melee weapon attack.

Move. The tar-rasque moves up to half its speed.

Tremor. The tar-rasque pounds the ground; each creature standing on the ground within **30 feet** of it must succeed on a **DC 24 Dexterity saving** throw or be knocked **prone**.

Mythic Actions

If the tar-rasque's Primordial Awakening trait has activated in the last hour, it can use the option below as legendary action.

Reflux (Costs 2 Actions). The tar-rasque recharges and uses its Necrotaruption.

Previus Page: Ognjen Sporin; Opposite: Jesse Jackdaw Burns

A Tar-rasque's Lair

A tar-rasque's lair is the area in which its bones became fossilised. Its presence lingers on, pervading every rock, pore, and tar pool.

Lair Actions

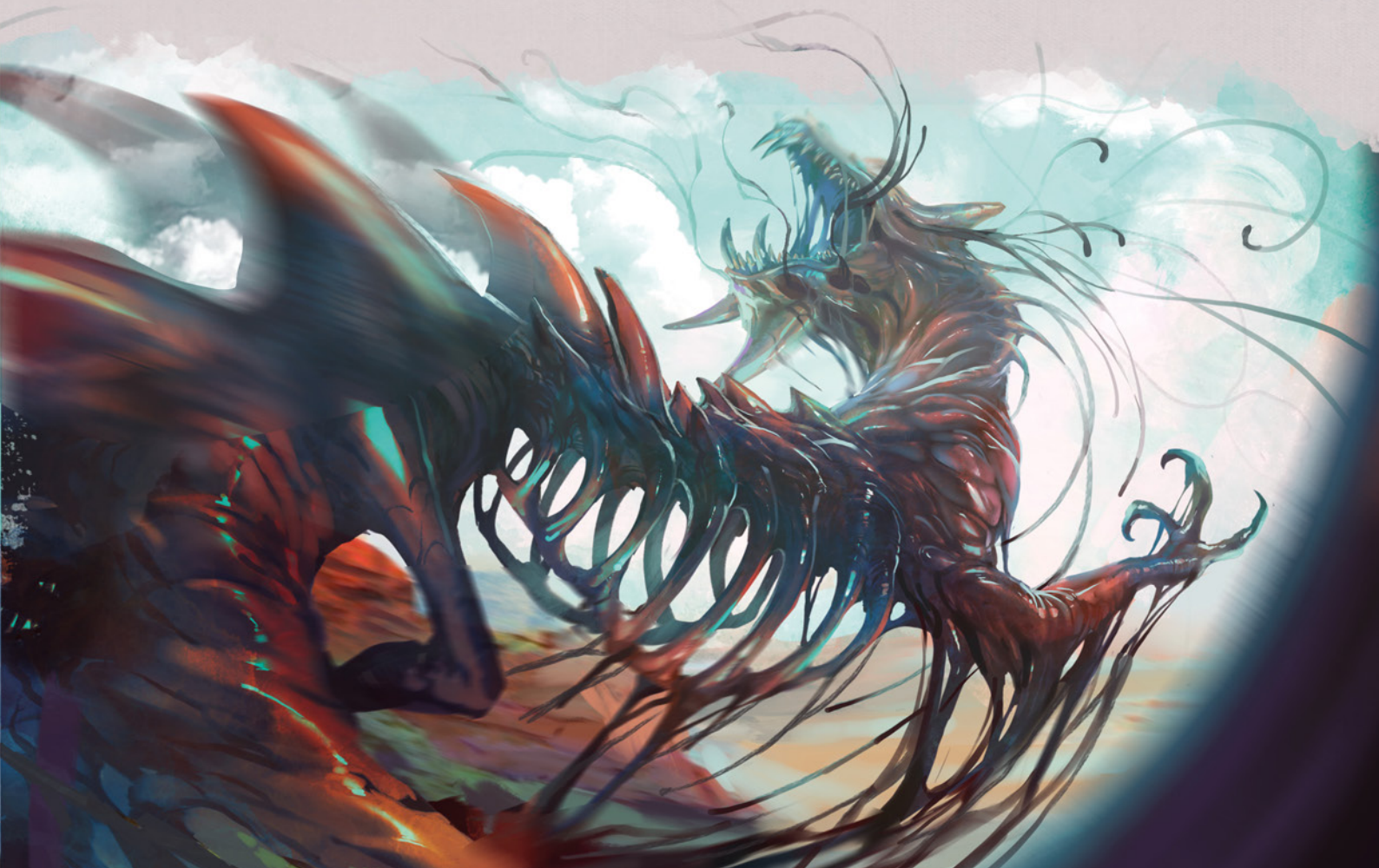
While the arcane power crystal within the tar-rasque is intact, the ambient magic of its preserved skeleton and its eternal rage causes lair actions to occur.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam
9th	15	10 (**3d6**)
14th	16	14 (**4d6**)
20th	18	28 (**8d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the tar-rasque's arcane-power-source-enhanced presence takes one of the following lair actions; the tar-rasque can't take the same lair action two rounds in a row.

- ***Tar Geyser.*** A number of patches of ground fracture and torrents of necrotic tar shoot upwards in **5-foot-radius, 40-foot-high cylinders**. The number of geysers depends on the hunt level: two at 9th level, three at 14th level, or four at 20th level. Each creature in one or more of the geysers must make a **VDC Dexterity saving throw**. On a failure, a creature takes **Vdam** necrotic damage and is fired **40 feet** into the air. On a success, a creature takes half as much damage and is pushed horizontally to the nearest unoccupied space.
- ***Tar Pit.*** A **10-foot-radius circle** of ground permanently turns into a viscous pit of tar and is difficult terrain. Each creature that starts its turn in the area or enters the area for the first time on its turn must make a **VDC Strength saving throw** or become **restrained** in the tar. A creature sinks **2 feet** into the tar each time it fails this saving throw. If it sinks further than its height, it can no longer breathe, is **blinded**, and has **disadvantage** on Strength checks to free itself. The restrained creature, or a creature within 5 feet of it, can use its action to make a **VDC Strength** check, freeing the stuck creature on a success.
- ***Quake.*** The ground shakes in a **100-foot-radius sphere** centred on a point the tar-rasque chooses. Each other creature in the area must succeed on a **VDC Strength saving throw** or be knocked **prone**.



Non-Player Characters

Maestro

Medium humanoid (any race), any alignment

Armour Class 16 (breastplate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	17 (+3)

Saving Throws Dex +5, Cha +6
Skills Acrobatics +8, Performance +9, Sleight of Hand +8
Senses passive Perception 10
Languages any three languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spellcasting. The maestro is a 10th-level spellcaster and can cast the following spells, using Charisma as its spellcasting ability (**spell save DC 14**, **+6** to hit with spell attacks):

At will: ***can't trip*** *, *mage hand*, ***vicious mockery***
2/day each: *charm person*, *invisibility* [c], ***lightning bolt***, ***slow*** [c], ***switcheroo*** *
1/day: ***dominate person*** [c]

Actions

Multiattack. The maestro makes two attacks with its Rapier.

Rapier. *Melee Weapon Attack*: **+5** to hit, reach 10 ft., one target. *Hit:* 6 (**1d8 + 2**) piercing damage.

Vicious Mockery. *Cantrip:* **DC 14 Wisdom saving throw**, range 60 ft., one target that can hear the maestro. *Failure:* 5 (**2d4**) psychic damage and the target has **disadvantage** on the next attack roll it makes before the end of its next turn.

Bonus Actions

Inspire (3/Short Rest). The maestro targets one creature within **60 feet** of it. If the target can hear the maestro, the target gains a Bardic Inspiration die, a **d10**. Once within the next **10 minutes**, the creature can roll the die and add the number to one ability check, attack roll, or saving throw it makes. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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)	15 (+2)	10 (+0)

Saving Throws Str +5, Dex +7
Skills Animal Handling +5, Perception +5, Stealth +7, Survival +5
Senses passive Perception 15
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*** [c]
1/day each: ***conjure animals*** [c], ***wind wall*** [c]

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:* 10 (**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 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:

Quickened 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't trip*** *, *light*, ***magnetobolt*** *, *message*, ***shocking grasp***
2/day each: *mage armor*, *misty step*, ***haste*** [c], ***magnetite shard*** *
1/day: ***blinding radiance*** [c] *

*See Appendix B; ***bold*** indicates combat spell; [c] 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:* 7 (**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.

Warlock Adept

Medium humanoid (any race), any alignment

Armour Class 13 (16 wih *mage armor*)
Hit Points 120 (16d8 + 48)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9
Skills Deception +9, Intimidation +9, Religion +4
Damage Resistances cold
Senses passive Perception 12
Languages any two languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Eldritch Mind. The warlock has **advantage** on **Constitution saving throws** made to maintain its concentration.

Spellcasting. The warlock is a 15th-level spellcaster and can cast the following spells, using Charisma as its spellcasting ability (**spell save DC 17, +9** to hit with spell attacks):

At will: *alter self* [c], *detect magic* [c], ***eldritch blast***, *mage armor*, *mage hand*, ***pins & needles*** *, ***swarm*** *
3/short rest: ***feverskin*** [c], *conjure anomaly* [c] *, *dimension door*, ***gravity smash*** *, ***hold monster*** [c], ***mislead*** [c]
1/day: ***arcanomagnetic storm*** [c] *, ***feeblemind***, *true seeing*

*See Appendix B; ***bold*** indicates combat spell; [c] indicates concentration

Actions

Multiattack. The warlock makes three simultaneous Eldritch Blast attacks against the same or different targets within range.

Dagger. *Melee or Ranged Weapon Attack:* **+7** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (**1d4 + 3**) piercing damage.

Eldritch Blast. *Ranged Spell Attack:* **+9** to hit, range 300 ft., one creature. *Hit:* 10 (**1d10 + 5**) force damage and the warlock can choose to move the target **10 feet** further from or closer to the warlock in a straight line.

Fathomless Plunge (1/Short or Long Rest). The warlock teleports it and up to five other willing creatures it can see within **30 feet** of it to a body of water it has seen (pond-sized or larger) within **1 mile** of it.

Bonus Actions

Tentacle of the Deeps. The warlock summons a 10-foot-long tentacle at a point it can see within **60 feet** of it, which lasts for **1 minute** or until it uses this action again. When it creates the tentacle, the warlock can make a melee spell attack with the tentacle against a target within **10 feet** of it, dealing 9 (**2d8**) cold damage on a hit. On its subsequent turns, the warlock can use a bonus action to move the tentacle up to **30 feet** and repeat the attack.

Reactions

Guardian Coil. When the warlock or a creature the warlock can see takes damage while within **10 feet** of the tentacle summoned by Tentacle of the Deeps, it can choose one of those creatures and reduce the damage to that creature by 9 (**2d8**).

Appendix D Sounds

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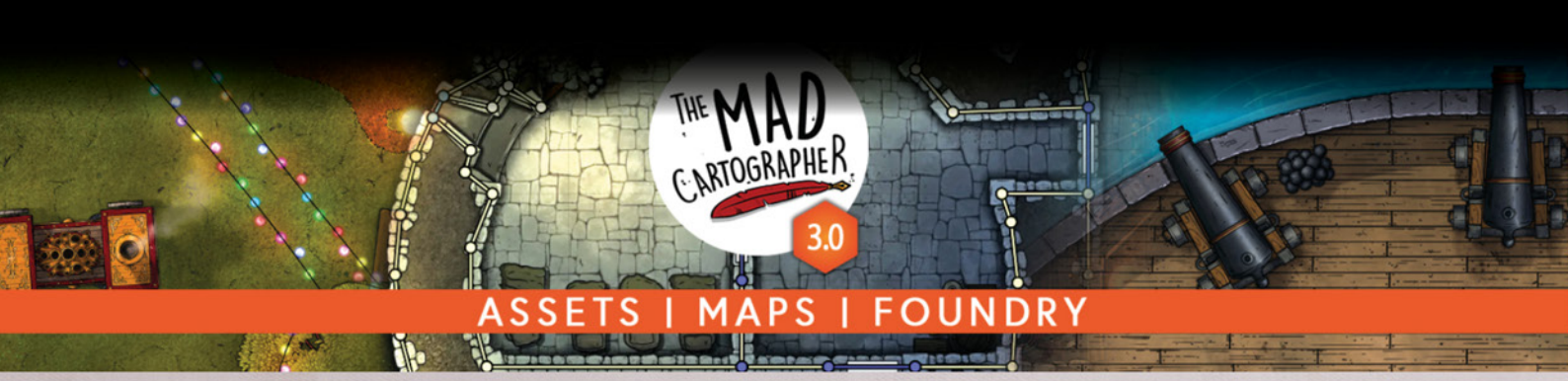

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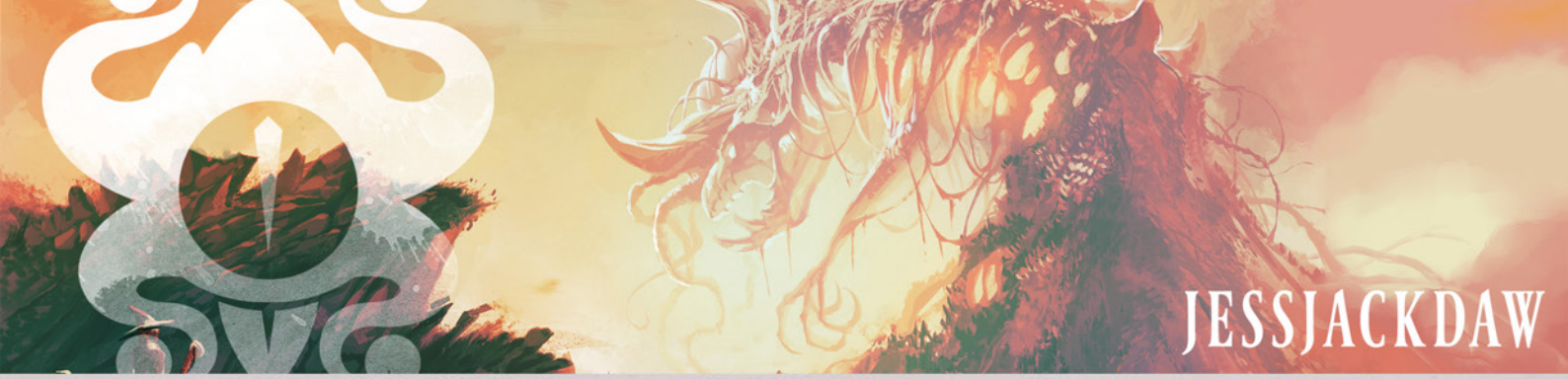

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