

# DEN OF THE DECEIVER

“ONE JINN TO RULE THEM ALL”

7TH, 12TH, & 17TH LEVEL





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# End Times Storyline

This adventure is the fifth instalment in the End Times storyline, a mini-campaign spanning six character levels, which takes a party of adventurers back and forth in time to prevent an eldritch dragon from consuming the Material Plane. The adventures are designed to be linked together and played sequentially, but can also be played as standalone oneshots with minimal changes by following the instructions in the “Oneshot” sidebars.

## LONG AGO, IN THE DISTANT FUTURE

In the distant future, the Timespun Sands experienced a golden age. New advances in arcane science revolutionised the way the people of that land thought about space and time, and entire branches of magic were born. Markets were manipulated with supernatural foresight, natural disasters were retroactively averted, and entire wars were won before they even began.

Decades of security and prosperity blinded the people of the Timespun Sands to the rot festering within: the Cult of the Final Hour, a group of dissatisfied dissidents sought to change the status quo. Employing chronomancy to conceal their actions, they surreptitiously ripped apart the fabric of reality, reached out into the timeless void, and plucked from it the egg of a terrible being: an eldritch dragon capable of feeding upon time and space. For years, they worshipped this egg as an unborn deity, believing that their new god would devour the world once it emerged, only to create it anew, brighter and better than before.

When the dragon finally hatched, the cult’s efforts shifted to provide it with sumptuous meals of its preferred diet: items and people of historical importance. As their god feasted upon these offerings, they were retroactively erased from existence, creating rippling effects on time and causality. These were inconsequential at first—a slight delay in a historic event here, a few extra casualties of war there... But the more

the dragon ate, the stronger it grew, and the more it grew, the more it devoured. Soon, time began to fray, and a massive sandstorm grew at the periphery of the world, closing in to swallow entire continents, raze ageless edifices, and scrub clean the annals of history. Not even parallel planes like the Ethereal and Imaginal Planes escaped the wrath of this cataclysm. The people of the Timespun Sands, standing at the centre of a shrinking bubble of safety, became a hotbed of chronomantic survival strategies.

As soon as the threat was detected, the Lemniscate Order—a group comprising the brightest sages and most gifted chronomancers in the Timespun Sands—took action, employing powerful magic in an attempt to halt the death of existence. The Final Hour worked to sabotage these efforts, operating from the shadows to keep themselves and their master a secret. The cultists remain ignorant to the fact that the dragon desires only to consume as much as it can, then seek new worlds to sate its endless hunger, and has no intention of sparing its followers from the impending apocalypse, nor creating a new world for them afterward.

The future is bleak. The Lemniscate Order is in shambles, struggling to keep the end of the world at bay against the constant interference of the Cult of the Final Hour. The encroaching sandstorm has swallowed much of the Material Plane, leaving only a small enclave of survivors in the city of Kasbat Azzaman—the Citadel at the End of Time. And in the vast catacombs beneath the city, the dragon hides, waiting to claim the very last morsel of its feast.

# Den of the Deceiver

## INTRODUCTION

*Den of the Deceiver* is a 5th-edition adventure intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 7, 12, or 17. Characters who complete all Keyed Encounters and defeat the shaitan should earn enough experience to progress one-third of the way to 8th level, two-thirds of the way to 13th level, or four-fifths of the way to 18th level. The adventurers must free an extraplanar city from the clutches of a power-hungry fiend in order to craft weapons that will help them save the world.

In this adventure, the party travels to Majinna to meet with a talented blacksmith, only to find the city under the sway of a powerful shaitan—an evil and manipulative jinn. In order to free the blacksmith and build the weapons they need to save the world, the party must first uncover the shaitan’s schemes and orchestrate his downfall. Psychic damage, nonmagical iron weapons, and a thorough investigation will be necessary to best this crafty foe.

## VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in a 12th-level adventure, VDC + 10 means 16 + 10 = DC 26.

### VARIABLE ADVENTURE STATISTICS

| Adventure Level | VDC | Vmod | Vdam     | Vdist   |
|-----------------|-----|------|----------|---------|
| 7th             | 14  | +6   | 5 (2d6)  | 20 feet |
| 12th            | 16  | +8   | 10 (4d6) | 40 feet |
| 17th            | 17  | +9   | 21 (6d6) | 60 feet |

### GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

## BACKGROUND

Long has the city of Majinna been celebrated as one of the great wonders of the Imaginal Plane. Erected in the enigmatic expanses of the jinn’s home plane, it stands as a testament to the power of diplomacy and unity. Working in tandem, jinn and Humanoids created a shining jewel that neither could have achieved alone. But nothing good lasts forever.

The arrival of Almansi—a manifestation of unbridled greed and ambition known as a shaitan—marked the beginning of the city’s fall from grace. Wielding artifice and manipulation like a master sculptor handles a hammer and chisel, Almansi carved a path into the heart of Majinna’s politics, securing a spot on its ruling council. And yet, this wasn’t enough for the devilish jinn. Only at the very top of the hierarchy would he be able to fully control the population of Majinna, making their souls his for the taking.

Almansi contacted the Cult of the Final Hour, proposing a deal. The shaitan would keep the citizens of Majinna occupied, preventing them from interfering with the cult’s plans—in return, the cult would secretly fund his efforts to become the city’s sole ruler, and spare Majinna from the destruction caused by the timestorm. The deal was sealed within seconds... with neither side intending to hold up their end of the agreement.

Slowly, patiently, the shaitan began to turn Humanoids and jinn against one another. Through whispered propaganda and incendiary public speeches, he painted Humanoids as dangerous opportunists, there to take what should rightfully belong to the jinn. Acts of theft, violence, and sabotage carried out by Humanoids possessed by the shaitan’s supporters further validated his malicious claims. As public opinion began to turn against Humanoids, Almansi positioned himself as the city’s saviour, declaring that only by expelling the so-called outsiders could Majinna reclaim its former glory. And all he needed was the authority to act decisively—a power he promised to wield solely for the benefit of the jinn.

Tensions in the once idyllic Majinna quickly escalated. As Humanoids angrily revolted against the prospect of being cast out, more jinn were swayed by the shaitan’s rhetoric and a vicious cycle of hatred and mistrust gained momentum. With Almansi rising to power and the city distracted by endless infighting, the timestorm was a distant concern. The shaitan

barely had enough time to revel in his new rulership before the Cult of the Final Hour's duplicity was revealed and the sands swept in, swallowing all. Perhaps, with the timely intervention of valiant adventurers, this tragic ending could yet be rewritten.

## ONESHOT

To play this adventure as a oneshot separate from the End Times storyline, make the following changes:

- ◆ Rather than demanding that the party travel back in time, the events of this adventure take place in the present. Skip ahead to the "Majinna" section (page XX).
- ◆ Falak and Zohra aren't a part of this adventure, and there is no world-consuming timestorm or timeless dragon. The party could still be meeting with a blacksmith to build a special weapon, or they might want to investigate the matter of the shaitan for other reasons, such as the ones detailed in the "Adventure Hooks" section (page XX).
- ◆ The Cult of the Final Hour isn't involved, but you might want a different group of Humanoids to be funding the shaitan, in order to maintain his hypocrisy. This could be the leader of a rival city wanting to weaken Majinna, or someone indebted to Almansi.

## SUMMARY

Here's a summary of the relevant information for this adventure:

- ◆ **Which Monster?** The shaitan Almansi, a cunning and devilish jinn.
- ◆ **Monster's Motivation.** Almansi seeks to solidify his support among the jinn of Majinna in order to become the city's sole ruler and more easily win the souls of its population.
- ◆ **Monster's Previous Actions.** Almansi has secured a spot on the city's ruling council. Using his newfound power and influence, he has spread rumours and misinformation among the populace, creating a schism between its jinn and Humanoid inhabitants.
- ◆ **Where's the Monster?** Almansi travels around Majinna, making speeches and meeting with his supporters, but he can most commonly be found in the Almansion, his palatial retreat at the edge of the city.

## ADVENTURE HOOKS

Politics are a dangerous game, and even seasoned adventurers might balk at the prospect of becoming players. The following hooks can be helpful if your players need additional incentive to stand up to the shaitan:

- ◆ **Curiosity: Scoop of the Century.** The journalist Shera Zahd was expecting news from Rett Porter, a colleague in Majinna, when the city was swallowed. Her contact was supposed to deliver material for an upcoming exposé on a rising star in the political landscape, an individual by the name of Almansi. Even with the city gone, Shera hates to see a story left unfinished. The party's several trips to the past haven't escaped the attention of Shera and her journalistic skills—she chooses this time to reveal herself and ask that the party gather information on Almansi when they travel back in time to Majinna.
- ◆ **Morality: The Wayward Son.** A human woman in ragged clothing comes knocking on the party's door one day. She introduces herself as Sara Azin and explains that she previously lived in a city called Majinna, which is located on the Imaginal Plane. She left the city to seek a better life a few months ago, but her obstinate son Ash refused to abandon their home. Now, with the timestorm enclosing Kasbat Azzaman, she has no way to return to Majinna and her son. She firmly believes that the city still stands—the alternative is too horrible for her to even consider—and asks the adventurers to find a way to reach it and bring back her only son.
- ◆ **Compensation: Sealing the Deal.** The party is once more approached by Hump Ardink, a camelkin merchant whom they may have met during previous adventures. Hump cheerfully informs them of a new scheme (quickly correcting himself and insisting that he always referred to it as a "business opportunity"): an associate of his has located an abandoned bank vault belonging to Mobey Nags, a wealthy Majinna trader. The trader has most likely been swallowed by the storm, so the riches within are in need of a new owner, but the vault doors will only open for one bearing Mobey's personal seal. Hump asks the party to retrieve a copy of this seal should they ever find themselves in Majinna, resolutely asserting that none of this is the slightest bit unethical.

## ADVENTURE REWARDS

### Rewards per Character

| Adventure Level | Gold     | Shaitan XP* | Encounter XP** |
|-----------------|----------|-------------|----------------|
| 7th             | 1,400 gp | 3,130       | 900            |
| 12th            | 4,250 gp | 10,500      | 2,700          |
| 17th            | 8,750 gp | 26,425      | 6,275          |

\*Includes all monsters, traps, and puzzles in The Battle Ahead fight (pages xx - xx), averaged for a party of four.

\*\*Includes all monsters, traps, and puzzles in the Keyed Encounters (pages xx - xx), averaged for a party of four

## PARADOX POINTS

Chronomancy is not without risk, and any would-be time traveller would do well to exercise caution when outside of their continuum, lest some of the changes they enact result in unpredictable consequences. (The second risk is one of grammar; deciding whether to use the future semiconditionally plagal past subjunctive or the future modified subinverted imperfect subjunctive when answering a sphinx's riddle has resulted in the demise of more than one tongue-tied adventurer.)

Throughout this adventure, the party's actions may result in them gaining paradox points. In future instalments of End Times, paradox points will be part of a system that can grant characters powerful benefits or, most often, debilitating penalties, as they meddle with the past and future. For now, they exist simply as a means of measuring the extent of their influence on the past throughout this campaign.

Usually, when time-travelling, one seeks to make as few changes to the timeline as possible. However, the party's mission is to change the timeline, which makes gaining at least some paradox points inevitable. In addition, the party may be confronted with situations in which they have the chance to perform heroic actions, saving innocents or securing a better future for the Timespun Sands, at the cost of gaining additional paradox points. This gives them a choice between preserving the integrity of the timeline or taking a risk to change things for the better.

Paradox points are given to the party as a whole. Carefully record these paradox points as the party gains them. You will need to know the total number of points for the final adventure in the End Times storyline, as the timeless dragon gains powerful new abilities depending on the number of paradox points that have been accrued.

## MAXIMUM PARADOX

At the GM's discretion, a party may gain paradox points beyond the ones detailed in this adventure, if they take actions likely to result in dramatic change to the timeline. Examples of such activities include:

- ♦ Actions that contradict important facts that have already been established in the present.
- ♦ Actions that directly result in saving or reviving an important creature that should be dead in the present.
- ♦ Actions that directly result in the death of an important creature that should be alive in the present.
- ♦ Relaying important information to a creature in the past that shouldn't know it yet.
- ♦ Interacting with past versions of oneself.

What exactly constitutes an important creature, fact, or piece of information is up to the GM, but try to err on the side of caution and give your party some leeway. Interfering with the lives of lackeys or commoners shouldn't result in significant changes to the timeline. Be aware that giving the party an excess of paradox points will result in them becoming afraid to take action, play along with the adventure, and have fun.

*Everyone is Confused.* Time travel can be incredibly disorienting, both for those engaging in it and those who have to suffer its effects. It can be taxing for you to try and predict your party's actions in the past in order to preemptively have the present reflect them. For that reason, creatures affected by paradoxes have conflicting memories of differing timelines, which exist in tandem until time is definitively altered, forgetting or remembering facts depending on the situation. This allows you to, for example, have the party meet a creature in the past that they've already met in the present, even if the present version of that creature appeared to have no memory of having met the party before. Some creatures deeply attuned to the flow of time, such as cosmic jinn, are often capable of keeping better track of chronological mishaps.

# IN THE PRESENT

In order to take the next step in this adventure, the party must first confer with Falak or Zohra in the present.

**Zohra.** With the knowledge bestowed upon her by the chronosphinx Aeon, as well as through the arduous study made in the time following her return to the present, Zohra has gained a deeper understanding of their foe. She relays the following information to the party:

- ◆ The timeless dragon is a living impossibility. After it finishes consuming this world, it will travel back in time to lay the egg from which its infant self will spawn—a classic bootstrap paradox.
- ◆ It's possible that creating further paradoxes strengthens the dragon. Zohra urges the party to be cautious and consider the ramifications of their actions when travelling in time.
- ◆ Due to the dragon's bizarre relationship with reality, simply felling it in combat is not enough to put an end to it. It must be slain across all possible timelines, thoroughly erasing it from existence—not an easy task.
- ◆ For this purpose, Zohra suggests the construction of four special firearms. She can use the timeshards and smokeglass retrieved by the party as power sources, but the weapon itself must be built by none other than a master blacksmith.
- ◆ Luckily, Zohra knows just the creature for the task: Zakia Hadad, a jinn residing in the city of Majinna. However, Majinna has long been swallowed by the timestorm, requiring the party to travel back in time to reach it.

In addition, Zohra can upgrade the party's *chronocube* (see Appendix A) again. She informs them that the device can't be further upgraded without significant effort that is best used for Project Storm-stopper.

**Falak.** With Zohra's request in mind, Falak briefs the party on their next mission, providing the following information on Majinna and relevant events:

- ◆ Majinna is one of the largest and most prosperous settlements in the Timespun Sands... kind of. To be precise, it exists in Timespun Sands' counterpart on the Imaginal Plane, a parallel plane of existence and the native realm of jinn. On this plane, abstract concepts take physical form, which can be disorienting for creatures of the Material Plane.

## ZOHRA

*Humanoid (cactar), Lemniscate archivist, she/her*

**Personality.** Curious, passionate, full of wanderlust.

**Appearance.** Short, white robes with lemniscate symbol, lemniscate-shaped glasses.

**Desire.** To amass the largest library in the Timespun Sands.

**Fear.** To be forced into the sedentary life of a stuffy academic before she's travelled the world.

*"The world is vast and mysterious. Why put down roots when you can go out and explore it?"*

- ◆ Majinna was built by Humanoids and jinn, and boasts a sizable population of both. The Humanoids contributed with their corporeality and physical strength, which enabled them to better lift, haul, and build, whereas the jinn bent the fabric of space and time with their magic to birth impossible feats of architecture.
- ◆ Shortly before the timestorm reached Majinna, news reached Kasbat Azzaman of political instability in the city, and a new political power rising in the city. Falak was never able to ascertain who or what this power was—the cataclysm hit before he could investigate.
- ◆ Kasbat Azzaman expected refugees from Majinna, but they never came. For some reason, the city was never properly evacuated, even with the timestorm at its doors.
- ◆ Falak will transport the party as close as he can to Zakia's address. He warns them to be careful, as there's no telling what trouble could be brewing in the city.

Depending on the events of *Cold Blood on the Scorching Sand*, Falak may be dead in the present. If this is the case, a magical projection of him provides the information above in his stead. The projection can't answer questions or elaborate on details, but Zohra does her best to fill in the blanks.

## FALAK

Humanoid (dji), Lemniscate sage, he/him

**Personality.** Cryptic, eccentric, scatter-brained.

**Appearance.** Short, skinny, hunched; fluffy white beard, large turban.

**Desire.** To discover a new chronomancy spell and name it after himself.

**Fear.** To see the city of Kasbat Azzaman fall.

*"One of the most challenging facets of chronomancy? The grammar. Six new verbal tenses are having been invented this week alone."*

**The Cult of the Final Hour.** Thanks to the visions provided by Aeon, the party should now know that there are Humanoids aiding the dragon, even if they didn't find traces of the Cult of the Final Hour during previous adventures. Both Falak and Zohra urge them to keep an eye out for this troublesome group.

## THE PAST AT LAST

When the party is ready to depart, either Falak or his projection can point them to a specially-made teleportation circle hidden within his study. Rather than using the power of present Falak, which is scarce in his weakened state (or completely nonexistent, if he's dead), this circle sends a message to past Falak, instructing him to head to the party's destination, use his magic to transport the adventurers there, and keep them in the past for as long as possible.

## ARRIVING IN THE PAST

Upon arriving in the past, the party once again meets the bulkier, more formidable version of Falak. You can read or paraphrase the following:

Your sudden arrival causes a modest commotion in the crowd amidst which you appear. A few curses are uttered as passersby stumble back, shielding themselves from the brief shockwave of magical energy that buffets their hair and clothes.

Above you, a massive shadow looms, cast by an ivory tower that drifts lazily across the sky, propelled by shimmering fractal spirals that gust like an impressionist's concept of wind. All around, domes of gold gleam in the sunlight and crystal walls shimmer like liquid glass, framing wide, bustling streets. Humanoids and jinn—figures in a diverse tapestry of shapes and colours, crackling with elemental might, cosmic power, or emotional energy—mill about, only some stopping in their tracks to gawk or glare.

"Are you steady on your feet? Good." A few feet away, Falak—who seems a little bulkier since your last trip to the past—regards you with concern, his stance tense and watchful. "I'd ask questions, but I think it's best that you deal with whatever brought you here as soon as possible. I don't like the look of some of the stares we're getting..."



Like before, Falak doesn't know the party at this point, as he has yet to meet them during the events of *The Timekeeper's Trials*. He tells the party he can keep the party in this time for a total of **3 days**, after which they are abruptly sent back to Kasbat Azzaman, in the present. Their mission must be completed in this period of time. Buma, Falak's owl-glass familiar, is once more ready to lend her assistance to the party.

**Buma.** Buma is Falak's loyal familiar, a creature consisting of equal parts owl and hourglass. At Falak's request, she follows the party during their adventures in the past and assists them to the best of her abilities. Buma can understand and speak Common, keep track of how much time the party has left to complete their mission, and warn them when they've made a significant change to the past, which occurs whenever they gain one or more paradox points. She stays out of combat, only observing it from afar, and disappears in a puff of smoke if she's reduced to 0 hit points. She then reappears next to Falak and tries to find her way back to the adventurers as quickly as possible.



## GM TIP: TICKING CLOCK

Throughout this adventure, the party has the option to explore the Horological Order's headquarters for clues. Many of the encounters they find will require them to spend additional time investigating, researching, or searching for resources. Allow the party freedom to explore and investigate at their own pace, but gently remind them, through Buma the owl-glass, that their time is limited.

In order to keep time as a factor, track how long a party dedicates to each task, and how much they can do on a given day, following the rules below.

- ♦ A creature can do hard tasks for a number of hours equal to  $8 +$  its Constitution modifier each day. Hard tasks aren't just physical labour. Activities such as crafting, research, experimentation, and interrogation all count as hard tasks.
- ♦ A creature 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 succeed on a Constitution saving throw at the end of the hour or gain 1 level of exhaustion. The DC for this save equals  $10 + 1$  for each hour worked beyond its working threshold. In addition to the normal effects of exhaustion, a creature with 5 levels of exhaustion can't do hard tasks.
- ♦ A creature needs to take one long rest each day. If a creature goes 24 hours without taking a long rest, it must succeed on a Constitution saving throw or gain 1 level of exhaustion. The DC for this save equals  $15 + 5$  for each additional 24 hours beyond the first that a creature has gone without a long rest.



**Saving Falak (Again).** If the party was unable to rescue Falak during the previous adventures, they may want to attempt to do so now by somehow changing the past so that he can live. Informing him of the danger that awaits him in the future isn't enough to ensure Falak's safety. Even with this knowledge, future Falak is too weak to oppose the crafty kaftar.

In order to retroactively save Falak, the party must instead provide him with a way of making a quick escape during their invasion of the kaftar hideout, while Oumdabaa and her minions are distracted, as well as a way to conceal it from his captors. For example, this can be a *scroll of misty step* hidden in the lining of his robes, or a phial containing a *potion of gaseous form* that he can shove into his boot. Doing so nets the party **2 paradox points**, but when they return to the present, they find Falak alive and well, having made good use of his gift.

## ZAKIA

Zakia Hadad is a powerful and eccentric primordial jinn—a manifestation of the flames of creation. She is one of the most renowned blacksmiths and inventors in the entirety of the Imaginal Plane, counting the temporal toaster, the sonic torque wrench, and the gun-in-a-gun as a few examples of her many innovations. Now, however, she finds herself under house arrest after her unwitting involvement with the shaitan Almansi.

**Half-Mad Genius.** Zakia is, without question, a brilliant inventor—but reason is not always her strong suit. Though her creations showcase her unparalleled ingenuity, her initial prototypes often teeter on the edge of the overly ambitious, possessing a tendency to explode or otherwise spectacularly malfunction. She is never deterred by these mishaps, seeing them as learning opportunities rather than failures. Her neighbours, on the other hand, speak less charitably of the constant noise and chaos. Yet for all her quirks, when Zakia declares an invention complete, the entire city places its trust in her work, knowing it will function safely and flawlessly.

**Unswayed by Propaganda.** Zakia doesn't so much as bat an eye at the appearance of Humanoids on her doorstep. The shaitan's inflammatory words have had no effect on her, and she harbours neither ill will toward her fellow citizens nor suspicion toward friendly visitors. On the contrary, Zakia finds their presence a welcome source of new ideas and inspiration. With eager curiosity, she listens intently if the party explains their mission, and asks how she can be of assistance.

**Information.** After hearing the party's request, Zakia provides them with the following information:

- ◆ As much as she wants to help, Zakia's hands are tied; though her house arrest does not prevent her from her craft, it's impossible for her to obtain the materials she needs to create the weapon without leaving her home.
- ◆ She displays remarkable insight in telling the party of the shaitan Almansi and his efforts to divide the population of Majinna, explaining how he has even managed to turn friends and families against one another.
- ◆ The population of Majinna is aware that Almansi is a shaitan. Strangely... they just don't seem to care. Zakia explains that the way that Almansi presents himself seems to assuage any concerns the public could have about his nature. They know that most shaitan are vile, corruptive beings—they just believe this one to be different.
- ◆ A little guiltily, Zakia reveals her own naïve involvement in Almansi's rise. Before his nefarious intentions became clear, he hired her to invent a series of devices that would allow him to create illusory projections of himself. He spread those machines across the city, using them to disseminate his venomous propaganda.
- ◆ Perhaps fearing that she would sabotage the system, Almansi had Zakia arrested on meritless charges of conspiring against the city council. She's confident that nothing will come out of them, but while her case moves slowly through the proper channels, she's forced to remain at home. She's being carefully watched and will be immediately detained if she leaves.
- ◆ If the party tells Zakia that, in the future, the city of Majinna is swallowed by the timestorm, she expresses confusion and alarm, as Almansi has been assuring the people that Majinna will be left untouched. Revealing this information nets the party **1 paradox point**.

## ZAKIA HADAD

*Elemental (jinn), blacksmith, she/her*

**Personality.** Fiery, cheerful, prone to hyper-fixation.

**Appearance.** Short and thin, with glowing orange skin and bubbling lava hair that flows into the crucible on her back.

**Desire.** To one day build a 100-foot-tall metallic replica of her face, complete with a lava waterfall pouring from her mouth.

**Fear.** That she might one day run out of ideas.

*"Yes, my hammers are also guns. Yes, I know they're awesome. Yes, of course I can make one for you!"*

If the party requests it, Zakia can also teach them to operate Almansi's magical projection devices. It takes her **1 hour** to teach any number of creatures. At the end of that time, each creature must make a **VDC Intelligence (Arcana or tinker's tools)** check, learning how to manipulate the devices on a success. Zakia can provide this lesson as many times as necessary. A creature that successfully learns becomes better at operating the broadcasting devices (see Clue 3, page XX).

**Time for Revolution.** There is only one way that Zakia can see to solve this issue: to confront Almansi and free the city of Majinna from his grasp. However, a shaitan is no ordinary enemy, and the party will need to gather intelligence on him to stand a chance. To get them started, Zakia suggests visiting the following places:

- ◆ The Blackbird Songyard, where the party can receive some assistance in navigating the Imaginal Plane.
- ◆ The courthouse square, where a group of insurrectionists is being held for public humiliation.
- ◆ The offices of the Majinna Herald, one of the city's newspapers, where the party can meet with a journalist by the name of Rett Porter.

More information on these locations can be found in the Investigation section (page XX).





# MAJINNA

Jinn don't often build sprawling cities, but Majinna, colloquially known as the Jinn Haven, is one of the few exceptions. Nestled within the Sandspun Times of the Imaginal Plane, this magnificent metropolis boasts an array of impossible architecture and mind-bending geometry. Floating spires hover languidly above the city, trailing shimmering rainbow waterfalls that cascade upwards into the sky. Crystalline vines creep along the walls of homes and shops, eventually twisting and weaving into entire elegant second stories that defy gravity. Invisible fires crackle in empty sconces, somehow casting a soft, ethereal light onto cobblestones that ripple like water beneath the bustling feet of passersby.

Built through the combined efforts of jinn and Humanoids, Majinna is a shining display of the ambition and artistry of both peoples. The Humanoids contributed with rare materials from their home plane, along with the strength and craftsmanship to work them, while the jinn wove their powerful magic to transform these raw ingredients into breathtaking wonders. Majinna perfectly harmonises the tangible and the abstract, abounding with such incredible sights as verdant gardens of bizarre, singing flowers, colourful tiles depicting magically animated scenes, and intricate brickwork of ever-shifting precious metals. As the saying goes in the Timespun Sands, "the streets of Majinna aren't made of gold... until they are".

## THE IMAGINAL PLANE

Much like the Ethereal Plane, the Imaginal Plane runs parallel to the Material—a shimmering reflection that is both familiar and profoundly alien. This is a plane of thought become substance, of abstract concepts taken physical form. It is from its depths that the jinn are born: living embodiments of ideas, ranging from the simple to the unfathomably complex, shaped into a creature with its own thoughts, feelings, and aspirations.

The internal logic of the Imaginal eludes most mortals, although the jinn insist that it exists. Water might be made of minuscule glass orbs glinting in the sunlight, for a time, while a sea could be formed of words woven into waves, whispering secrets as they break upon the shores. This exotic realm abounds with bizarre marvels such as songs that grow in the form of plants, forests formed from solid shadows, and flocks of birds born from the scattered memories of travellers.

## TENSE TIMES

Thanks to the shaitan's schemes, the population of Majinna is more divided than ever, with its population entrenched in growing animosity. Although this mounting tension has yet to reach a boiling point, it lingers palpably in the wary glances and distrustful stares that citizens exchange as they pass one another in the streets.

The party can interact with citizens during their time in the city in order to ask questions or obtain information. Some jinn may refuse to speak to Humanoids unless a creature succeeds on a **VDC Charisma (Persuasion)** check to convince them. Any citizen can provide information on Almansi. This information is similar to the information that Zakia can give (see Information, page xx), but random citizens may not be the most reliable sources—many are biased, and whatever they relay comes steeped in rumours and misinformation. For example, they are more likely to blame one another for their troubles than to accuse the shaitan of dividing the population with inflammatory rhetoric. They can also provide an account of major events that happened lately, such as the recent skirmish between opponents and supporters of Almansi (see The Courthouse Square).

If you wish, you can roll on the tables below to determine some of the things the party may hear by speaking to citizens.

### d6 Jinn Opinions and Rumours

- 1 "Honestly, I don't blame Humanoids. They're just too empathic, too susceptible to the influence of the Imaginal. This isn't the place for them... but it's not their fault."
- 2 "I bet that Humanoids caused the timestorm with their reckless manipulation of dangerous matter. They're just too dangerous to have around."
- 3 "Look, I'm not saying that Almansi is the best jinn for the job. I'm just saying that he has the strength to protect us if that becomes necessary."
- 4 "I've heard that there are places where Humanoids summon and bind jinn against their will. It's just a matter of time until that happens here, too."
- 5 "There's a lot of talk about humans and elves and such, and not enough about the dji. If you ask me, they need to be kicked out too. Too much Humanoid in them, and not enough jinn."
- 6 "I've seen some Humanoids going around with a strange symbol in their clothes. It looked like an hourglass... or maybe a dragon? Either way, it can't mean anything good."

**d6 Humanoid Opinions and Rumours**

1 “There’s vandals going around looting jinn shops. No wonder that jinn fear us! Of course, not all Humanoids are the same...”

2 “The jinn probably engineered the timestorm to kill us all once we’ve been kicked out. Then they can keep Majinna to themselves forever.”

3 “My mom’s friend’s cousin has a boyfriend that said he knew a secret about Almansi. Then one day, he disappeared. Mighty convenient, isn’t it?”

4 “Jinn come into the Material Plane all the time to wreak havoc and cause disasters, but we can’t be here on their plane? Now that’s rich!”

5 “As far as I’m concerned, the dji are traitors. They’ll probably side with the jinn just to be allowed to stay in the city.”

6 “Don’t trust anyone you meet in the city, not even other Humanoids. You never know when someone’s being possessed by a jinn... Look out for the swirly eyes!”

*Hear Ye, Hear Ye.* Creatures travelling through Majinna can encounter, at several different locations, devices that project a large image of Almansi, complete with sound. The shaitan uses these magical inventions to broadcast speeches and disseminate propaganda to the populace. When he does, he generally conceals his more sinister features, such as by tucking his tail into his robes or covering his horns with a turban, to give off an image of trustworthiness. In crowded squares and bustling streets especially, these illusions are a constant, telling passing folk that the timestorm is of no concern, that Humanoids are dangerous, and that Almansi alone can spur Majinna into a new golden age.

**FAUNA, FLORA, & THINGS**

Humanoids and jinn aren’t the only residents of Majinna. A variety of other plants and creatures call the city their home, some of the most notable of which are described below.



**Songvines.** Imaginalysts endlessly debate whether songvines are songs that sprout from the earth like a plant, or plants that grow in the shape of songs. To the jinn, such distinctions are both misleading and nonsensical. In Majinna's famed vineyards, these songvines flourish, anchored to the soil by clef-shaped roots. Their staff stalks wind elegantly around crystal trellises designed specially for their care.

The lifecycle of a songvine is a wonder of the imagination. Their male flowers, known as earbuds, expel melodies much as a Material Plane plant might produce pollen. The melodies, once dispersed on the wind, repeat endlessly until they settle on a female flower, referred to as a partiture, where the notes of the melody imprint in legible musical notation. As these notes mature, the vine bears curious fruits shaped like musical notes. Each fruit encapsulates a unique melody that is released as it is eaten and that can keenly influence the mind of its consumer.

Songvine fruits come in many varieties, each tied to the emotions evoked by the song within. Joy fruits are celebrated for their uncanny ability to draw laughter from even the most stone-faced elf, while ennui fruits can halt the charge of a horde of rampaging pygmy attack hippos, plunging them into unexpected retrospection. Farmers of songvines, known as melodogists, carefully ferment these fruits into wines and liquors, ensuring each crop yields the precise combination of emotions desired; not too sweet, too bitter, too fiery, or too meandering.

**Earworms.** Earworms are notorious parasites that plague songvine orchards. These infuriating creatures burrow into the fruit's pulpy flesh, devouring the melody within and assimilating it into their own being. They then wait patiently for an unsuspecting victim to eat the infested fruit, seizing the opportunity to slip into the creature's head through the ear. Once lodged within the brain, the earworm repeats the stolen melody incessantly, slowly driving its host to madness and feeding on the psychic feedback.

A creature that opens an infested songvine fruit must succeed on a **VDC Wisdom (Perception)** check or fail to notice the earworm, which then enters the creature's head. A creature with an earworm in its head takes **Vdam + 1d6** Psychic damage at the end of each of its turns and then makes a **VDC Constitution saving throw**, ending the earworm infection on a success. A creature can use an action to force an earworm it is holding into the head of a Grappled, Incapacitated, or Restrained creature within its reach.

**Pygmy Attack Hippos.** Pygmy attack hippos are lower jinn—animalistic manifestations of primal anger, given tiny, surprisingly adorable forms. Resembling miniature hippopotami, these irascible creatures attack anything that moves, leading to their use as guard animals by some of the braver citizens of Majinna. However, owning a pygmy attack hippo comes with significant drawbacks, as they savage anything that doesn't move with equal ferocity. This indiscriminate destruction renders them an extravagant choice, prohibitively expensive for most folk due to the property damage the hippos cause by relentlessly headbutting walls and chewing through fences.

Though pygmy attack hippos regard most creatures and objects with an almost egalitarian rage, they nurture a special hatred for earworms. Like their mundane cousins, these diminutive jinn can fold their ears completely shut, blocking earworms from entering their bodies and making them the perfect predator against the bothersome pests. If a pygmy attack hippo has ever been happy, it was certainly while crushing an earworm between its powerful teeth or stomping it under its mighty little feet.

More information on pygmy attack hippos can be found in Appendix C.

## INVESTIGATION

Deeply entrenched in the fabric of Majinna, and drawing power from the chaos he sows, Almansi is not an easy foe to defeat. The party must carefully search the city for clues about his strengths and weaknesses. This can be achieved in two ways:

- ◆ Visiting the three locations indicated by Zakia.
- ◆ Finding the encounters listed in the Keyed Encounters section (see Tracking, page XX) as they roam the city of Majinna.

The party can choose to confront the shaitan as soon as they feel prepared. In order to do so, they need only travel to his residence at the edge of the city. Any citizen can provide its general location.

**Jinn Hospitality.** The party can return to Zakia at any time if they want to ask questions, request help in piecing together any of the clues, or get suggestions on what to do next. Remember that travelling through the city takes time (see Tracking, page XX), and that the party only has three days in the past. Zakia gladly provides lodging for the adventurers for the duration of their stay in Majinna.

## THE BLACKBIRD SONGYARD

When the party arrives at the Blackbird Songyard, you can read or paraphrase the following:

For a fleeting moment, tranquility reigns here, in the outskirts of Majinna. Beams of balmy sunlight filter through clouds that twist into impossible shapes, gently caressing rows of strange plants that wrap elegantly around crystal trellises. A quiet, melodic hum drifts through the air, the varied songs somehow blending into a flawless, harmonic symphony.

But this peace is soon shattered by a raspy voice echoing through the air: "My dream is a dream born not of greed or ambition, but genuine compassion for my people. The jinn. The children of the Imaginal, who for too long have suffered at the hands of..."

Almansi's inflammatory rhetoric carries from the towers and walls of the city to even this otherwise serene haven, tarnishing the hum of the songvines with their venom. Nowhere seems safe from his constant propaganda.

The Blackbird Songyard is one of Majinna's many plantations of songvines (see Fauna, Flora, & Things, page XX). It's owned and operated by the human Ziryab, a friend of Zakia's who's willing to lend his aid to the party in their mission to stop Almansi.

**Ziryab.** Ziryab (CG male human) is a melodist, astronomer, gastronomer, and polymath of great talent and renown. For many years, he roamed the Time-spun Sands, expanding his repertoire and refining his craft from the region's myriad peoples. His journeys eventually led him to the Imaginal Plane, whose surreal beauty captivated his heart. He soon fell in love with the history and artistry of Majinna and decided to settle down, purchasing a modest songyard on the outskirts. Over time, his knowledge and meticulous care transformed it into one of the most esteemed vineyards in the city. The melodies of Ziryab's fruits are said to be of unparalleled quality, and produce

some of the finest wines that Majinna has ever tasted.

**Imaginal Visitors.** New arrivals to the Imaginal Plane are often confused, something which Ziryab knows well. He helps the party acclimate in the following ways:

- ◆ He provides information on the Imaginal Plane, as detailed in the "The Imaginal Plane" section (page XX).
- ◆ He explains that running afoul of emotional jinn on the Imaginal can result in the party being overwhelmed with potent emotions. The effects of the jinn's influence can be momentarily suppressed by strong sources of a contrary emotion, such as a powerful song. He offers the party a few songvine fruits to keep them safe during their travels (see Songvine Fruits below), and even nonchalantly mentions the type of emotional jinn that's known to comprise the brunt of Almansi's most devoted followers, which depends on the adventure level, as detailed in the table below.
- ◆ An even better way of countering this emotional influence is to understand where the emotions are coming from and how to resolve them, instead of simply suppressing them. For this purpose, he suggests that it could be helpful for the party to sit down and have a deep discussion about the particular emotions wielded by the shaitan and his supporters. If the party wishes, Ziryab can even help them with this, mediating and asking insightful questions to keep the conversation flowing.
- ◆ Almansi's loud messages occasionally disrupt the conversation, leading Ziryab to complain about them. He says that the city hasn't seen peace since those infernal broadcasting devices were installed, and that he wishes someone would get rid of them.

A creature within **30 feet** of another creature affected by the Anxiety, Ennui, or Frustration traits of a jinn can use a Bonus Action to attempt to resolve the emotion, ending the effect of the trait. In order to do so, the creature must succeed on a **VDC** ability check. The creature can only attempt this check if it knows the right way to resolve the emotion in the affected creature, and the skill used depends on the approach taken (see GM Tip: Facing Your Feelings).

## GM TIP: FACING YOUR FEELINGS

Roleplaying in this section can aid the adventurers in understanding what makes their fellow party members tick. This knowledge is invaluable during the fight against the shaitan's supporters, during which characters have the chance to end the harmful conditions inflicted by the jinn through the power of curiosity and communication.

Encourage your players to explore what each emotion means to their characters, where it comes from, and how best to handle it. There is always a certain amount of personal interpretation involved, so allow players to come up with creative solutions to help their allies process an emotion. Some examples include:

- If a creature's anxiety can be resolved with assurances of success, a Strength (Persuasion) check can be used to put on a show of power, or a Charisma (Deception) check can be used to come up with little white lies.
- If a creature's frustration can be resolved with calm and even discussion, a Wisdom (Insight) can be used to explore the obstacles in the way of their desires, or an Intelligence (Persuasion) check can be used to methodically disprove their validity.
- If a creature's ennui can be relieved by rousing curiosity in it, a Dexterity (Sleight of Hand) check can be used to perform a baffling magic trick, or an Intelligence (Nature) check can be used to relay some engaging facts about their favourite animal.

**Songvine Fruits.** It's not yet harvest season, and Ziryab doesn't have many fruits that he can offer the party, but he manages to find some that are ready to pluck. He gladly gifts them with three fruits, whose songs vary depending on the adventure level, as detailed in the table below.

A creature holding one of these fruits can use a Bonus Action to break it open or eat it, causing a beautiful song to fill the air in a **120-foot radius** until the end of the creature's next turn. While the song lasts, the effects of the Anxiety, Ennui, or Frustration traits of emotional jinn (depending on the type of fruit used) are suppressed.

## EMOTIONS AND FRUITS

| Adventure Level | Emotional Jinn | Songvine Fruit |
|-----------------|----------------|----------------|
| 7th             | Frustration    | Satisfaction   |
| 12th            | Anxiety        | Confidence     |
| 17th            | Ennui          | Curiosity      |

**The Tree of Knowledge.** In addition to the information above, Ziryab can relay to the party one additional secret. A few days back, a pair of suspicious Humanoids clad in purple robes passed through his vineyard. They had a draconic symbol emblazoned on their clothing that Ziryab can't quite recall, but if the party describes the sigil of the Cult of the Final Hour, he confirms that it was the same one. These two cultists purchased some songwine, promptly got drunk on it, and spent hours talking in a remote corner.

Ziryab couldn't get close enough to them to overhear their conversation, but luckily, the Imaginal Plane comes to the party's rescue. A peculiar tree grew where the cultists spoke, one which Ziryab explains is often used by jinn to record their knowledge in lieu of books. Cutting a transverse section of this tree's trunk and running a sharp object along the rings should recreate the sound of the cultists' discussion.

Cutting the tree is a delicate process which can risk damaging the recording. In order to do so, a creature must succeed on a **VDC Strength (Nature)** check. The tree isn't very large, and the party can only attempt this check three times before they run out of trunk. A creature holding the cut section of the tree can use an action to run a sharp object, such as a needle or the tip of the sword, along the rings. This causes it to emit the sound of the two cultists mocking Almansi and the population of Majinna for believing that the timestorm will harmlessly pass them by.

## THE COURTHOUSE SQUARE

When the party arrives at the courthouse square, you can read or paraphrase the following:

“They know they are wrong, brothers and sisters. They know justice and truth are not on their side. That is why they resort to violence, that most basal of instincts. They seek to hurt me, to intimidate me, but I shan’t be silenced! Not while the city of Majinna yet cries out for freedom...” Almansi’s unpleasantly sibilant voice rises above the din of the crowd gathered around the square.

The air thrums with jeers and insults. Songvine fruits fly freely in graceful arcs, their melodies turned sour as they splatter against their targets: four Humanoids and a jinn held in wooden pillocks at the centre of the square, their heads bowed in defeat and the fight long since drained from their souls. One of them—a young man no older than his early twenties—looks at you between strands of matted black hair. With a subtle, almost imperceptible tilt of the head, he beckons you to approach.

The courthouse square is where criminals in Majinna face public humiliation as part of their sentence. Currently on display is a group of insurrectionists that clashed against Almansi’s forces in the streets during an attempt to assassinate the shaitan. The crowd is allowed to walk up and speak to the prisoners—which many do to further mock them—but jinn guards keep a careful eye on any Humanoids, lest they try to release the captives.

**Ash Azin.** The young human who motions for the party to approach is Ash Azin (CG human **veteran**). In hushed tones, he introduces himself as leader of the Anti-Almansi Accord—not to be confused with the Alliance Against Almansi, the Association of the Almansi Averse, or the Almansi Antagonisers Affiliated, other groups with whom they share a heated rivalry. The AAA is a band of insurgents dedicated to toppling the nefarious shaitan and restoring order to the city of Majinna. Their latest effort, however, resulted in abject failure.

**Information.** Desperate for new faces in whom to trust, Ash begs for the party’s help in his fight against Almansi, relaying the following information:

- ◆ He was part of an AAA attack on the shaitan’s residence. What was meant to be a surreptitious assassination turned into an all-out brawl as Almansi’s men, somehow aware of the plot, confronted the insurrectionists in the streets.
- ◆ During the clash, Almansi himself came out to fight, his venomous words halting his foes in their tracks, or turning them against their own allies.
- ◆ Almansi took several blows that should have felled him. Ash himself saw the shaitan hit with arrows, spells, and weapons of all kinds, and yet he never faltered. Having had plenty of time with nothing to do but reflect, Ash believes that Almansi simply cannot be killed while a large portion of the population of Majinna still believes in his cause.
- ◆ The shaitan’s lies and schemes need to be made public. Only when the people know his true nature will he be vulnerable at last. Ash tells the party that the only way to broadcast a message to the entire city in a short time is by using Almansi’s own magical broadcasting devices. He describes the location of the devices’ controls—tall towers topped with eye-shaped gems in Almansi’s palace—and suggests that the adventurers find their inventor and ask them for advice.
- ◆ The AAA was generously funded and informed by a wealthy benefactor: a man by the name of Hisanat, who was responsible for the tips that led to the failed assassination attempt. Ash thinks that he may help the party as well, if they manage to find him.
- ◆ If the adventurers bring up the possibility of freeing Ash, he refuses, saying that doing so will only prevent them from moving against Almansi. If they mention his mother Sara, he hesitates but ultimately remains resolute.
- ◆ A successful **VDC Charisma (Persuasion)** check convinces Ash to trust the party enough to reveal the location of a secret stash, not far away from the square. In it, the party can find two uncommon Anti-Imaginal Tonics (see Appendix C).

**Songvine Fruits.** Some of the songvine fruits thrown at the prisoners may still be usable. A successful **VDC Wisdom (Perception)** check reveals three intact fruits, of the type appropriate for the adventure level (see Emotions and Fruits table, page XX), two of which are infested with earworms. Infested fruits don’t produce songs when opened, but a creature knowing it to contain an earworm can use an action to safely remove it, destroying the fruit but preserving the pest for later use.

## THE MAJINNA HERALD

When the party arrives at the offices of the Majinna Herald, you can read or paraphrase the following:

The offices of the Majinna Herald are housed within an elegant marble tower, its polished surface gleaming under the surreal light of the Imaginal Plane. The tower rises from a lush garden of strange flora, whose serene beauty is marred by the chaotic energy of an angry mob of jinn, gathered at the base of the building. They wave signs painted with bold accusations—"LIES! LIES!" and "STOP THE PROPAGANDA!"—uttering a cacophonous chant of outrage.

"... and you must be wary of their lies, my good folk. Venomous, malicious deceit meant to besmirch my good name and cast a shadow of doubt over my noble purpose, disseminated by the very people who swore an oath to inform you! But you know my character. Yes, you will not be easily swayed by such ludicrous libel..." A flickering projection of Almansi looms nearby, his words stirring the anger of the protestors further.

A pair of nervous-looking guards stop you in front of the entrance. Above the lintel, a bronze sign bears the name of the Majinna Herald, with its motto etched below: "Only the truth, painful though it may be."

**Security Check.** The party is allowed into the building easily enough if they make it clear that they're not with the mob, but if they request to see Rett Porter, they're informed that they must first pass a... painful security check. Looking apologetic, a few guards step forth brandishing heavy iron batons and request that each creature submits itself to a hardy strike. If the party questions the necessity of this, the guards explain that they need to ensure that visitors aren't possessed by jinn, and an eye check simply isn't decisive enough. A creature that submits itself to a hit takes **Vdam** Bludgeoning damage and is allowed to see the journalist.

**Rett Porter.** Rett (NG fennekin journalist) is a veteran newshound who can sniff out a story in record time, and one of the star reporters of the *Majinna Herald*. Lately, he's been fighting a war for the integrity of his publication, as the Herald is one of the few newspapers in the city that has yet to throw its full support behind Almansi. Rett remains committed to the truth above all else, even in the face of angry protesters who'd rather the newspaper endorse the shaitan unconditionally.

**Information.** Rett is always on the lookout for new leads, and eagerly meets with anyone he deems interesting. Earning his trust is considerably more difficult, requiring a successful **VDC Charisma (Persuasion)** or **Intelligence (Investigation)** check. This check is made with **Advantage** if the party shares knowledge about Almansi that isn't available to the average citizen, which they can obtain by exploring the city. Once Rett is convinced, he's happy to relay the following information:

- ◆ First and foremost, Rett apologises for the stringent security measures, explaining that they had to be put in place after the newspaper was attacked by some possessed Humanoids a few days back.
- ◆ Almansi's propaganda is almost insurmountable. The newspaper can't compete with the numerous illusionary projections spewing his agenda across the city. Rett expresses his desire that someone would just seize control of the shaitan's broadcasts.
- ◆ He expresses his distrust of Almansi and tells the party that he's been trying to gather information on the shaitan ever since he became a member of the council, suspecting that something fishy is afoot.
- ◆ Contributing to his suspicions is the knowledge that Almansi runs several businesses and operations in the city under different aliases, which Rett provides to the party. Among these is the name Hisanat.
- ◆ For the purpose of unmasking Almansi, the Herald invited him to a special interview—in truth, a trap set by Rett, who has it on good authority that *Psychic damage* forces the shaitan to answer questions truthfully. For that purpose, he rigged a room with *Glyphs of Warding* set to cast appropriate spells. Alas, Almansi must've caught on to the ruse, as he accepted the offer, but never showed up.
- ◆ Rett also tells the party of an odd detail he found while examining accounting documents "borrowed" from Almansi's residence. It seems that he obtains most of his funds from a group labelled only as the Final Hour. Rett doesn't know anything about this group, suspecting it to be a coalition of dissatisfied jinn. If the party reveals that the Cult of the Final Hour is composed of Humanoids trying to bring about the end of the world, Rett is shocked at Almansi's hypocrisy—attacking Humanoids yet taking money from them! He suggests that this revelation could very well undermine the confidence that Almansi's supporters have in him.

Additionally, if the party mentions coming on behalf of Shera Zahd, Rett gladly provides them with some files on Almansi that she's sure to find interesting.

## TRACKING

Instead of being used exclusively to track the party's target, tracking in this adventure is used to navigate the city of Majinna. Travelling between any combination of Zakia's home, the Blackbird Songyard, the courthouse square, the offices of the *Majinna Herald*, and Almansi's residence requires the party to make Tracking checks, unless they have travelled between the same two points before. The Tracking mechanics found in *Heliana's Guide* (page 22) can be used to decide the DCs for any ability and skill combinations the players choose to use for their Tracking checks, each of which takes **2 hours**. Travelling between two locations without a Tracking check takes only **1 hour**.

A creature has **Advantage** on its Tracking check if it asks for directions. However, not all citizens are willing to help (see *Tense Times*, page XX). The party needs only one successful check to reach their destination. A successful check results in one of the encounters listed in the Keyed Encounters section below, or a narrative encounter if there are no more Keyed Encounters. A failed check results in a hostile encounter, and the party gets lost and must continue making Tracking checks to reach their destination.

You can use the Urban random encounters in *Heliana's Guide* (page 81), for the hostile encounters and other narrative encounters you may wish to run. Consider flavouring any listed enemies as types of jinn, and giving them the jinn creature tag.

## KEYED ENCOUNTERS

The first keyed encounter should be Anger Issues, during which the party has the chance to befriend a pygmy attack hippo, which can help them during their travels. The remaining encounters can occur in any order, and the party can always return to the scene of one, using the Tracking rules detailed above. The Bad Reception encounter allows the party to fiddle with one of Almansi's projection devices. The Dejeuner encounter has the party confront a group of possessed Humanoids, letting them experiment with methods of ending the possession. Finally, the Fresh(ish) Fruit encounter lets the party get their hands on a few extra songvine fruits, or even a couple of earworms.

### ANGER ISSUES

*Hostile encounter*

Barks and snarls echoing from a nearby alley reveal themselves to originate from a pygmy attack hippo (see *Fauna, Flora, & Things* page XX) wedged beneath a toppled stack of metal crates. This particular specimen is oddly small, even for its kind, but its diminutive size seems to only have intensified its rage, as though the universe itself has gravely offended it.

The creature is clearly in need of help, but must be pacified before approaching it. In order to do so, the party must offer it three objects for it to destroy. The objects must be small enough to fit through the 5-inch gaps in the crates, they must be something that



the hippo hasn't seen before, and they must all have a different texture or feeling (such as crunchy, squishy, or juicy). A creature can replace only one of these objects with a successful **VDC Wisdom (Animal Handling)** check.

Once the hippo has been mollified, removing the crates is a simple task. Doing so results in a most unusual reward: the friendship of a pygmy attack hippo. The creature proceeds to follow the party on their journey through Majinna, growling as a warning at anyone who approaches them.

### BAD RECEPTION

*Narrative encounter*

Following the sounds of an argument, the party comes across the camelkin Sekhret and the dji Haj-Ent, quarreling heatedly in front of a large magical device with a glowing crystal built in. The device is one of Almansi's arcane projectors, which appears to be malfunctioning, unable to transmit an image. Sekret accuses Haj-Ent of being an insurrectionist who sabotaged the device, whereas Haj-Ent claims that Sekhret is a covert member of Almansi's forces looking for an excuse to arrest other Humanoids. Both deny the other's accusations.

The party can intervene in their argument before they come to blows. If the adventurers insist that both Sekhret and Haj-Ent leave, they do so without putting up a fight, but siding with one of them and convincing the other one to abandon the premises requires a successful **VDC Charisma (Persuasion or Intimidation)** check. This check is made with **Advantage** if the pygmy attack hippo from the Anger Issues encounter is present.

If left alone with the party, Haj-Ent reveals that she is a member of the AAA—the Alliance Against Almansi—and that she was indeed sabotaging the device. She requests the party's help in finishing the job. If, on the other hand, Sekhret remains behind, she deems the party trustworthy for siding with her and admits to working for Almansi, asking that they help her repair the damaged projector. Either way, sabotaging or repairing the device requires a successful **VDC Intelligence (Arcana or tinker's tools)** check, performed over the course of **10 minutes**. A creature that does so also learns to operate the device better (see Clue 3, page XX).

Both Sekhret or Haj-Ent can reward the party for their assistance. Sekhret grants them an amount of gold pieces equal to the **APL × 50**. Haj-Ent grants them one Spell Scroll depending on the adventure level, as detailed in the table below.

### ENCOUNTER REWARDS

#### Adventure Level Spell Scroll

|      |                              |
|------|------------------------------|
| 7th  | <i>Hallucinogenic Cloud*</i> |
| 12th | <i>Firther's Shadow*</i>     |
| 17th | <i>Phantasmal Killer</i>     |

\*see Appendix B

### DEJINNERATES

*Hostile encounter*

Panicked screams draw the party's attention to a narrow side street where a group of Humanoids, their eyes concealed by dark glasses, vandalize jinn homes, sending the owners fleeing. If the adventurers intervene, the bespectacled troublemakers attack immediately.

**False Flag.** In truth, the Humanoids causing this chaos are innocent—they are currently being possessed by jinn under the command of Almansi. These jinn have been tasked with making it seem that Humanoids are attacking jinn homes, to further stoke the flames of hatred and division in Majinna. The table below details the encounter composition, and the damage needed to break the possession (see Ending the Possession below). The jinn listed, marked with a superscript o (<sup>o</sup>), begin combat inside the bodies of the Humanoids, and only come out if their possession ends.

If the pygmy attack hippo from the Anger Issues encounter is with the adventurers, it grows menacingly at their foes, granting them **Disadvantage** on their Initiative rolls.

### ENCOUNTER COMPOSITION

| Adventure Level | Composition  | Possession Damage |
|-----------------|--|-------------------|
| 7th             | 4 Frustration Jinn <sup>o</sup> , 2 Sorcerers*, 2 Veterans                 | 30                |
| 12th            | 4 Anxiety Jinn <sup>o</sup> , 1 Assassin, 3 Rangers*                       | 50                |
| 17th            | 1 Archmage, 3 Assassins, 5 Ennui Jinn <sup>o</sup> , 1 Fathomless Warlock* | 70                |

\*See Appendix C

**It's All in the Eyes.** The possessed Humanoids are eerily silent throughout the entire combat, and barely react whenever they are hit by an attack or suffer an injury. If a creature hits one of the Humanoids with an attack roll made with **Advantage**, the glasses concealing the Humanoid's eyes fall off. This reveals their

pupils, which glow with an unnatural colour corresponding to the emotion jinn within—a sign of possession. When this happens, a friendly jinn watching the fight from the safety of his home throws a mundane iron weapon of the GM’s choice at the adventurers, shouting for them to use it.

**Ending the Possession.** Jinn possession can be ended by either reducing the possessed creature to 0 Hit Points or dealing a certain amount of damage to it using a nonmagical weapon made of iron. When the possession ends, the jinn exits the creature, appearing in an unoccupied space within **10 feet** of the body. If the Humanoids are still conscious when the possession ends, they immediately duck behind the nearest cover and wait out the battle. The jinn, on the other hand, attempt to flee as soon as they’re out of their vessels. They use the actions on their stat blocks only if they can delay pursuers, but not to harm. Otherwise, they simply take the Dash action. If a jinn is captured, a successful **VDC Charisma (Deception, Intimidation, or Persuasion)** check causes it to reveal Almanshi’s plan, trusting that the party has no way to prove it, anyway. The Humanoids were randomly selected and possessed before they even knew what was happening, and have no useful information to give.

**Treasure.** The possessed Humanoids carry few belongings. However, one of them is none other than Mobey Nags, the wealthy merchant whose personal seal Hump Ardink requested. The party can find this seal in one of his pockets.

#### FRESH(ISH) FRUIT

*Narrative encounter*

There’s a commotion in the streets as a group of jinn accosts a dwarven songfruit melodist whose cart they just overturned. If the party approaches to investigate, the jinn accuse the salesman of attempting to harm Almanshi by delivering songvine fruit infested with earworms to his residence, explaining that Almanshi is extremely averse to the little pests. The melodist defends himself by claiming that his fruit is the freshest—a successful **DC 12 Wisdom (Insight)** check reveals this to be false, although the act wasn’t done as malicious sabotage.

The jinn look ready to attack the defenseless dwarf, but the party can defuse the situation with a successful **VDC Charisma (Persuasion)** check. This check is made with **Advantage** if a creature is willing to accept the jinn’s dare to eat one of the songvine fruits in order to prove there are no earworms within. Of the salesman’s remaining twelve fruits, nine are infested with earworms. A creature can detect a safe fruit with a successful **DC 12 Wisdom (Perception)** or **Intel-**

**ligence (Nature)** check. Alternatively, if the pygmy attack hippo from the Anger Issues encounter is with the party, he automatically sniffs out the fruits with earworms in them. A creature that eats an infested fruit is subjected to the effects of an earworm as described in the Fauna, Flora, & Things section (page XX).

If the argument is allowed to continue, more citizens join in, defending or accusing the merchant. Eventually, guards come to gently apprehend him for further questioning. If the situation is defused, the melodist thanks the party profusely and offers them five of his fruits as a reward. The party can pick whichever fruits they prefer—the fruits are equally divided between confidence, curiosity, and satisfaction fruits (see Songvine Fruits, page XX), with one of each being fresh. Infested fruits don’t produce songs when opened, but a creature knowing a fruit to contain an earworm can use an action to safely remove it, destroying the fruit but preserving the pest for later use. The remaining fruits can be purchased at 5 gp each.

### RANDOM ENCOUNTERS

The following narrative encounter can occur after a successful Tracking check.

#### ENCOUNTER CHAIN: SUMMONING POLITICS

*Narrative encounter, urban*

Use this encounter only if you’re running the End Times storyline and you ran the previous encounter in this chain: A Flower for Freedom (see page xx, *Dark Wings, Gleaming Gems*).

The party encounters the cosmic jinn, Emit, for the fifth time, and he isn’t alone this time. Emit escorts a well-dressed human man through the streets of Majinna, suffering harsh glares from other passing jinn. He stops in his tracks when he spots the party, prompting the man to angrily demand an introduction.

Emit introduces his companion to the adventurers as Lord Jeff Har, a wealthy politician and his summoner, and the party to Lord Har as the adventurers who saved his life. If questioned about the nature of his relationship with the human, Emit begins to explain how he is in deep debt to Lord Har, but is cut off by the man’s attempts to downplay the matter. Further inquiries reveal that Emit is as good as an indentured servant on a very long-term contract.

The party can persuade Jeff Har to make a deal for Emit’s freedom by using information gained during their last encounter with the jinn: the greedy politician is quite receptive to the prospect of obtaining a rare flower that can extend his lifespan. He says that he

will release Emit from his duty if the flower is brought to him, on one condition: Emit must agree to extend his service for another fifty years if he fails.

Emit is reluctant to gamble with his freedom, and a successful **VDC Charisma (Persuasion)** check is necessary to convince him to accept. Eager to trap the jinn into longer servitude, Lord Har insists that the party promises not to help Emit, and even uses magic to ascertain the veracity of their claims. The party can confidently and truthfully say that they won't help Emit—after all, they already have. Failing to secure this deal results in the party gaining 1 paradox point.

## KNOW THY ENEMY

Through the exploration of the city of Majinna, the party can uncover clues regarding Almansi's strengths and weaknesses, which are essential to defeating him and his lackeys. The clues are as follows:

- ◆ The negative traits of emotional jinn are dampened by songfruits and nullified by discussing and resolving the emotions they evoke.
- ◆ Emotional jinn have the ability to possess Humanoids. Dealing damage to a possessed creature with nonmagical iron weapons can force the jinn out.
- ◆ Almansi can't be killed while so many believe in his cause and his lies. Dealing Psychic damage to him momentarily forces him to answer questions truthfully.

## CLUE 1: EMOTIONAL DAMAGE

Discussing an emotion can negate the powers of emotional jinn that represent it. Songvine fruits can be used as a quick patch to save an ally from the clutches of an overwhelming feeling, but genuine attempts at resolving a turbulent emotional state are much more effective.

### THE BLACKBIRD SONGYARD

During the party's visit to the Blackbird Songyard, Ziryab can teach them about emotional jinn and the measures that can be taken against them. The adventurers have a chance to participate in a discussion about how each character can process and resolve certain emotions, which can aid them in combat. Ziryab also provides the party with songvine fruits—a quick, less long lasting way of achieving the same result.

### DIJINNERATES

During this encounter, the party has the chance to face emotional jinn in combat. They can witness the effects of the jinn's attacks and abilities and experiment with different methods of ending the harmful conditions imposed.

CLUE 1 ART COMING SOON!

## USING THE CLUE

Songvine fruits can be obtained from Ziryab at the Blackbird Songyard, in the courthouse square, and during the Fresh(ish) Fruit encounter. A creature holding a songvine fruit can use a Bonus Action to break it open, causing a beautiful song to fill the air in a **120-foot radius** until the end of the creature's next turn. While the song lasts, the effects of certain traits of emotional jinn are suppressed. Confidence fruits suppress the effects of anxiety, curiosity fruits suppress the effects of ennui, and satisfaction fruits suppress the effects of frustration.

Alternatively, a creature within **30 feet** of another creature affected by the Anxiety, Ennui, or Frustration traits of a jinn can use a Bonus Action to attempt to resolve the emotion, ending the effect of the trait. In order to do so, the creature must succeed on a **VDC** ability check. The creature can only attempt this check if it knows the right way to resolve the emotion in the affected creature, and the ability and skill used depends on the approach taken (see GM Tip: Facing Your Feelings, page XX).

## CLUE 2: FERROUS EXORCISM

Jinn are able to possess Humanoids, using their bodies to fight before coming out and facing their foes themselves. A creature stops being possessed if it's reduced to 0 Hit Points, but dealing a certain amount of damage with nonmagical iron weapons ends the possession early.

### THE MAJINNA HERALD

During the party's visit to the offices of the *Majinna Herald*, the party must willingly submit themselves to an attack with a nonmagical iron weapon in order to prove they're not being possessed by jinn.

### DEJINNERATES

During this encounter, the party faces off against several possessed Humanoids. During the fight, they can witness the effects of nonmagical iron weapons on creatures possessed by a jinn.

### USING THE CLUE

Nonmagical weapons of iron are actually difficult to find in the Imaginal Plane—the land where matter isn't. They can be bought around the city for three times their normal cost.

**NONMAGICAL IRON BREAKS JINN POSSESSION.**



## CLUE 3: THE KING OF LIES

Almansi can't be reduced to 0 Hit Points while the population of Majinna still has faith in him. This prevents his Incredulous Form mythic trait from triggering and means that he can't be defeated. Dealing Psychic damage to him hinders some of his abilities and forces him to answer a question truthfully, which can help expose his schemes to the people.

### THE COURTHOUSE SQUARE

The party can learn the secret behind the shaitan's survival of an assassination attempt from Ash Azin, a young man imprisoned in the courthouse square. He also explains how the party can expose Almansi by hijacking his magical broadcasting system from his residence at the edge of Majinna.

### THE MAJINNA HERALD

During the party's visit to the offices of the *Majinna Herald*, Rett Porter explains to them how he'd prepared a trap for Almansi by inviting him to an interview in a room filled with Glyphs of Warding set to deal Psychic damage. Rett reveals that this would force Almansi to answer the journalist's questions truthfully. Unfortunately, the shaitan never showed.

### FRESH(ISH) FRUIT

During this encounter, the party can discover that Almansi is so frightened of earworms, which deal Psychic damage, that his supporters become aggressive at the suggestion that he may come in contact with one.

### USING THE CLUE

Preparing spells and abilities that deal Psychic damage allows the party to expose Almansi's lies. The party can gain a *Spell Scroll* that allows them to do this from the Bad Reception encounter. It can also be achieved by using earworms (see Fauna, Flora, & Things, page XX), which the party can find in the courthouse square and during the Fresh(ish) Fruit encounter.

**Truth in Broadcasting.** In addition, the party can prepare to manipulate the shaitan's broadcasting devices by asking Zakia for a lesson or by practising during the Bad Reception encounter. This will allow them to more easily take control of the magical broadcasting system to spread word of Almansi's schemes to the people of Majinna. A creature that succeeded in Zakia's lesson or repaired the malfunctioning device has **Advantage** on ability checks made to hijack Almansi's projection towers. In addition, a creature that did both can make these checks as a Bonus Action instead of an action.

THE SHAITAN IS EMPOWERED  
BY BELIEF.



PSYCHIC DAMAGE CAN HELP  
EXPOSE ITS SCHEMES.

# THE BATTLE AHEAD

The battle against the shaitan Almansi begins when the party confronts him in the Almansion at the edge of the city.

**Waves.** The battle is divided into three consecutive phases called waves. Each wave begins with a description, read aloud, and summary of what environmental effects, if any, begin or end. Next, the enemies and their tactics are listed; creatures other than the boss monster flee when reduced to one third of their Hit Points or fewer, unless otherwise stated. Finally, the conditions for how that wave ends are described.

**Helping Hand.** If the party is having a difficult time during the battle, you can offer help in the form of Buma the owlglass. When a creature that Buma can see is reduced to 0 Hit Points, Buma can use her Reaction to turn time back a few seconds, causing the creature to regain Hit Points equal to the damage dealt and the party to gain **1 paradox point**. She always lets the rest of the party decide when she uses this Reaction, warning that it might have unpredictable effects on the fabric of time. Once Buma has used this Reaction, she can't use it again until she finishes a Long Rest.

**Entering the Almansion.** Having learned that the party has been snooping around, Almansi prepares a trap for them. The guards at the entrance to his residence have been instructed to allow the adventurers in, directing them to the balcony. A suspicious party can also take alternative entrances, such as dropping in from above or climbing the walls. Either way, the result is the same: Almansi raises the alarm, and Wave 1 begins.

## THE ALMANSION

The battle takes place on the balcony of Almansi's residence, also known as the Almansion: a palatial retreat on the edge of the city. The area has the following features:

**Light.** The area is brightly lit during the day. During the night, light from glowing orbs inside the Almansion illuminates the area with dim light.

**Height.** The battlefield is located **40 feet** above the sea or ground.

**Walls & Floor.** There is a 3-foot-tall rail around the edge of the passageways, which doesn't prevent creatures from falling if they're pushed. The floor is made of tiles, but the garden areas are Difficult Terrain.

## LAIR ACTIONS

On Initiative count 20 (losing Initiative ties), the shaitan takes a lair action to cause one of the following emotional effects, affecting all non-jinn in its lair. Dji have **Advantage** on saving throws against these effects. The shaitan can't use the same effect two rounds in a row:

**Anger.** Each non-jinn creature in the shaitan's lair must make a **VDC Wisdom saving throw**. On a failed save, a creature either casts a damaging cantrip it knows or makes one weapon attack against a creature of the shaitan's choice.

**Fear.** Each non-jinn creature in the shaitan's lair must succeed on a **VDC Wisdom saving throw** or take **Vdam Psychic** damage and become **Frightened** of the unknown until Initiative count 20 of the following round, losing ties. The source of its fear is in every direction, rendering it immobile.

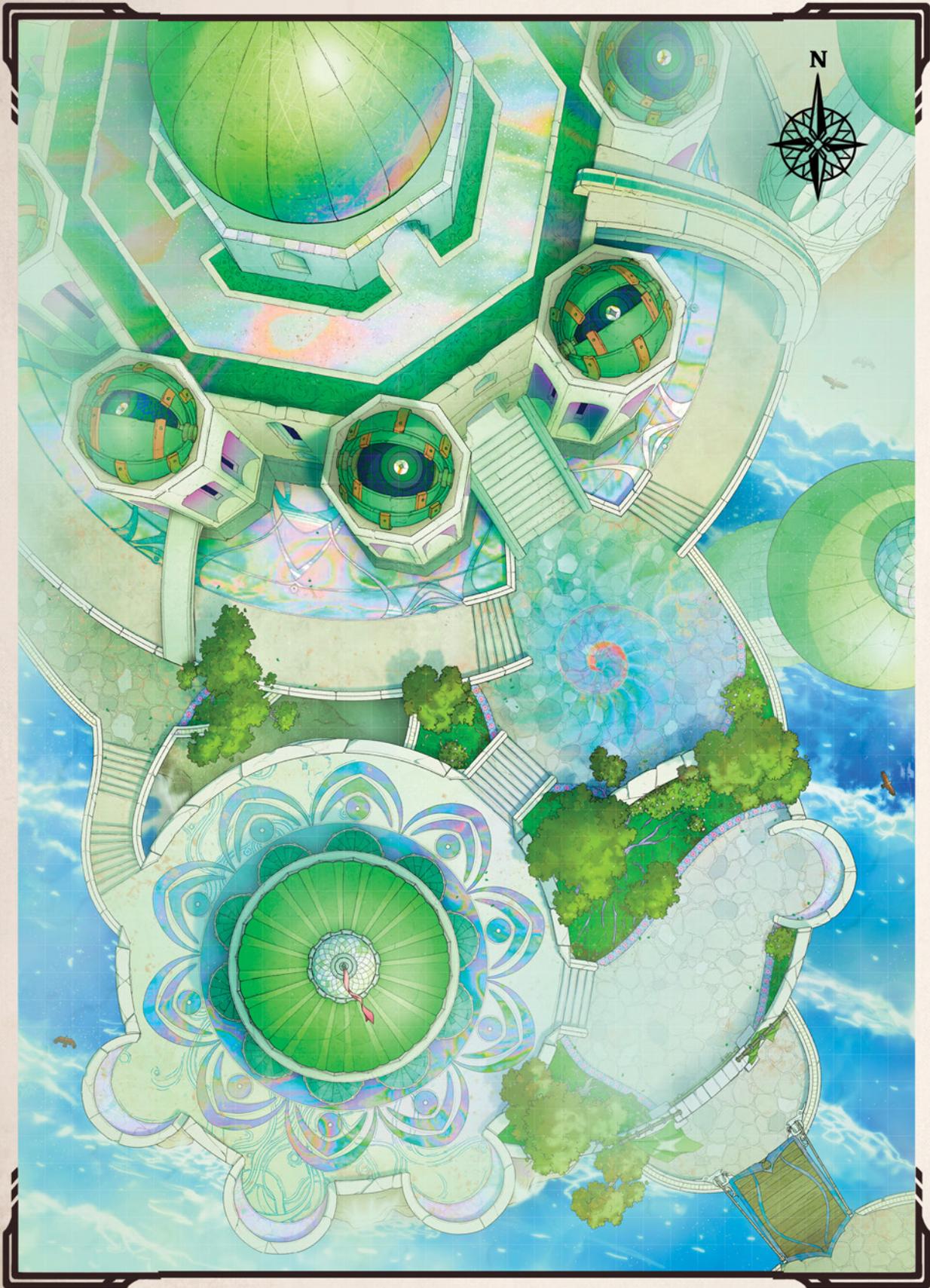
**Indifference.** Each non-jinn creature in the shaitan's lair must succeed on a **VDC Wisdom saving throw** or become **Listless** until Initiative count 20 of the following round, losing ties. While **Listless**, the creature can take either an action or Bonus Action on its turn, not both. In addition, it can't take Reactions, its Speed is halved, and it has **Disadvantage** on Dexterity saving throws.

## WAVE 1: GUARDS! GUARDS!

When the party sets foot on the shaitan's balcony, they are immediately set upon by armed guards, in the form of jinn-possessed Humanoids. You can read or paraphrase the following:

You barely have time to admire the opulence of Almansi's residence: intricate tilework that spins into hypnotic patterns under your feet, landscaped gardens boasting a veritable rainbow of lush flowers, and most notably, tall arcane spires topped with swivelling gems in the shape of eyes. The sudden, frenetic toll of bells cuts through the air, shrill in your ears, as the palace walls pulse blue and red.

Heeding the call, a trio of Humanoids, eyes glowing with a faint purple shimmer, rushes up the steps to the balcony, weapons already drawn. They keep unnervingly silent as they begin to approach you—no jeers, no accusations, not even a demand for your surrender. Then, as if following the same, imperceptible command, they lunge in unison, launching into a coordinated attack.



CARTOGRAPHER:  
CZE & PEKU

MAP 1. THE ALMANSSION

1 GRID = 5 FEET

CZE & PEKU



## ENEMIES

The enemies in wave 1 are Humanoids loyal to Almansi and possessed by emotional jinn.

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

- ◆ 1 **Cult Fanatic** (CR 2)
- ◆ 1 **Spy** (CR 1)
- ◆ 1 **Veteran** (CR 3)
- ◆ 3 **Frustration Jinn\*** (CR 3)

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

- ◆ 2 **Gladiators** (CR 5)
- ◆ 1 **Sorcerer\*** (CR 4)
- ◆ 3 **Anxiety Jinn\*** (CR 6)

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

- ◆ 2 **Assassins** (CR 8)
- ◆ 1 **Fathomless Warlock\*** (CR 9)
- ◆ 3 **Ennui Jinn\*** (CR 9)

\*see Appendix C

All of the jinn in this wave begin the fight possessing the listed Humanoids. One jinn resides within each Humanoid body. The possession ends if the possessed creature is reduced to 0 Hit Points or takes a certain amount of damage from a nonmagical iron weapon, specified in each jinn's stat block and the table below.

### DAMAGE TO END POSSESSION

| Adventure Level | Jinn        | Possession Damage |
|-----------------|-------------|-------------------|
| 7th             | Frustration | 8                 |
| 12th            | Anxiety     | 11                |
| 17th            | Ennui       | 14                |

## TACTICS

The combatants fight according to the tactics below:

**Humanoids.** While possessing the Humanoids, the jinn resort to simple, but organised tactics. Melee attackers stay in front of the spellcasters, prioritising their protection by engaging foes before they can reach the backline. The spellcaster focuses on the enemy that they perceive to pose the greatest threat, using their highest-level spells first.

In Humanoid form, the jinn fight until reduced to 0 Hit Points. Humanoids released from possession flee when reduced below half their maximum Hit Points or when Almansi appears in wave 2.

**Jinn.** In this form, the jinn don't bother with protecting one another, and fight freely, according to their impulses. Instead of focusing their attacks, the jinn spread them out to try and subject as many foes to the effects of their Anxiety, Frustration, or Ennui traits. They use their limited use and recharge abilities as soon as possible (their Possession action is already used), although they refrain from area of effect abilities unless they can catch at least two foes in them.

## END OF WAVE

This wave ends once all of the jinn are defeated.

## WAVE 2: ALMANSI EXPOSED

When the last of the jinn is defeated, Almansi appears before the party, ready to take them on himself. You can read or paraphrase the following:

"Another group of thugs, I see." A dry, disdainful voice accompanies a sarcastic clap as Almansi joins you in the courtyard, sharp eyes scanning the aftermath of your fight. A red sun shines high between his curved horns, casting a faint, baleful glow over his hunched figure. "And who might you be affiliated with? The Alliance? The Accord? The Association? It matters not."

Ominously, he cracks his long, clawed fingers, gracing you with a sinister smile full of sharpened, yellow teeth. "You have no idea of the trouble into which you have just gotten yourselves. Many have tried to slay me before... you will be but the latest in a long line of failures."

## ENEMIES

The enemies in wave 2 are Almansi, along with one other emotional jinn that arrives as backup.

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

- ◆ 1 Frustration Jinn\* (CR 3)
- ◆ 1 Shaitan Agitator\* (CR 8)

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

- ◆ 1 Anxiety Jinn\* (CR 6)
- ◆ 1 Shaitan Incendiary\* (CR 15)

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

- ◆ 1 Ennui Jinn\* (CR 9)
- ◆ 1 Shaitan Demagogue\* (CR 21)

\*see Appendix C

## ERODING BELIEF

Almansi has amassed so much belief from the people of Majinna that he has become functionally unkillable. While this belief remains, Almansi can't be reduced to 0 Hit Points, preventing his Incredible Form trait from triggering and Wave 2 from ending. In order to defeat the shaitan, the party must first expose his true nature to the city.

In order to do so, they can use Almansi's own projection devices—the arcane towers topped with eye gems. As an Action (or a Bonus Action if the creature practiced—see Clue 3, page XX), a creature within 5 feet of one of the towers can make a VDC Intelligence (Arcana or tinker's tools) check, turning it on on a success. The tower remains active until the end of the creature's next turn. During this time, it captures the image and sound of Almansi and the party, broadcasting them all across the city of Majinna.



While the tower is active, the party can expose the shaitan's schemes to the people. They can do this by taking advantage of Almansi's Compelled Candour trait to force it to answer questions truthfully, by providing evidence of their claims, or simply by making impassioned arguments. The latter requires a successful **VDC Charisma (Persuasion)** check, whose DC increases by 5 with each success.

The party can use the information they've gathered during their investigation to reveal the shaitan's lies and plots, such as:

- ◆ Almansi has been ordering some of his jinn supporters to possess Humanoids and orchestrate false flag attacks.
- ◆ Under the alias Hisanat, Almansi funded insurrectionist attacks on himself, just so he could pass himself off as a victim.
- ◆ Despite his vitriol against Humanoids, Almansi is receiving funding from the Cult of the Final Hour—the very group of Humanoids responsible for the timestorm.
- ◆ The Cult of the Final Hour has no intention of sparing the city of Majinna, which will be swallowed by the timestorm like the rest of the world.

The same lie, scheme, or argument can't be used to expose Almansi more than once.

**Finally Killable.** After Almansi has been successfully exposed three times, the belief of the people of Majinna is shaken, and he can be reduced to 0 Hit Points.

## GM TIP: VISUAL INDICATORS

When running a multiple-step puzzle that requires a party to perform several different actions over the course of a period of time, it's helpful to provide visual indicators that help the players see that they're on the right track.

In the case of the shaitan, this takes the form of the sun between his horns, which becomes fainter, redder, and lower as the people's belief in him is eroded. However, it can be useful to provide additional indicators, such as having Almansi curse or shudder when one of his schemes is revealed, or a visible pulse of energy emanating from the city when a seed of doubt flares in the minds of his supporters. Once his lies are exposed for the third time, the sun sets, his confidence wanes, and he can finally be reduced to 0 Hit Points.

## TACTICS

Almansi is a cunning combatant who adapts his tactics to the foes he faces. He starts the fight off confident, eagerly engaging enemies in melee.

**Actions.** Whenever he uses his Multiattack action, he uses his Tail attack only until any creatures in melee range of him are Poisoned, then resorts to Strand of Deception, preferring to target spellcasters with it.

He uses his Snake Tongue at the earliest opportunity, trying to take control of the non-spellcasting party member with the most Hit Points. Once the possession is successful, Almansi recklessly puppets the creature's body to attack his enemies, walking into harmful effects and putting himself in danger without much concern.

He uses his Web of Lies action whenever it's available, as long as he can catch two or more foes in it. If the party proves capable of reliably triggering his Compelled Candour trait, he avoids Web of Lies unless the affected creatures are farther than **20 feet** from him.

**Legendary Actions.** Almansi divides his Legendary Actions as equally as possible between Duplicity and Whispers. He favours the former if he's being the target of many attack rolls, and the latter if not, but he always tries to keep at least one illusory duplicate of himself active.

Almansi's tactics change after the party successfully exposes him once. At that point, his main priority becomes keeping foes away from the arcane towers. He focuses his attacks on whichever creature activated the last one, and eschews his Duplicity Legendary Action in order to use Whispers exclusively.

**Lair Actions.** Almansi cycles through his lair actions, favouring Fear if he is unable to get close with his intended target.

## END OF WAVE

This wave ends once Almansi is reduced to 0 Hit Points and enters his Incredulous Form.



## WAVE 3: THE SETTING SUN

When the shaitan's Incredible Form activates, you can read or paraphrase the following:

The darkening sun between the shaitan's horns sinks slowly, its fiery glow fading into Almansi's head like the final moments of a dying day. It flickers and trembles weakly before the last of its crimson light sputters and it vanishes, leaving a hollow stillness in its place.

"What have you done...?" Almansi's voice, once so confident and scornful, is now laced with disbelief. His boney fingers dart upwards, feeling the space above his head for the sun that is no longer there. "So much effort... so much preparation... for this?! All lost because of a group of imbeciles?!"

His beady eyes fall upon you, overflowing with malice. A deafening, metallic groan echoes through the balcony, like the creaking of a massive iron gate grinding open on ancient hinges. It's accompanied by the ripping of the air into a rift, from which devilish sounds emanate menacingly. "You'll regret this."

### ENEMIES

The enemies in wave 3 are Almansi in his Incredible Form, along with some Fiends that he summons to assist him.

**Level 7.** At 7th level, the wave 3 combatants are:

- ◆ ~3 **Imps** (CR 1; 1 summoned by Almansi's Gates of Hell each round)
- ◆ 1 **Shaitan Agitator\*** (CR 8; Incredible Form)

**Level 12.** At 12th level, the wave 3 combatants are:

- ◆ ~3 **Hellbats** (Hell Hounds with a Flying Speed of 50 feet, CR 3; 1 summoned by Almansi's Gates of Hell each round)
- ◆ 1 **Shaitan Incendiary\*** (CR 15; Incredible Form)

**Level 17.** At 17th level, the wave 3 combatants are:

- ◆ ~3 **Vrocks** (CR 6; 1 summoned by Almansi's Gates of Hell each round)
- ◆ 1 **Shaitan Demagogue\*** (CR 21; Incredible Form)

\*see Appendix C

### TACTICS

In his Incredible Form, Almansi is an even more formidable enemy. For the most part, he uses the same tactics he did in wave 2, but with a more balanced spread between offense and defense now that the arcane towers are no longer a concern. These tactics are changed in the following ways:

**Bonus Action.** He uses his Gates of Hell Bonus Action each turn to summon an additional ally. He commands his summoned Fiends to spread their attention across the entire party, trying to keep his foes from crowding him. Unless the players are finding the combat too easy, it is advised not to have Almansi summon more than three creatures.

**Legendary Actions.** He uses his Great Deception Legendary Action each round. While this effect lasts, Almansi pretends to be confused, acting like one of the adventurers trying to discern where their foe is, to better blend in. If the party develops a reliable tactic that allows them to identify who Almansi is, he ceases to use this tactic.

## GM TIP:

### AVOIDING METAGAMING

In his Incredulous Form, the shaitan has access to Great Deception, a Legendary Action that makes each creature look like him and mixes everyone up on the battlefield. The intent behind this is to confuse the party, potentially leading them to attack their own allies in search of Almansi.

This illusion is thorough, and covers its tracks by making disguised creatures appear to act as the shaitan. For example, if a disguised Barbarian swings a greataxe, it appears as if the shaitan is making a Tail attack. If a disguised Wizard casts Fireball, it appears as if the shaitan is using its Web of Lies, even if the damage types are not the same.

However, it's still trivial for players to immediately discern which creatures are the party members. After all, the shaitan that moves on the Barbarian's turn must be the Barbarian. Ask your players to avoid metagaming during this portion of the fight. If they find themselves unable to, or would simply like some help, you can enforce a rule that requires a creature to randomly determine the target of its attacks while the shaitan remains concealed by his trickery. Once a creature has been exposed as the shaitan, however (such as with the use of Truesight, or by dealing damage to it and observing that the illusion doesn't drop), player characters can act as normal.

### END OF WAVE

This wave ends once the shaitan is reduced to 0 Hit Points. When this happens, any creatures summoned by him vanish immediately.

## FINALE

If the shaitan is defeated, proceed to Almansi Defeated. If the shaitan beats the party (the entire party is reduced to 0 Hit Points or flees), proceed to Almansi Victorious.

### ALMANSI DEFEATED

If the party defeats Almansi, they gain **2 paradox points**. You can read or paraphrase the following:

"You fools! Idiots! You complete and utter morons!" Almansi shrieks, his voice raw with impotent rage as he crumples to his hands and knees, all of his strength abandoning him. "Don't you realise what you're doing?! Majinna is nothing without me! Nothing! You'll rue the day...!" He tries to bellow, but his words falter into rasping coughs, each one pulling the venom from his tirade. "Rue... the day... I cannot... die..."

And with one last breath, the shaitan's limp body collapses on the tiles, inert. Only the faint echoes of his voice linger for a second... but they are soon washed away by the wind.

The party may still have some time in the past, allowing them to return to Zakia and inform her of their success. She promises to start working on their weapons right away, and to meet the adventurers in Kasbat Azzaman, in the future, to deliver the finished product.

### ALMANSI VICTORIOUS

If Almansi defeats the party, you can read or paraphrase the following:

As darkness threatens to claim you, the dizzying whirl of the world around you is punctuated by Almansi's voice, sharp and commanding. He barks for more guards, and moments later, rough hands are seizing you, their grip unyielding as they drag you from the floor. The shaitan cackles in delight—a cruel, triumphant sound that chills the air.

"Take away their weapons." He orders, his tone dripping with malice. "And lock them up. The city will have another show tonight."

Almansi doesn't kill the party if he defeats them in battle. Instead, he strips them of all their belongings and takes them prisoner, in order to later parade them around Majinna as yet another group of failed assassins.

Such a display of power further cements the shaitan's influence over the populace, but as soon as Falak catches wind of this development—either through Buma or witnessing the party in chains—he sends the adventurers back to the present. He manages to send most of their equipment back with them, even if it wasn't in their possession at the moment, but at the GM's discretion, some pieces may be left behind in the past.

# AFTERMATH

The result of this adventure depends on whether the party managed to defeat Almansi. Here are some possible outcomes:

- ◆ Bringing Shera Zahd information on Almansi results in a scathing frontpage exposé on the shaitan, released in the following day's issue of the *Kasbat Azzaman Times*. The party is listed as anonymous sources for their own protection, but Shera rewards them for their help with 2 *Potions of Clairvoyance*—a handy tool if they ever need to do more investigative work.
- ◆ If the party delivers the merchant's seal to Hump Ardink, he hurries to open the vault the very next day and returns to the party afterwards to inform them of his success. The vault was full of powerful magic items, many of which were claimed by his associate as per their agreement. However, he managed to save something for the party, presenting them with a *Spell Scroll of Summon Jinn* (see Appendix B). Unfortunately, Hump finds himself once again unwittingly dealing with the Cult of the Final Hour, and putting powerful magic in their hands results in the party gaining 1 **paradox point**.

## ALMANSI DEFEATED

- ◆ The shaitan's death doesn't magically fix the dangerous tension in the city of Majinna. Many are still scared, frustrated, and confused, especially as rumours begin to spread of all of Almansi's manipulative plots. Over the next few days, new political figures rise from among the people, calling for patience, peace, and cooperation. Slowly, Majinna begins to heal.
- ◆ The city's focus soon shifts to the incoming timestorm, with evacuation plans rapidly drafted and executed. Although calamity does eventually touch down upon Majinna, many refugees, jinn and Humanoid alike, are able to escape.
- ◆ In the present, the city of Kasbat Azzaman is more crowded than ever. Although resources are strained, this isn't without its benefits: the powerful magic of the Majinna jinn is of great assistance in these dire times, helping with well-digging, law enforcement, and even building temporary homes for all the refugees. In addition, the looming figure of a fourth great jinn is now present outside of the walls, joining the others in holding back the timestorm. The whirling sands appear farther from the city than they were before.

- ◆ Ash Azin is one of the refugees that was able to escape the destruction of Majinna, having been released shortly after Almansi's defeat. He reunites with his mother Sara, who weeps tears of joy at having her only son back.
- ◆ At the GM's discretion, the merchant Mobey Nags might be among the people who made it to Kasbat Azzaman from Majinna. If the party took his personal seal and helped Hump Ardink empty his bank vault, Mobey is now on the lookout for the ones responsible.
- ◆ As promised, Zakia Hadad makes it to Kasbat Azzaman as well. She's in possession of the special firearms requested by the party, which she constructed exactly according to specifications.
- ◆ Zakia quickly sets up shop in the city, salvaging a derelict forge and resuming her work. She offers the party a 20% discount on all of their purchases in her store, and even gives them a little gift the first time they stop by: one of her signature *Double Whammies* (see Appendix A).
- ◆ With the firearms made, it's time to implement the next step of Project Stormstopper. Zaman and Zohra start making preparations to send the party back in time once again. The story continues in the next adventure!

## ALMANSI VICTORIOUS

- ◆ The party's failure to defeat Almansi serves as yet another rung in the ladder of his ascent. He paints himself as a victim and a martyr, causing his popularity to skyrocket. Mere days after, a majority of the population of Majinna votes to give him sole power over the city.
- ◆ Once in power, Almansi begins to publicly orchestrate the expulsion of Humanoids from the city—a promise he has no intention on which to deliver. Undercover agents working for the shaitan help Humanoid prisoners escape, which sows fear and chaos in the streets. With the city in disarray, Almansi strikes more deals than ever before, earning him a trove of powerful souls.
- ◆ Not long after, the timestorm sweeps in, swallowing Majinna into nothingness. Almansi realises that he's been duped too late, and misses his chance to evacuate—as does the rest of the city.
- ◆ The party can retry the adventure by having Falak (or his projection) transport them to the past once more. The party can choose to be transported to a point in time before their previous selves arrived, or immediately before their fight against the shaitan. However, meddling with the same point in time re-

peatedly can have grave consequences. The second time that the party travels to this moment in the past, they gain 2 **paradox points**. This number is increased by 2 for each additional time they travel to the same moment afterward. Furthermore, the party risks coming in contact with past versions of themselves, which can result in gaining even more paradox points.

## TREASURE

Once the party has defeated the shaitan, they can attempt to harvest components and craft unique items using the remains of his body. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

## HARVESTING

The following components can be harvested from the remains of the shaitan. Components in bold indicate that they can be used to craft this adventure's unique items.

SHAITAN HARVEST TABLE

| Component                   | DC        | Number Available |
|-----------------------------|-----------|------------------|
| Eye <sup>E</sup>            | 5         | 2                |
| Flesh <sup>E</sup>          | 5         | 3                |
| Hair                        | 5         | 5                |
| Phial of blood <sup>E</sup> | 5         | 3                |
| Pouch of dust <sup>E</sup>  | 5         | 3                |
| <b>Bone<sup>E</sup></b>     | <b>10</b> | <b>3</b>         |
| Horn                        | 10        | 2                |
| Pouch of claws              | 10        | 2                |
| Pouch of teeth              | 10        | 1                |
| Fat <sup>E</sup>            | 15        | 2                |
| Heart <sup>E</sup>          | 15        | 1                |
| Liver <sup>E</sup>          | 15        | 1                |
| <b>Brain<sup>E</sup></b>    | <b>20</b> | <b>1</b>         |
| <b>Skin</b>                 | <b>20</b> | <b>1</b>         |
| Soul                        | 25        | 1                |

## CRAFTING

The following unique items from this adventure can be crafted.

| Item                              | Item Type         | Rarity    | Attunement | Components                                    | Essence | Value*    |
|-----------------------------------|-------------------|-----------|------------|---|---------|-----------|
| <i>Anti-Imaginal Tonic</i>        | Potion            | Uncommon  | —          | <i>Phial of Aberration (jinn) blood</i>       | Frail   | 220 gp    |
|                                   |                   | Rare      |            |   | Robust  | 1,880 gp  |
| <i>Blades of the Infernal Sun</i> | Weapon (scimitar) | Uncommon  | Required   | <i>Fiend (shaitan) horns</i>                  | Frail   | 740 gp    |
|                                   |                   | Rare      |            |   | Robust  | 2,860 gp  |
|                                   |                   | Very rare |            |   | Potent  | 10,810 gp |
| <i>Double Whammy</i>              | Weapon (pistol)   | Uncommon  | —          | <i>Elemental (jinn) volatile mote of fire</i> | Frail   | 360 gp    |
|                                   |                   | Rare      |            |   | Robust  | 1,790 gp  |
|                                   |                   | Very rare |            |   | Potent  | 8,010 gp  |
| <i>Robes of Possession</i>        | Wondrous item     | Rare      | Required   | <i>Fiend (shaitan) skin</i>                   | Robust  | 3,620 gp  |
|                                   |                   | Very rare |            |   | Potent  | 11,320 gp |
|                                   |                   | Legendary |            |   | Mythic  | 66,890 gp |
| <i>Shaitan's Snakestaff</i>       | Staff             | Uncommon  | Required   | <i>Fiend (shaitan) bone</i>                   | Frail   | 730 gp    |
|                                   |                   | Rare      |            |   | Robust  | 3,670 gp  |
|                                   |                   | Very rare |            |   | Potent  | 13,100 gp |

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

# Appendix A Magic Items

## Anti-Imaginal Tonic

Potion, Uncommon

Component: Phial of Aberration (jinn) blood

*"Matter over mind."*

— Motto of the Anti-Almansi Accord

You can drink this potion as an action, and its effects last for **1 hour**. During this time, when you're forced to make a Charisma, Intelligence, or Wisdom saving throw, you can make a Strength or Dexterity saving throw instead. Once you've done so, the potion's effect ends.

**Rare variant:** Increase the duration to **8 hours**.

You can replace a saving throw up to three times while the potion lasts, after which its effect ends.

## Blades of the Infernal Sun

Weapon (Scimitar), Uncommon (requires Attunement)

Component: Fiend (shaitan) horn

It's said that when the sun sets between the horns of a shaitan, the gates of the Hells open. Make sure you're not around when that happens—you don't want to see who's at the door.

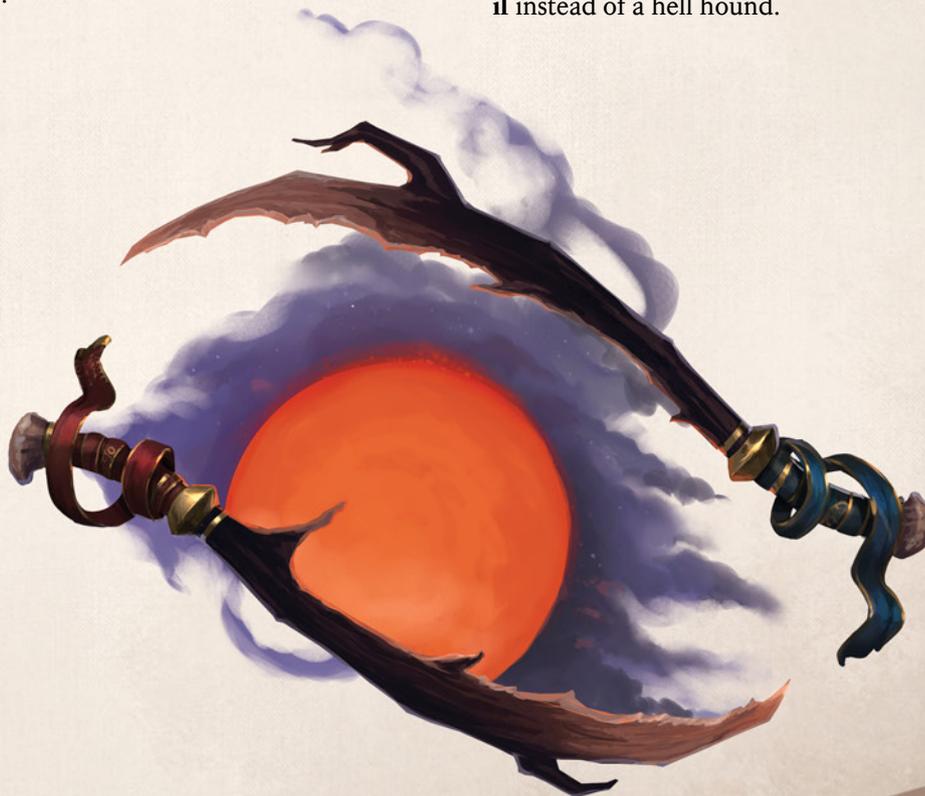
These two Scimitars count as a single magic item with regard to the number of magic items to which you can attune. An orange sun hovers constantly between them when they're unsheathed, feeding their blades with fiery rays. While the sun persists, each scimitar deals an extra **1d4** Fire damage to the first target it hits on each of your turns.

**Open the Gates.** When you're reduced to 0 Hit Points while holding these weapons with the scimitar's sun present and shining, the scimitar's sun sets and disappears, and a metallic creak echoes through the air. A **Hell Hound** appears in an unoccupied space within **5 feet** of you. It's an ally to you and your companions and shares your Initiative count in combat, taking its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it attacks the hostile creature nearest to you. The hell hound remains for **1 minute** or until it's reduced to 0 Hit Points.

The sun reappears between the scimitars the first time they're drawn after the next dawn.

**Rare variant:** Increase the damage to **1d8**. The Open the Gates property summons a **Barbed Devil** instead of a hell hound.

**Very rare variant:** Increase the damage to **1d12**. The Open the Gates property summons a **Chain Devil** instead of a hell hound.



## Chronocube

Wondrous item, Uncommon

Component: magical material - timeshard, magical material - smokeglass

Different versions of this device, such as a chronosphere and a chronopyramid, were ultimately rejected for not being sufficiently alliterative. A chronocone was briefly in consideration.

**Paradox Prevention.** In its default state, this item glows with a soft blue colour. While you are holding or carrying the Chronocube and are involved in a situation where you may earn 1 or more paradox points, such as being in the vicinity of a past version of yourself or having a conversation that might result in leaking vital information to a creature in the past (GM's discretion, see Maximum Paradox sidebar in page XX), the cube's glow shifts to a vivid red.

**Retrocausal Shielding.** While you are holding or carrying the Chronocube and gain 1 or more paradox points, you can use your Reaction to reduce the number of points gained by 1. Once this property of the cube has been used, it can't be used again until the next dawn.

**Reality Mending.** While you are holding or carrying the Chronocube, you can use an action to take **4d8** Force damage and lose **1 paradox point**. This damage can't be reduced or prevented by any means. Once this property of the cube has been used, it can't be used again for **7 days**.

## Double Whammy

Weapon (Pistol), Rare

Component: Elemental (jinn) volatile mote of fire

If the gun jams, just follow the instructions in Zakia Hadad's *Easy One-Step Guide to Fixing Any Magitech Device*: give it a couple of solid thwacks. Better yet, give it a couple of solid thwacks over someone else's head!

This firearm can also be used as a Light Hammer. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

**Calculated Malfunction.** When you roll a 20 on an attack roll made using this weapon as a Pistol, the target takes an extra **4d6** Fire damage. In addition, the target must succeed on a **DC 15 Strength saving throw** or be pushed up to **15 feet** away from you in a straight line and fall **Prone**. After this happens, the weapon jams, and can't be used as a Pistol until you use an action to unjam it or hit a target with a melee attack using the weapon.

**Uncommon variant:** Reduce the damage to **2d6** and the **DC** to **13**. Remove the attack and damage bonus.

**Very rare variant:** Increase the attack and damage bonus to **+2** and the **DC** to **16**. The item has the Magic Touch property.

**Magic Touch.** When you roll a 20 on a melee attack roll made using this weapon, you gain **Advantage** on the next attack roll made using this weapon as a pistol within **1 minute**.

## Robes of Possession

Wondrous Item, Very Rare (requires Attunement)

Component: Fiend (shaitan) skin

The best way to control and manipulate is from within. This shaitan adage applies equally to settlements, organisations... and people.

While wearing these robes, you gain a **+1 bonus** to AC and Immunity to being possessed.

**Absolute Domination.** While wearing these robes, you can cast the *Dominate Person* spell (save **DC 16**). If the target of the spell fails its saving throw against it, you can choose to possess the target by disappearing and entering its body until the spell ends or the target is reduced to 0 Hit Points. When the spell ends, you exit the creature's body into an unoccupied space within **10 feet** of it.

While within the target's body, you share its senses and speak with its voice, can't take Reactions or Bonus Actions, and the only action you can take is to take total and precise control of the target, as per the spell. In addition, you can't be targeted by attacks or abilities and can't take damage. Once this property has been used, it can't be used again until the next dawn.

**Rare variant:** Reduce the **DC** to **15**. Remove the bonus to AC.

**Legendary variant:** Increase the bonus to AC to **+2** and the **DC** to **17**. The robes can be used to cast the *Dominate Monster* spell instead of *Dominate Person*.

## Shaitan's Snakestaff

Staff, Rare (requires Attunement by a spellcaster)  
Component: Fiend (shaitan) snaketail

This staff is the strongest magical item in the world. This staff is not magical at all. You are loved and feared while in possession of this staff. You are laughed at and mocked while in possession of this staff. You are everything. You are nothing.

This staff has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff becomes nonmagical, but still appears as magical to spells such as *Detect Magic* and *Identify*.

You have **Advantage** on **Charisma (Deception)** checks made while holding this staff.

**Spells.** While holding this staff, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *Breath of Betrayal\** (**3 charges**), *Major Image* (**3 charges**), *Mirror Image* (**2 charges**), *Modify Memory* (**5 charges**), or *Suggestion* (**2 charges**).

**Fed on Lies.** Whenever you expend a spell slot or any of the staff's charges to cast an Enchantment or Illusion spell, you gain **1d8** Temporary Hit Points, which last for **1 minute**.

**Uncommon variant:** Reduce the **DC** to **13**. Remove the Fed on Lies property and *Modify Memory* from the Spells property's list of spells. The staff doesn't grant Advantage on Charisma (Deception) checks.

**Very rare variant:** Increase the **DC** to **16**, the charges to **8**, the recharge to **1d4 + 4**, and the Temporary Hit Points to **2d8**. Add *Mass Suggestion* (**6 charges**) and *Programmed Illusion* (**6 charges**) to the Spells property's list of spells.

# Appendix B Spells

## 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 and is knocked **prone**.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the radius of the difficult terrain increases by **5 feet** and the damage increases by **1d6** for each slot level above 2nd.

## Breath of Betrayal

*3rd-level Enchantment*

**Casting Time:** 1 Action

**Range:** Self (30-foot cone)

**Components:** V, S, M (a green reptilian scale)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Druid, Sorcerer, Warlock

You exhale a thin green mist in a **30-foot cone**, attempting to debilitate creatures' minds and bodies. Each creature in the area must succeed on a **Constitution saving throw** or be **Poisoned** until the spell ends. A creature that doesn't need to breathe automatically succeeds on this saving throw.

When a creature poisoned in this way starts its turn, it must immediately use its Reaction to make a weapon attack against a creature within its reach/range other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within range of its attack.. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Detect Emotion

*Divination cantrip*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** S

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Bender (Air, Earth, Water), Druid, Sorcerer, Tamer

You gain a preternatural ability to detect the most prominent emotion of creatures near you. As part of the action you use to cast this spell and as a Bonus Action on subsequent turns, you can focus on one creature you can see within **15 feet** of you. The creature must succeed on a **Wisdom saving throw**, or you learn which emotion it feels most strongly at that moment: Anger, Disgust, Joy, Fear, Sadness, or Surprise.

The range at which you can detect a creature's emotion increases when you reach 5th level (**30 feet**), 11th level (**60 feet**), and 17th level (**120 feet**).

## Doom Future

*1st-level divination*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a timeshard)

**Duration:** 1 round

**Class:** Cleric, Sorcerer, Warlock, Wizard

You peer into the future of a creature you can see within range, dooming one of its possible timelines. When you cast this spell, choose one of the following activities:

- ◆ Making an attack.
- ◆ Casting a spell.
- ◆ Taking the Dash, Disengage, or Dodge action.

The creature is aware of the effect placed upon it and the action you chose. If the creature performs the activity you chose before the end of its next turn, it takes **3d6** force damage and the spell ends.

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

## 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 4th 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.

## Enthusing Cheer

2nd-level enchantment

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bard, Sorcerer, Tamer, Paladin, Warlock, Wizard

You jollify up to four willing creatures of your choice (other than yourself) within range. Each creature

ceases being Frightened, gains **1d4** Temporary Hit Points, and can immediately make a saving throw against any effect that is causing it to be Incapacitated, Stunned, or Paralysed.

## Epinephrine

1st-level biomancy\* spell (\*can be replaced with transmutation)

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S, M (a chili pepper seed)

**Duration:** Instantaneous

**Class:** Druid, Ranger, Sorcerer, Tamer, Wizard

A fiery sensation runs through your veins, invigorating you for but a moment. Your speed increases by **30 feet** and you immediately take the Disengage action and can move up to your speed. At the start of your next turn, you lose this speed increase and gain 1 level of **exhaustion**. This exhaustion is removed when you spend at least **10 minutes** resting.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the bonus to your speed increases by **10 feet** for each slot level above 1st.

## 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.

## Friction

*Abjuration cantrip*

**Casting Time:** 1 Reaction, which you take when you or a willing creature you can see is moved against its will

**Range:** 5 feet

**Components:** S

**Duration:** Instantaneous

**Class:** Bard, Bender (Air, Earth, Water), Druid, Sorcerer, Tamer

You increase the friction experienced with the air and surfaces the target creature touches, reducing the distance it's moved by **10 feet**.

The range of the spell and total distance you are moved decreases further when you reach 5th level (**30 feet** and **15 feet**), 11th level (**60 feet** and **20 feet**), and 17th level (**90 feet** and **30 feet**).

## Frighten

*2nd-level Enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a tiny, creepy doll)

**Duration:** 1 minute

**Class:** Bard, Bender (Water), Tamer, Sorcerer, Warlock, Wizard

You attempt to instill the sensation of impending doom in a creature you can see within range. A Construct or Undead is immune to this effect. The target must succeed on a **Wisdom saving throw** or become **Frightened** of one creature or object of your choice

for the duration. The Frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends on a creature that hits the source of its fear with an attack.

**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. The creatures must be within **30 feet** of each other when you target them.

## Gravity Lapse

*2nd-level Transmutation (Ritual)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a timeshard worth at least 10 gp, which the spell consumes)

**Duration:** 1 hour

**Class:** Bard, Bender (Air, Earth), Druid, Ranger, Tamer, Wizard

You increase the Speed of up to three willing creatures you can see within range by **10 feet**. In addition, the maximum long and high jump of a creature affected by this spell is increased by **5 feet** and **2 feet**, respectively.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the number of creatures that can benefit from this spell increases by one for each slot level above 2nd.

## 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.

## Magnetism

*1st-level Transmutation*

**Casting Time:** 1 Bonus Action

**Range:** 30 feet

**Components:** V, S, M (a piece of meteorite)

**Duration:** 1 round

**Class:** Bard, Bender (Earth), Tamer, Sorcerer, Warlock, Wizard

You magnetically charge two targets, which can be metal objects or creatures wearing metal armour or made of metal, that you can see within range. Until the end of your next turn, the first time the targets exist within **30 feet** of each other, each target must make a **Strength saving throw**. A creature has **Disadvantage** on this saving throw if it is not holding onto an object anchored to a surface. Objects that weigh equal to or less than thirty times your spellcasting ability score in pounds automatically fail this saving throw; objects that weigh more automatically succeed.

On a failure, a target immediately flies **30 feet** in a straight line towards the other target and its Speed is reduced to **0 feet** until the end of your next turn. Until the end of your next turn, the two targets can only be separated if a creature within reach of a target uses its action to make a Strength (Athletics) check against your spell save DC and succeeds, at which point the spell ends. If both targets fail the saving throw, each takes **2d8** bludgeoning damage when they collide.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the range, proximity, and distance flown all increase by **10 feet** and the damage increases by **1d8** for each slot level above 1st.

## 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**).

## 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, Bender (earth), 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 can target one additional creature for each slot level above 2nd.

## Repulsing Palm

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Cleric, Paladin, Ranger, Wizard

You empower yourself with the unimpedable motion of a tectonic plate. Make an unarmed strike or melee attack with a weapon you're holding against one creature within your reach. On a hit, the target suffers the attack's normal effects, and if the target is Large or smaller, you can choose to push it up to **30 feet** directly away from you.

If the target collides with an object or creature, it stops moving, falls **prone**, and takes **2d8** bludgeoning damage. If it collides with an object, the object takes **2d8** bludgeoning damage. If it collides with a creature, that creature must make a **Dexterity saving throw**, taking **2d8** bludgeoning damage and being knocked **prone** on a failed save, or taking half as much damage and not falling prone on a successful one.

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

## Shackle

1st-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a manacle's link)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

You point at a creature you can see within range, conjuring ethereal manacles that attempt to bind its limbs. The target must succeed on a **Strength saving throw** or, for the duration, its speed is halved, it has **disadvantage** on attack rolls and Dexterity saving throws, and attack rolls against it have **advantage**. In addition, standing up from prone costs the creature twice as much movement as usual. A creature immune to being restrained automatically succeeds on its saving throw against this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## Soften Descent

Transmutation cantrip

**Casting Time:** 1 reaction, which you take when you are about to hit a surface after falling

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Druid, Sorcerer, Tamer, Wizard

With a gesture, you cause an updraft in the air, slowing your descent. You ignore the first **30 feet** when calculating falling damage.

This spell ignores an additional 30 feet of falling damage when you reach 5th level (**60 feet**), 11th level (**90 feet**), and 17th level (**120 feet**).

## Spikeskin

1st-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a handful of needles)

**Duration:** Concentration, up to 10 minutes

**Class:** Druid, Ranger, Tamer

You touch a willing creature, causing spikes to grow from its skin like needles on a cactus or quills on a porcupine. For the duration, whenever the creature becomes grappled or is hit by a melee attack from a creature within **5 feet** of it, the attacker or grappler takes **1d6** piercing damage.

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

## Summon Jinn

6th-level Conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a vessel made of precious metal worth at least 600 gp)

**Duration:** Concentration, up to 1 hour

**Class:** Druid, Warlock, Wizard

You call forth a jinn spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Jinn Spirit stat block. When you cast the spell, choose Cosmic, Emotional, or Primal. The creature resembles a jinn of the chosen type, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature 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 movement to avoid danger.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, use the higher level wherever the spell's level appears in the stat block.

## JINN SPIRIT

Large Aberration (Cosmic and Emotional Only) or Elemental (Primordial Only)

**Armour Class** 11 + the level of the spell (natural armour)  
**Hit Points:** 50 + 15 for each spell level above 6th  
**Speed:** 30 ft., Fly 40 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 10 (+0) | 16 (+3) | 10 (+0) | 12 (+1) | 16 (+3) |

**Damage Resistances** (Primordial Only) Acid, Cold, Fire, Lightning, Thunder

**Damage Immunities** See Core Element trait (Primordial only); Force, (Cosmic only); Psychic (Emotional only)

**Senses** Darkvision 60 ft., passive Perception 11

**Languages** Jinn, telepathy 60 ft.

**Challenge** — **Proficiency Bonus** equals your bonus

**Core Element (Primordial Only).** The jinn has **Immunity** to one of the damage types listed under its Damage Resistances (your choice when you summon it). It deals additional damage of that type with its Imbued Claw attack (included in the attack).

**Metaphysical Manifestation.** The jinn uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack and damage rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

**Spacetime Distortion (Cosmic Only).** A friendly creature that moves within **10 feet** of the jinn for the first time on its turn has its Speed increased by **10 feet** until the end of its turn. An unfriendly creature that starts its turn within **10 feet** or enters within **10 feet** of the jinn on its turn can use either an action or a Bonus Action on that turn, not both.

**Wave of Emotion (Emotional Only).** After a creature hits the jinn with an attack, it must succeed on a **Wisdom saving throw** against your **spell save DC** or become **Charmed** by the jinn until the end of its next turn. A creature only makes this saving throw once on a turn. A creature Charmed in this way has **Disadvantage** on attack rolls against you.

### Actions

**Multiattack.** The Jinn makes a number of attacks equal to half this spell's level (rounded down).

**Imbued Claw (Primordial Only).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. **Hit: 1d6 + 3** Slashing damage plus **1d10** + the spell's level damage of the type you chose for its Core Element feature.

**Intrusive Thought (Emotional Only).** *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target. **Hit: 1d4 + 3** + the spell's level Psychic damage.

**Warping Touch (Cosmic Only).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. **Hit: 1d8 + 3** + the spell's level Force damage.

**Impulsive Strike (Emotional Only).** The jinn chooses a number of creatures equal to half this spell's level that are currently Charmed by the jinn. Each creature moves up to its Speed in a direction of the jinn's choice, then makes one weapon attack against a creature of the jinn's, after which the creature is no longer Charmed.

## Words of Discouragement

1st-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Class:** Bard, Warlock, Wizard

You launch a diatribe against a creature you can see within range, listing its shortcomings and failures and attempting to rouse its insecurities. If the creature can hear you and understands a language (though it need not understand you specifically), it must make a **Wisdom saving throw**. On a failed save, it takes **2d8** psychic damage and becomes timorous for **1 minute** or until it succeeds on an ability check or attack roll. On a successful save, a creature takes half as much damage and doesn't become timorous. A timorous creature makes ability checks and attack rolls with **disadvantage** and, if it rolls a **1** on the d20 for any of these rolls, it takes **2d8** psychic damage.

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

# Appendix C Creatures

## JINN

Where awe, gravity, and creativity exist as intangible concepts on the Material Plane—the only evidence of their existence being the influence they exert—they are embodied by fully fledged beings in the Imaginal Plane, creatures known as jinn. Jinn can be broadly divided into three categories: Cosmic, Emotional, and Primordial. Some imaginalysts, as scholars of the Imaginal Plane are known, argue against this taxonomic classification, describing the relationship as a continuum of three axes with sapience arising only when these parameters are mixed.

**Sentience from Complexity.** Lower jinn—creatures that display facets of only one parameter, such as the pygmy rage hippo or the fire-primordial blaze—tend to be more basal, not dissimilar to the Beasts of the Material Plane. Combinations of these concepts, such as fear and time, or fire and inspiration, can result in sapient beings known as higher jinn, as observed in anxiety or creation jinn. Few examples exist of creatures that embody all three categories in equal measure, though jinn worship postulated and idealised combinations of emotion, force, and energy in much the same way as Humanoids worship gods.

**Power of Imagination.** Matter is as foreign a concept to lay jinn as magnetism or ennui might be to a creature of the Material Plane. Formed of notions and concepts, jinn tend to have little in the way of mass, and their prowess is instead linked to their mental faculties. An especially charismatic emotional jinn, intelligent cosmic jinn, or wise primordial jinn can exert itself on the Imaginal Plane with great force and speed, much as a creature on the Material Plane might display feats of strength or dexterity. A jinn outside their home plane, however, can find themselves at a disadvantage, their frail physical forms struggling to interact with physical matter.

## EMOTION JINN

Imaginalysts and therapists alike argue over what comprises the most basal of emotions, with some postulating there is only fear and its absence, while others add anger, disgust, joy, sadness, and even surprise to this list. Emotional jinn that display one of these emotions are described as lesser emotional jinn, and lack true sentience. Those that mix these emotions, such as sadness and anger in the frustration jinn, are known as higher emotional jinn and are often found in conurbations like Majinna.

**Force of Personality.** An emotional jinn's ability to influence its surroundings is governed by the force of its personality. The presence of an especially charismatic jinn can influence the mood of nearby creatures, with Humanoids finding themselves particularly prone to this brand of empathic absorption. Therefore, visitors to the Imaginal Plane are encouraged to engage in mindfulness practices, which have helped many a traveller realise that their disquiet is not internal, but has arisen from spending too much time with their anxiety jinn tour guide.

**Force of Absence.** The absence of emotion, such as that found in ennui, patience, and zen jinn has led imaginalysts to propose the existence of a negative spectrum of emotion. The presence of these absorptive jinn assuages and calms the flowing emotions in crowds, and is an essential part of the rich tapestry of cosmopolitan jinn life. Humanoids that spend a great deal of time meeting with emotion jinn often employ such individuals as buffers, prolonging the duration for which they can be in their presence without becoming overwhelmed. Like everything, balance is necessary; prolonged exposure to absorptive jinn lead to feelings of listlessness.

# FRUSTRATION JINN

*Small Aberration (Jinn), Neutral*

**Armour Class** 15 (natural armour)

**Hit Points** 55 (10d6 + 20)

**Speed** 30 ft.

| STR    | DEX    | CON     | INT     | WIS     | CHA     |
|--------|--------|---------|---------|---------|---------|
| 9 (-1) | 6 (-3) | 15 (+2) | 10 (+0) | 10 (+0) | 17 (+3) |

**Skills** Athletics +1 (+3), Intimidation +5

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Empavision 60 ft., passive Perception 10

**Languages** Jinn

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Empavision.** While on the Imaginal Plane, the jinn can see the location of any Humanoid not under the effects of the *Calm Emotions* spell within the range of its Empavision that isn't behind Total Cover, even if it is Invisible.

**Frustration.** While a creature is Frustrated by the jinn, the creature has **Disadvantage** on attack rolls and Wisdom saving throws. This effect ends early if a creature within **30 feet** of the Frustrated creature that it can hear uses a Bonus Action to make a successful **DC 14** ability check in order to do or say something that resolves the frustration (see GM Tip: Facing Your Feelings, page XX).

**Magic Weapons.** The jinn's weapon attacks are magical.

**Metaphysical Manifestation.** The jinn uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

## Actions

**Multiattack.** The jinn makes two Fist attacks. It can replace one attack with a use of Snap.

**Fist. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) Bludgeoning damage plus 2 (1d4) Psychic damage.

**Snap. Saving Throw:** **DC 13 Cha. Range: 30 feet**, one creature that the jinn can see. **Failure:** The creature can't take Reactions until the start of its next turn and it must immediately make one attack with a weapon it's wielding, against a random creature within reach/range of that weapon, or it makes an Unarmed Strike against a random creature within its reach if it isn't wielding a weapon. If the creature misses, it becomes **Frustrated** for **1 minute** (see Frustration trait).

**Possession (1/Day\*).** **Saving Throw:** **DC 13 Cha. Range: 10 feet**, one creature that the jinn can see. **Failure:** the jinn disappears and the creature is possessed by it. The jinn controls the creature's body. The jinn retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to being Charmed and Frightened, but otherwise uses the possessed target's statistics. It doesn't gain access to the target's knowledge or proficiencies, and can't expend the target's spell slots.

The possession lasts until the body drops to 0 Hit Points, the jinn ends it as a Bonus Action, or the body takes **8** Bludgeoning, Piercing, or Slashing damage from a nonmagical weapon made of iron in a single instance. When the possession ends, the jinn reappears in an unoccupied space within **10 feet** of the body.

\*After the jinn successfully possesses a creature using this action, it can't use this action again until it finishes a Long Rest.

## Reactions

**Frustrate. Trigger:** A creature within **30 feet** of the jinn that it can see misses with an attack roll. **Response:** The creature must succeed on a **DC 13 Wisdom saving throw** or become Frustrated for **1 minute** (see Frustration trait).



## ANXIETY JINN

Medium Aberration (Jinn), Neutral

**Armour Class** 16 (natural armour)

**Hit Points** 84 (13d8 + 26)

**Speed** 40 ft.

| STR    | DEX    | CON     | INT     | WIS     | CHA     |
|--------|--------|---------|---------|---------|---------|
| 5 (-3) | 7 (-2) | 15 (+2) | 13 (+1) | 10 (+0) | 18 (+4) |

**Skills** Acrobatics +1 (+7), Insight +3

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Condition Immunities** Charmed, Exhaustion

**Senses** Empavision 90 ft., passive Perception 10

**Languages** Jinn

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Anxiety.** A creature the jinn makes Anxious has **Disadvantage** on attack rolls and saving throws made to maintain its Concentration, and it must succeed on a **DC 15 Wisdom** check whenever it talks or casts a spell with a verbal component. On a failed check, it stumbles over its words; its meaning is unclear and its spellcasting action is wasted (the spell slot is not expended). This effect ends early if a creature within **30 feet** of the Anxious creature that it can hear uses a Bonus Action to make a successful **DC 16** ability check in order to do or say something that resolves the anxiety (see GM Tip: Facing Your Feelings, page XX).

**Empavision.** While on the Imaginal Plane, the jinn can see the location of any Humanoid not under the effects of the *Calm Emotions* spell within the range of its Empavision that isn't behind Total Cover, even if it is Invisible.

**Magic Weapons.** The jinn's weapon attacks are magical.

**Metaphysical Manifestation.** The jinn uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

## Actions

**Multiattack.** The jinn makes two attacks with any combination of Claw and Disquieting Zap.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Slashing damage plus 7 (2d6) Psychic damage.

**Disquieting Zap.** *Ranged Spell Attack:* +7 to hit, range 90 ft., one creature. *Hit:* 9 (2d8) Psychic damage and the target must succeed on a **DC 15 Wisdom saving throw** or becoming Anxious for **1 minute** (see Anxiety trait). A creature can be forced to make this saving throw no more than once per turn.

**Fear (1/Day).** The jinn casts the *Fear* spell (**DC 15 Wisdom saving throw**). While a creature is Frightened as a result of this spell, the creature is also Anxious (see Anxiety trait).

**Possession (1/Day\*).** *Saving Throw:* **DC 15 Cha. Range: 10 feet**, one creature that the jinn can see. *Failure:* the jinn disappears and the creature is possessed by it. The jinn controls the creature's body. The jinn retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to being Charmed and Frightened, but otherwise uses the possessed target's statistics. It doesn't gain access to the target's knowledge or proficiencies, and can't expend the target's spell slots.

The possession lasts until the body drops to 0 Hit Points, the jinn ends it as a Bonus Action, or the body takes **11** Bludgeoning, Piercing, or Slashing damage from a nonmagical weapon made of iron in a single instance. When the possession ends, the jinn reappears in an unoccupied space within **10 feet** of the body.

\*After the jinn successfully possesses a creature using this action, it can't use this action again until it finishes a Long Rest.

# ENNUI JINN

Large Aberration (Jinn), Neutral

**Armour Class** 18 (natural armour)

**Hit Points** 119 (14d10 + 42)

**Speed** 20 ft.

| STR    | DEX    | CON     | INT     | WIS     | CHA     |
|--------|--------|---------|---------|---------|---------|
| 9 (-1) | 7 (-2) | 17 (+3) | 15 (+2) | 14 (+2) | 20 (+5) |

**Skills** Acrobatics +3 (+9), Insight +6

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Condition Immunities** Charmed, Frightened

**Senses** Empavision 120 ft., passive Perception 12

**Languages** Jinn

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Ennui.** A creature the jinn makes Listless can take either an action or Bonus Action on its turn, not both. In addition, it can't take Reactions, its Speed is halved, and it has **Disadvantage** on Dexterity saving throws. This effect ends early if a creature within **30 feet** of the Listless creature that it can hear uses a Bonus Action to make a successful **DC 17** ability check in order to do or say something that resolves the listlessness (see GM Tip: Facing Your Feelings, page XX).

**Empavision.** While on the Imaginal Plane, the jinn can see the location of any Humanoid not under the effects of the *Calm Emotions* spell within the range of its Empavision that isn't behind Total Cover, even if it is Invisible.

**Magic Weapons.** The jinn's weapon attacks are magical.

**Metaphysical Manifestation.** The jinn uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

## Actions

**Multiattack.** The jinn makes two Burden attacks and uses Shackle if available. It can replace one Burden attack with a use of Apathy Bomb.

**Burden.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) Bludgeoning damage plus 10 (3d6) Psychic damage.

**Apathy Bomb.** *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 9 (2d8) Bludgeoning damage. *Hit or Miss:* Each creature within **10 feet** of the target must make a **DC 17 Charisma saving throw**. On a failure, a creature takes 10 (3d6) Psychic damage and becomes Listless for **1 minute** (see Ennui trait).

**Shackle (Recharge 4-6).** The jinn casts *Shackle\** (save **DC 17**). Creatures that fail this saving throw become Listless for **1 minute** (see Ennui trait).

\*See page xx

**Possession (1/Day\*).** *Saving Throw:* **DC 17 Cha**. *Range:* **10 feet**, one creature that the jinn can see. *Failure:* the jinn disappears and the creature is possessed by it. The jinn controls the creature's body. The jinn retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to being Charmed and Frightened, but otherwise uses the possessed target's statistics. It doesn't gain access to the target's knowledge or proficiencies, and can't expend the target's spell slots.

The possession lasts until the body drops to 0 Hit Points, the jinn ends it as a Bonus Action, or the body takes **14** Bludgeoning, Piercing, or Slashing damage from a nonmagical weapon made of iron in a single instance. When the possession ends, the jinn reappears in an unoccupied space within **10 feet** of the body.

\*After the jinn successfully possesses a creature using this action, it can't use this action again until it finishes a Long Rest.



## PYGMY ATTACK HIPPOS

Tremble, all ye that witness the fury of the mighty pygmy attack hippo! Do not underestimate these strange creatures because of their diminutive size or surprising cuteness. A pygmy attack hippo is a lower jinn, an animalistic manifestation of an emotion born in the depths of the Imaginal Plane. These raging rascals aren't just angry; they are anger itself, taken physical form so that they may more easily bite the hands off of those who try to pet them.

**Power in Numbers... Briefly.** Pygmy attack hippos are known to be irredeemably stubborn, stopping at nothing to destroy the objects of their ire. In exceptional circumstances where such a target proves too large or formidable for a single hippo to confront, they are known to form into groups referred to as bloats. A bloat of pygmy attack hippos is a fearsome sight of dozens of tiny bodies thrashing wildly in unison, accompanied by a dissonant cacophony of growls and roars. They would certainly present a serious issue to the peoples of the Timespun Sands... if not for the fact that such swarms dissolve mere hours after their formation due to infighting between the hippos.

### PYGMY ATTACK HIPPO

*Tiny Aberration (jinn), Unaligned*

**Armour Class** 14 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., Swim 30 ft.

| STR    | DEX    | CON     | INT    | WIS     | CHA     |
|--------|--------|---------|--------|---------|---------|
| 7 (-2) | 8 (-1) | 15 (+2) | 3 (-4) | 12 (+1) | 15 (+2) |

**Skills** Intimidation +4

**Senses** Darkvision 30 ft., passive Perception 11

**Languages** —

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

**Proficiency Bonus** +2

**Metaphysical Manifestation.** The hippo uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the hippo also does this for ability checks and saving throws that use Strength or Dexterity.

**Tunnel Vision.** When a creature scores a Critical Hit against the hippo, the hippo gains **Advantage** on attack rolls against that creature and **Disadvantage** on attack rolls against all other creatures until the end of its next turn.

**Vicious Reprisal.** Once on each of its turns, the hippo can deal an extra 2 (1d4) Piercing damage with its Bite attack to a creature that hit it with an attack since the end of the hippo's last turn.

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target.

*Hit:* 4 (1d4 + 2) Piercing damage.



## BLOAT OF PYGMY ATTACK HIPPOS

Large swarm of Tiny Aberrations (jinn), Unaligned

**Armour Class** 14 (natural armour)

**Hit Points** 51 (6d10 + 18)

**Speed** 30 ft., Swim 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA     |
|---------|--------|---------|--------|---------|---------|
| 14 (+2) | 8 (-1) | 16 (+3) | 3 (-4) | 12 (+1) | 17 (+3) |

**Skills** Intimidation +5

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Metaphysical Manifestation.** The bloat uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the hippo also does this for ability checks and saving throws that use Strength or Dexterity.

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

**Tunnel Vision.** When a creature scores a Critical Hit against the bloat, the bloat gains **Advantage** on attack rolls against that creature and **Disadvantage** on attack rolls against all other creatures until the end of its next turn.

**Vicious Reprisal.** The first time on each of its turns that the bloat hits a creature that hit it since the end of the bloat's last turn, the target takes an extra 5 (2d4) Piercing damage and 6 (2d6) Psychic damage.

### Actions

**Demoralising Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the bloat's space. *Hit:* 10 (4d4) Piercing damage and 14 (4d6) Psychic damage or 5 (2d4) Piercing damage and 7 (2d6) Psychic damage if the swarm has half of its Hit Points or fewer.

## SHAITAN

Just as Fiends enact nefarious schemes across the Material Plane with the intent of fostering desperation in souls, so too do they scour the Imaginal Plane in search of victims to ensnare. As every Fiend worth their infernal salt can attest, 'every soul is a goal', and jinn souls are worth no less than Humanoid ones.

**Rising Belief.** Shaitan are great deceivers. Through words, deeds, and fiendish machinations, they kindle a belief that only they, the shaitan, can provide aid to those in need. The more souls on a plane of existence that believe in the shaitan, and the stronger that belief,

the greater the shaitan's power there becomes. At a certain threshold, this faith creates a sustaining life force that prevents the shaitan from being killed. From that point onwards, there exists two options to ensure their demise: kill the belief, or kill the believers.

**When the Sun Sets.** Shaitan have a distinct aesthetic marker; between their goat-like horns sits a sun, a tiny ball of bright, heatless fusion. Though not common knowledge, shaitan often disguise this hallmark of their nature with elaborate headdresses or by pretending to be rare solar jinn. The greater the belief in a shaitan, the higher the sun rises and the brighter it shines. Legends say that when the sun sets between the horns of a shaitan, the gates of hell will open.



# SHAITAN AGITATOR

Medium Fiend (Jinn), Neutral Evil

**Armour Class** 15 (natural armour)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT     | WIS     | CHA     |
|---------|--------|---------|---------|---------|---------|
| 10 (+0) | 9 (-1) | 16 (+3) | 17 (+3) | 15 (+2) | 18 (+4) |

**Saving Throws** Dex +2 (+7), Con +6, Wis +5, Cha +7

**Skills** Arcana +6, Deception +10, History +6, Insight +8, Perception +5, Persuasion +7

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

**Damage Immunities** Poison

**Condition Immunities** Charmed, Poisoned

**Senses** Darkvision 120 ft., Truesight 30 ft., passive Perception 15

**Languages** Abyssal, Common, Jinn, Infernal, telepathy 120 ft.

**Challenge** 8 (3,900 XP; 7,800XP with mythic phase)

**Proficiency Bonus** +4

**Compelled Candour.** If the shaitan takes at least **10** Psychic damage in a single instance, the *Zone of Truth* spell is cast centred on the shaitan, moves with it, and lasts until the end of the shaitan's next turn. In addition, the shaitan is compelled to answer the next question it is asked before the end of its next turn, and it must answer truthfully.

**Incredulous Form (Mythic Trait; Recharges When Belief in the Shaitan Grows).** When belief in the shaitan has waned (GM's discretion) and the shaitan is reduced to 0 Hit Points, the sun between its horns appears to set. Its current Hit Point total instead resets to 231 hit points, it recharges its *Web of Lies*, and it regains any expended uses of *Legendary Resistance*. Additionally, the shaitan can now use the options labelled "Incredulous Form Only" for **1 hour**. Award a party an additional 3,900 XP (7,800 XP total) for defeating the shaitan after its *Incredulous Form* activates.

**Legendary Resistance (3/Day).** If the shaitan fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** The shaitan's weapon attacks are magical.

**Metaphysical Manifestation.** The shaitan uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

## Actions

**Multiattack.** The shaitan uses *Snake Tongue* and makes two attacks with any combination of *Tail* and *Strand of Deception*.

**Tail. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 8 (1d8 + 4) Piercing damage and the target must make a **DC 14 Constitution saving throw**. On a failure, the target takes 5 (2d4) Poison damage, is **Poisoned** until the end of the shaitan's next turn, and has **Disadvantage** on Wisdom saving throws while **Poisoned** in this way. On a failure, the target takes half damage only.

**Strand of Deception.** **Saving Throw:** DC 15 Wis. **Range:** 90 feet, one creature. **Failure:** 9 (2d8) Psychic damage and the target must immediately make one attack against a creature of the shaitan's choice using a weapon it is wielding or an Unarmed Strike or damaging cantrip if it isn't wielding one. The target also can't take Reactions until the start of its next turn.

**Snake Tongue.** The shaitan hisses a string of syllables at a creature, which takes the form of a lie the creature can understand. **Saving Throw:** DC 15 Cha. **Range:** 30 feet, one creature that can hear the shaitan. **Failure:** the shaitan disappears and the creature is possessed by it. The shaitan controls the creature's body. The shaitan retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to being Charmed, but otherwise uses the possessed target's statistics. It doesn't gain access to the target's knowledge or proficiencies, and can't expend the target's spell slots.

The possession lasts until the body drops to 0 Hit Points, the shaitan ends it as a Bonus Action, or the body takes **10** Bludgeoning, Piercing, or Slashing damage from a nonmagical weapon made of iron in a single instance. When the possession ends, the shaitan reappears in an unoccupied space within **30 feet** of the body. After the shaitan successfully possesses a creature using this action, it can't use this action again until it finishes a Short or Long Rest.

**Web of Lies (Recharge 5-6).** **Saving Throw:** DC 15 Wisdom **saving throw.** **Range:** 60 feet, each creature in a 20-foot-radius sphere. **Failure:** A creature takes 21 (6d6) Psychic damage and is **Restrained** for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect ends for a creature if it is in the area of the *Zone of Truth* spell or similar magical effect.

## Bonus Actions

**Gates of Hell (1/Turn; Incredulous Form Only).** The shaitan summons one **imp** in an unoccupied space it can see within **60 feet** of it. The imp takes its turn immediately after the shaitan and disappears when it or the shaitan are reduced to 0 Hit Points.

## Legendary Actions

The shaitan can take 3 Legendary Actions, 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 shaitan regains spent Legendary Actions at the start of its turn.

**Duplicity.** The shaitan creates one illusory duplicate, as per the *Mirror Image* spell, and then moves up to half its Speed. It can have no more than three illusory duplicates created in this way. All its duplicates immediately disappear if the shaitan is within the area of the *Zone of Truth* spell or similar magical effect.

**Whispers.** The shaitan uses *Strand of Deception*.

**Great Deception (Costs 2 Actions; Incredulous Form Only).**

The shaitan creates an illusion, causing up to three Medium or Small creatures of its choice within **120 feet** of it to appear and sound like the shaitan until the end of the shaitan's next turn. In addition, the shaitan and each of the chosen creatures teleport to spaces of the shaitan's choice within **30 feet** of the shaitan's current position. A chosen space must be on a harmless surface or liquid that can support the creature without the creature having to squeeze. A creature that takes damage ceases to be disguised by this illusion.

# SHAITAN INCENDIARY

Medium Fiend (Jinn), Neutral Evil

**Armour Class** 17 (natural armour)

**Hit Points** 144 (17d8 + 68)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT     | WIS     | CHA     |
|---------|--------|---------|---------|---------|---------|
| 10 (+0) | 9 (-1) | 18 (+4) | 19 (+4) | 17 (+3) | 21 (+5) |

**Saving Throws** Dex +4 (+10), Con +9, Wis +8, Cha +10

**Skills** Arcana +9, Deception +15, History +9, Insight +13, Perception +8, Persuasion +10

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

**Damage Immunities** Poison

**Condition Immunities** Charmed, Poisoned

**Senses** Darkvision 120 ft., Truesight 60 ft., passive Perception 18

**Languages** Abyssal, Common, Jinn, Infernal, telepathy 120 ft.

**Challenge** 15 (13,000 XP; 26,000XP with mythic phase)

**Proficiency Bonus** +5

**Compelled Candour.** If the shaitan takes at least 15 Psychic damage in a single instance, the *Zone of Truth* spell is cast centred on the shaitan, moves with it, and lasts until the end of the shaitan's next turn. In addition, the shaitan is compelled to answer the next question it is asked before the end of its next turn, and it must answer truthfully.

**Incredulous Form (Mythic Trait; Recharges When Belief in the Shaitan Grows).** When belief in the shaitan has waned (GM's discretion) and the shaitan is reduced to 0 Hit Points, the sun between its horns appears to set. Its current Hit Point total instead resets to 231 hit points, it recharges its *Web of Lies*, and it regains any expended uses of *Legendary Resistance*. Additionally, the shaitan can now use the options labelled "Incredulous Form Only" for 1 hour. Award a party an additional 13,000 XP (26,000 XP total) for defeating the shaitan after its *Incredulous Form* activates.

**Legendary Resistance (3/Day).** If the shaitan fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** The shaitan's weapon attacks are magical.

**Metaphysical Manifestation.** The shaitan uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

## Actions

**Multiattack.** The shaitan uses *Snake Tongue* and makes two attacks with any combination of *Tail* and *Strand of Deception*.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) Piercing damage and the target must make a **DC 17 Constitution saving throw**. On a failure, the target takes 10 (4d4) Poison damage, is **Poisoned** until the end of the shaitan's next turn, and has **Disadvantage** on Wisdom saving throws while **Poisoned** in this way. On a failure, the target takes half damage only.

**Strand of Deception.** *Saving Throw:* **DC 18 Wis.** *Range:* 90 feet, one creature. *Failure:* 18 (4d8) Psychic damage and the target must immediately make one attack against a creature of the shaitan's choice using a weapon it is wielding or an *Unarmed Strike* or *damaging cantrip* if it isn't wielding one. The target also can't take Reactions until the start of its next turn.

**Snake Tongue.** The shaitan hisses a string of syllables at a creature, which takes the form of a lie the creature can understand. *Saving Throw:* **DC 18 Cha.** *Range:* 30 feet, one creature that can hear the shaitan. *Failure:* the shaitan disappears and the creature is possessed by it. The shaitan controls the creature's body. The shaitan retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to being Charmed, but otherwise uses the possessed target's statistics. It doesn't gain access to the target's knowledge or proficiencies, and can't expend the target's spell slots.

The possession lasts until the body drops to 0 Hit Points, the shaitan ends it as a Bonus Action, or the body takes 15 Bludgeoning, Piercing, or Slashing damage from a nonmagical weapon made of iron in a single instance. When the possession ends, the shaitan reappears in an unoccupied space within 30 feet of the body. After the shaitan successfully possesses a creature using this action, it can't use this action again until it finishes a Short or Long Rest.

**Web of Lies (Recharge 5-6).** *Saving Throw:* **DC 18 Wisdom saving throw.** *Range:* 60 feet, each creature in a 20-foot-radius sphere. *Failure:* A creature takes 35 (10d6) Psychic damage and is **Restrained** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect ends for a creature if it is in the area of the *Zone of Truth* spell or similar magical effect.

## Bonus Actions

**Gates of Hell (1/Turn; Incredulous Form Only).** The shaitan summons one hellbat (**hell hound** with a 40 ft. flying speed) in an unoccupied space it can see within 60 feet of it. The hellbat takes its turn immediately after the shaitan and disappears when it or the shaitan are reduced to 0 Hit Points.

## Legendary Actions

The shaitan can take 3 Legendary Actions, 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 shaitan regains spent Legendary Actions at the start of its turn.

**Duplicity.** The shaitan creates one illusory duplicate, as per the *Mirror Image* spell, and then moves up to half its Speed. It can have no more than three illusory duplicates created in this way. All its duplicates immediately disappear if the shaitan is within the area of the *Zone of Truth* spell or similar magical effect.

**Whispers.** The shaitan uses *Strand of Deception*.

**Great Deception (Costs 2 Actions; Incredulous Form Only).**

The shaitan creates an illusion, causing up to three Medium or Small creatures of its choice within 120 feet of it to appear and sound like the shaitan until the end of the shaitan's next turn. In addition, the shaitan and each of the chosen creatures teleport to spaces of the shaitan's choice within 30 feet of the shaitan's current position. A chosen space must be on a harmless surface or liquid that can support the creature without the creature having to squeeze. A creature that takes damage ceases to be disguised by this illusion.

# SHAITAN DEMAGOGUE

Medium Fiend (Jinn), Neutral Evil

**Armour Class** 20 (natural armour)

**Hit Points** 231 (22d8 + 132)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT     | WIS     | CHA     |
|---------|--------|---------|---------|---------|---------|
| 10 (+0) | 9 (-1) | 22 (+6) | 23 (+6) | 19 (+4) | 25 (+7) |

**Saving Throws** Dex +6 (+14), Con +13, Wis +11, Cha +14

**Skills** Arcana +13, Deception +21, History +13, Insight +18, Perception +11, Persuasion +14

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

**Damage Immunities** Poison

**Condition Immunities** Charmed, Poisoned

**Senses** Darkvision 120 ft., Truesight 90 ft., passive Perception 21

**Languages** Abyssal, Common, Jinn, Infernal, telepathy 120 ft.

**Challenge** 21 (33,000 XP; 66,000XP with mythic phase)

**Proficiency Bonus** +7

**Compelled Candour.** If the shaitan takes at least 20 Psychic damage in a single instance, the *Zone of Truth* spell is cast centred on the shaitan, moves with it, and lasts until the end of the shaitan's next turn. In addition, the shaitan is compelled to answer the next question it is asked before the end of its next turn, and it must answer truthfully.

**Incredulous Form (Mythic Trait; Recharges When Belief in the Shaitan Grows).** When belief in the shaitan has waned (GM's discretion) and the shaitan is reduced to 0 Hit Points, the sun between its horns appears to set. Its current Hit Point total instead resets to 231 hit points, it recharges its Web of Lies, and it regains any expended uses of Legendary Resistance. Additionally, the shaitan can now use the options labelled "Incredulous Form Only" for 1 hour. Award a party an additional 13,000 XP (26,000 XP total) for defeating the shaitan after its Incredulous Form activates.

**Legendary Resistance (3/Day).** If the shaitan fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** The shaitan's weapon attacks are magical.

**Metaphysical Manifestation.** The shaitan uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

## Actions

**Multiattack.** The shaitan uses Snake Tongue and makes two attacks with any combination of Tail and Strand of Deception.

**Tail. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 13 (1d12 + 7) Piercing damage and the target must make a **DC 21 Constitution saving throw**. On a failure, the target takes 21 (6d6) Poison damage, is **Poisoned** until the end of the shaitan's next turn, and has **Disadvantage** on Wisdom saving throws while Poisoned in this way. On a failure, the target takes half damage only.

**Strand of Deception.** **Saving Throw:** DC 22 Wis. **Range:** 90 feet, one creature. **Failure:** 27 (6d8) Psychic damage and the target must immediately make one attack against a creature of the shaitan's choice using a weapon it is wielding or an Unarmed Strike or damaging cantrip if it isn't wielding one. The target also can't take Reactions until the start of its next turn.

**Snake Tongue.** The shaitan hisses a string of syllables at a creature, which takes the form of a lie the creature can understand. **Saving Throw:** DC 22 Cha. **Range:** 30 feet, one creature that can hear the shaitan. **Failure:** the shaitan disappears and the creature is possessed by it. The shaitan controls the creature's body. The shaitan retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to being Charmed, but otherwise uses the possessed target's statistics. It doesn't gain access to the target's knowledge or proficiencies, and can't expend the target's spell slots.

The possession lasts until the body drops to 0 Hit Points, the shaitan ends it as a Bonus Action, or the body takes 20 Bludgeoning, Piercing, or Slashing damage from a nonmagical weapon made of iron in a single instance. When the possession ends, the shaitan reappears in an unoccupied space within 30 feet of the body. After the shaitan successfully possesses a creature using this action, it can't use this action again until it finishes a Short or Long Rest.

**Web of Lies (Recharge 5-6).** **Saving Throw:** DC 22 Wisdom **saving throw.** **Range:** 60 feet, each creature in a 20-foot-radius sphere. **Failure:** A creature takes 49 (14d6) Psychic damage and is **Restrained** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect ends for a creature if it is in the area of the *Zone of Truth* spell or similar magical effect.

## Bonus Actions

**Gates of Hell (1/Turn; Incredulous Form Only).** The shaitan summons one **vrock** in an unoccupied space it can see within 60 feet of it. The vrock takes its turn immediately after the shaitan and disappears when it or the shaitan are reduced to 0 Hit Points.

## Legendary Actions

The shaitan can take 3 Legendary Actions, 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 shaitan regains spent Legendary Actions at the start of its turn.

**Duplicity.** The shaitan creates one illusory duplicate, as per the *Mirror Image* spell, and then moves up to half its Speed. It can have no more than three illusory duplicates created in this way. All its duplicates immediately disappear if the shaitan is within the area of the *Zone of Truth* spell or similar magical effect.

**Whispers.** The shaitan uses Strand of Deception.

**Great Deception (Costs 2 Actions; Incredulous Form Only).**

The shaitan creates an illusion, causing up to three Medium or Small creatures of its choice within 120 feet of it to appear and sound like the shaitan until the end of the shaitan's next turn. In addition, the shaitan and each of the chosen creatures teleport to spaces of the shaitan's choice within 30 feet of the shaitan's current position. A chosen space must be on a harmless surface or liquid that can support the creature without the creature having to squeeze. A creature that takes damage ceases to be disguised by this illusion.

## RANGER

Medium humanoid (any race), any alignment

**Armour Class** 16 (studded leather)

**Hit Points** 149 (23d8 + 46)

**Speed** 30 ft. (40 ft. with longstrider)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 14 (+2) | 10 (+0) | 16 (+3) | 10 (+0) |

**Saving Throws** Str +5, Dex +7

**Skills** Animal Handling +6, Perception +6, Stealth +7, Survival +6

**Senses** passive Perception 16

**Languages** any two languages

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Land's Stride.** Moving through nonmagical difficult terrain costs the ranger no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

**Spellcasting.** The ranger is a 6th-level spellcaster and can cast the following spells, using Wisdom as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks):

2/day each: **cure wounds**, **locate animals or plants**, **longstrider**, **spike growth** <sup>c</sup>

1/day each: **conjure animals** <sup>c</sup>, **wind wall** <sup>c</sup>

\*See Appendix B; **bold** indicates combat spell; <sup>c</sup> indicates concentration.

### Actions

**Multiattack.** The ranger makes three attacks with its Shortsword or two attacks with its Longbow.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Volley.** The ranger makes a separate Longbow attack against each creature of its choice within **10 feet** of a point it can see within the weapon's range.

**Whirlwind.** The ranger makes a separate Shortsword attack against each creature of its choice within its reach.

### Bonus Actions

**Hunter's Mark (1/Short or Long Rest).** The ranger chooses one creature it can see within **90 feet** and mystically marks it as its quarry for **1 hour**. For the duration, the ranger deals an extra 3 (1d6) damage to the target whenever it hits it with a weapon attack, and the ranger has **advantage** on any **Wisdom (Perception)** or **Wisdom (Survival)** check it makes to find the creature. If the target drops to 0 hit points before this effect ends, the ranger can use a bonus action on a subsequent turn to mark a new creature.

## SORCERER

Medium humanoid (any race), any alignment

**Armour Class** 11 (14 with mage armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 12 (+1) | 14 (+2) | 10 (+0) | 10 (+0) | 16 (+3) |

**Saving Throws** Con +4, Cha +5

**Skills** Arcana +2, Deception +5, Persuasion +5

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Metamagic.** The sorcerer has **7** sorcery points and regains all expended sorcery points when it finishes a long rest. It can spend these points in the following ways:

**Quicken Spell.** When the sorcerer casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

**Twinned Spell.** When the sorcerer casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

**Spellcasting.** The sorcerer is a 7th-level spellcaster and can cast the following spells, using Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks):

At will: **can'trip** <sup>\*</sup>, **light**, **magnetobolt** <sup>\*</sup>, **message**, **shocking grasp**

2/day each: **mage armor**, **misty step**, **haste** <sup>c</sup>, **magnetite shard** <sup>\*</sup>

1/day: **blinding radiance** <sup>c</sup> <sup>\*</sup>

\*See Appendix B; **bold** indicates combat spell; <sup>c</sup> indicates concentration.

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Magnetobolt.** *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 7 (2d6) force damage and the creature must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage and the creature can't take reactions until the start of its next turn. The sorcerer has **advantage** on the attack roll if the target is wearing armour made of metal.

## FATHOMCALLER WARLOCK

Medium humanoid (any race), any alignment

**Armour Class** 13 (16 with 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 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*<sup>c</sup>, *detect magic*<sup>c</sup>, **eldritch blast**, *mage armor*, *mage hand*, **pins & needles**<sup>\*</sup>, **swarm**<sup>\*</sup>

3/short rest: **feverskin**<sup>c\*</sup>, *conjure anomaly*<sup>c\*</sup>, *dimension door*, **gravity smash**<sup>c\*</sup>, **hold monster**<sup>c</sup>, **mislead**<sup>c</sup>

1/day: **arcanomagnetic storm**<sup>c\*</sup>, **lungburst**<sup>\*</sup>, *true seeing*

\*See Appendix B; **bold** indicates combat spell; <sup>c</sup> 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.

**Plunge of the Deep (1/Short or Long Rest).** The warlock teleports it and up to six other willing creatures it can see within **30 feet** of it to a body of water it has seen (pond-sized or larger) within **2 miles** of it.

### Bonus Actions

**Fathomcaller's Tentacle (4/Day).** 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 (+9 to hit) 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

**Fathom's Caress.** When the warlock or a creature the warlock can see takes damage while within **10 feet** of the tentacle summoned by Fathomcaller's Tentacle, it can choose one of those creatures and reduce the damage to that creature by 9 (2d8).

# Appendix D Familiar

TAMER  
LEVEL



## NATURAL LIAR I

PREREQUISITE: —

*"It starts with an innocent fib..."*

## GROWTH

PREREQUISITE: —

*"Not-so-little white lie."*

## MASTERFUL BLUFF

PREREQUISITE: —

*"It has the best poker face."*

## MULTIATTACK

PREREQUISITE: —

*"Fool you twice, shame on you."*

## WEB OF LIES I

PREREQUISITE: —

*"For each one you unravel..."*

## NATURAL LIAR II

PREREQUISITE: NATURAL LIAR I

*"...gets out of control..."*

## ARMOUR OF DECEIT

PREREQUISITE: —

*"Feed it lies!"*

## FLIGHT

PREREQUISITE: —

*"The right lie can set you freer than the truth."*

## TRICKSTER'S CORRUPTION

PREREQUISITE: —

*"It's a bad influence."*

## WEB OF LIES II

PREREQUISITE: WEB OF LIES I

*"...it spins three new ones."*

## NATURAL LIAR III

PREREQUISITE: NATURAL LIAR II

*"...Next thing you know, you're a cult leader."*

## ULTIMATE LIE

PREREQUISITE: —

*"Embrace your new reality."*

## LIEMONGER

*"If you're going out today, don't forget to take your umbrella. How do I know it's going to rain? A liemonger told me it wasn't."*

— Falak, Not Born Yesterday

**Type:** Fiend

**Creature Component:** Any shaitan

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

Liemongers are born of lies—and this is no metaphor. When a great falsehood is uttered and believed, a liemonger slithers forth from the depths of the Lower Planes, its mind al-

ready overflowing with tangled webs of tricks and schemes. Though undeniably cunning, liemongers are creatures of low ambition, driven less by personal gain and more by a sadistic desire to plunge the world into darkness and distrust. They thrive in the shadows, preferring to serve as whisperers and advisors and carefully steering events towards discord. Naturally drawn towards the deceitful, liemongers find easy refuge among thieves, swindlers, and fraudsters, but they are equally at home behind the gilded doors of merchants and politicians. Despite their own proclivities for duplicity, liemongers are as loyal as can be reasonably expected... so long as their masters continue to cheat, manipulate, and lie their way through life.

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

**Save DC** = 8 + the tamer's proficiency bonus + the liemonger's Charisma modifier

## NATURAL LIAR I

**Prerequisite:** Become a Tamer's companion  
**Type:** Active (action), Passive (companion)

The damage of the liemonger's Deceitful Whispers action increases to 5 (2d4). In addition, the liemonger gains a new action option: False Image.

**False Image.** The liemonger creates an illusory image of itself, as per the *Mirror Image* spell, which lasts indefinitely until it is hit by an attack. The liemonger can't have more than one image from this action at the same time.

## GROWTH

**Prerequisite:** 3rd-level Tamer  
**Type:** Passive (companion)

The liemonger's size increases to Small and its Hit Die size increases to a **d6** (its Hit Point maximum consequently increases by 1 for each of its Hit Dice).

## MASTERFUL BLUFF

**Prerequisite:** 3rd-level tamer  
**Type:** Passive (companion)

The liemonger learns to weave more indiscernible lies, doubling its Proficiency Bonus for any Deception check it makes. In addition, it has **Immunity** to magic that allows other creatures to read its thoughts, determine whether it's lying, know its alignment, or know its creature type. Creatures can telepathically communicate with the liemonger only if it allows it.

## MULTIATTACK

**Prerequisite:** 5th-level Tamer  
**Type:** Active (action)

As an action, the liemonger can use its Deceitful Whispers twice. It can replace one use of Deceitful Whispers with a use of its False Image action.

## NATURAL LIAR II

**Prerequisite:** 5th-level Tamer, Natural Liar I  
**Type:** Passive (companion)

The damage of the liemonger's Deceitful Whispers action increases to 7 (3d4). The first time on a turn that a creature fails the saving throw against Deceitful Whispers, the liemonger fills the creature's head with doubts and confusion. The creature has **Disadvantage** on attack rolls against a creature of the liemonger's choice until the the end of the liemonger's next turn.

## LIEMONGER

*Tiny Fiend, Neutral Evil*

**Armour Class** 12 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., Climb 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 7 (-2) | 13 (-1) | 14 (+2) | 12 (+1) | 10 (+0) | 15 (+2) |

**Skills** Deception +4

**Senses** Darkvision 30 ft., passive Perception 10

**Condition Immunities** Charmed

**Languages** understands Infernal and Jinn but can't speak, telepathy 30 ft.

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

**Proficiency Bonus** +2

**Mitomania.** Whenever a friendly creature requests information from the liemonger, it must succeed on a **DC 11 Wisdom saving throw** or be compelled to provide false information. The liemonger always sticks to its lie, even in the face of evidence to the contrary. Once the liemonger has succumbed to this compulsion, it automatically succeeds on this saving throw until it finishes a Short or Long Rest.

**Telepathic Impersonation.** When the liemonger speaks telepathically to a creature, it can make itself sound exactly like a different creature it has heard. A creature can tell that this is an impersonation with a successful **DC 12 Wisdom (Insight)** check.

### Actions

**Deceitful Whispers.** *Saving Throw:* **DC 12 WIS**. *Range:* 30 feet, one creature. *Failure:* 2 (1d4) Psychic damage.

## WEB OF LIES I

**Prerequisite:** 5th-level Tamer

**Type:** Active (action)

As an action, the liemonger can weave invisible strands of energy in a **10-foot-radius Sphere** centred on a point it can see within **30 feet** of it. Each creature of the liemonger's choice in the area must make a **Wisdom saving throw**. On a failed save, a creature takes 7 (2d6) psychic damage and is **Restrained** for **1 minute**. On a successful save, a creature takes half as much damage only. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect ends for a creature if it is in the area of the *Zone of Truth* spell or similar magical effect. Once the liemonger uses this action, it can't do so again until its Tamer finishes a Short or Long Rest.

When the liemonger's Tamer reaches 9th level in the Tamer class, this action's damage increases to 10 (3d6).

## ARMOUR OF DECEIT

**Prerequisite:** 9th-level Tamer

**Type:** Passive (companion)

Whenever the liemonger's Tamer expends a spell slot to cast an Enchantment or Illusion spell while within **30 feet** of the liemonger, the liemonger gains 18 (4d8) Temporary Hit Points, which last for **1 minute**. The liemonger has a +2 **bonus** to AC while it has Temporary Hit Points from this improvement.

## FLIGHT

**Prerequisite:** 9th-level Tamer

**Type:** Passive (companion)

The liemonger gains a Fly Speed equal to its Walk Speed.

## TRICKSTER'S CORRUPTION

**Prerequisite:** 9th-level Tamer

**Type:** Active (action)

As an action, the liemonger can spread its corruption to another creature it can see within **30 feet** of it. That creature must make a **Charisma saving throw**. On a failed save, the creature can only speak lies for **10 minutes**. If the creature is simultaneously compelled to tell the truth by magic, it takes 7 (2d6) Force damage when it tries to speak, and no words come out.

Once the liemonger uses this action, it can't do so again until its Tamer finishes a Short or Long Rest.

## NATURAL LIAR III

**Prerequisite:** 13th-level Tamer, Natural Liar II

**Type:** Passive (companion)

The damage of the liemonger's Deceitful Whispers action increases to 10 (4d4). In addition, the liemonger can have two illusory images of itself from its False Image action at the same time.

## WEB OF LIES II

**Prerequisite:** 13th-level Tamer, Web of Lies I

**Type:** Active (action, Bonus Action)

The damage of the liemonger's Web of Lies action increases to 14 (4d6). In addition, the liemonger can use a Bonus Action to make a **Charisma (Deception)** check against a creature within **30 feet** of it that is Restrained by its Web of Lies, contested by the creature's **Wisdom (Insight)** check. If the liemonger succeeds, the creature takes 7 (2d6) psychic damage.

When the liemonger's Tamer reaches 17th level in the Tamer class, the initial damage of the liemonger's Web of Lies increases to 17 (5d6), and the damage of this Bonus Action increases to 10 (3d6).

## ULTIMATE LIE

**Prerequisite:** 17th-level tamer

**Type:** Active (action)

As an action, the liemonger can speak a lie, forcing a creature within **30 feet** of it that can hear it to make a **Wisdom saving throw**. A creature the liemonger is fighting has **Advantage** on this saving throw. On a failed save, the creature believes the lie and has its memory altered to accommodate it, as per the *Modify Memory* spell.

The lie must consist of a single fact, delivered within one sentence. An illogical lie, such as attempting to convince the creature that it enjoys dousing itself in acid, is dismissed. The creature reacts to the lie and acts upon its new beliefs in a way that follows its natural inclinations, beliefs, and alignment. The lie and any false memories it creates disappear after **1 hour**, after which the creature forgets it ever believed it. During this time, illusions spontaneously manifest around the creature, visible only to it, in order to reinforce the deceit. These illusions can alter the appearances of people and objects, change the words that the affected creature hears, or mask taste and smell, but can't produce tactile effects, harm a creature, or create effects that don't fit in a 20-foot cube.

Once the liemonger uses this action, it can't do so again until its Tamer finishes a Long Rest.

# Appendix E Race

## DJI

Although jinn don't engage in relationships for the sake of reproduction—springing forth spontaneously from the Imaginal Plane rather than being born of other jinn—they are no less capable of love, commitment, and connection than other beings. When a higher jinn forms a union with a Humanoid, however, their bond might transcend the boundaries of thoughts and matter, giving rise to a rare and wondrous being: a dji. These extraordinary Humanoids are part idea, part physicality, blending the raw, unbridled creativity of the Imaginal with the solidity and resilience of the Material Plane.

***When Concepts Meet Matter.*** The creation of a dji is not a physical process, but a profound meeting of wills. Over hours of meditation, a jinn attempts to implant the thought of a child into the mind of its Humanoid partner, which requires intense concentration from both. While love is not strictly necessary for the conception of a dji, unwavering devotion and shared purpose are essential. Without this bond, the thought cannot take root, leaving the dream of the dji unrealised.

OGNEN SPORIN



Once the idea has been successfully implanted, it gestates until a gentle mist begins to pour from the Humanoid, carrying with it the essence of the imagined child. This mist rapidly coalesces into the form of a newborn dji, ready to dream its first wonderful dreams.

**Best of Both Worlds.** Although the appearance of a dji is always unequivocally otherworldly, it varies dramatically even among those of the same lineage. As diverse as the jinn that dream them into existence, yet freed from their weaknesses by sturdy physical bodies, dji assume a veritable kaleidoscope of shapes, sizes, and colours, influenced by the imagination of their progenitors. This striking individuality extends to their abilities, making it nearly impossible to predict what tricks any given dji might have up their sleeves.

**Suggested Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Dji reach maturity in their mid twenties and can live up to 320 years.

**Anatomy.** You have two arms and two legs.

**Creature Type.** You are a Humanoid.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

**Size.** You are Medium.

**Low Mass.** You weigh half as much as a human of the equivalent size, and require half as much food to sustain yourself.

**Power of Imagination.** For a brief moment, mind overcomes matter as you exert the influence of the Imaginal Plane over your body. When you make an attack roll, ability check, or saving throw using Strength, Dexterity, or Constitution, you can replace the modifier used with your choice of your Wisdom, Intelligence, or Charisma modifier. You can use this trait a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest. You also regain all expended uses when you finish a Short Rest on the Imaginal Plane.

**Subrace.** There are two varieties of dji, depending on the ancestry of the jinn that was your forebear. Choose one of cosmic or emotional.

## COSMIC

Cosmic dji are born from jinn who embody fundamental laws of nature or cosmic forces, like time or gravity. They are often described as enigmatic and ethereally beautiful, bearing such distinctive marks as motes of starlight woven into their hair, or complex astronomical patterns shifting across their skin.

**Suggested Ability Score Increase.** Your Intelligence score increases by 1.

**Unenforceable.** You have **Resistance** to Force damage.

**Cosmic Magic.** A facet of your heritage manifests as the gift of spellcasting. Choose one of the following aspects of cosmic jinn: friction, gravity, magnetism, or time. At 1st level you gain the ability to cast a cantrip associated with that aspect. At 3rd level and 5th level, you gain the ability to cast a 1st-level and 2nd-level spell, respectively. Spells cast with this trait don't require material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this race).

Once you cast the 1st- or 2nd-level spell using this trait, you can't cast that spell with it again until you finish a Long Rest. You can also cast that spell using spell slots you have of the appropriate level.

### COSMIC ASPECT SPELLS

| Aspect    | 1st Level                  | 3rd Level                  | 5th Level                            |
|-----------|----------------------------|----------------------------|--------------------------------------|
| Friction  | <i>Friction*</i>           | <i>Spikeskin</i>           | <i>Spike Growth</i>                  |
| Gravity   | <i>Soften<br/>Descent*</i> | <i>Repulsing<br/>Palm*</i> | <i>Gravity Lapse*</i>                |
| Magnetism | <i>Magnetobolt*</i>        | <i>Magnetism*</i>          | <i>Arcanomagnetic<br/>Repulsion*</i> |
| Time      | <i>Guidance</i>            | <i>Doom Future*</i>        | <i>Protection*</i>                   |

\*See Appendix B

## MIXED HERITAGE

If your GM agrees, you can decide your dji is of mixed heritage when you select the race at 1st level. Using this variant rule, you can pick which spell your dji acquires at each of 1st, 3rd, and 5th level from any of the aspects listed in the Cosmic Aspect Spells table.

# EMOTIONAL

Filled with an overwhelming force of personality, emotional dji result from jinn who harness the power of the emotional spectrum. Although their unique heritage offers them the ability to stir hearts and sway minds, such a gift comes at a steep price; these dji must constantly wrestle with the emotion that defines their existence, lest they lose themselves to it entirely.

**Suggested Ability Score Increase.** Your Charisma score increases by 1.

**Force of Personality.** You have **Advantage** on saving throws against the Charmed and Frightened conditions.

**Emotional Magic.** A facet of your heritage manifests as the gift of spellcasting. Choose one of the following aspects of emotional jinn: anger, fear, joy, or sadness. At 1st level you gain the ability to cast the *Detect Emotion* cantrip (see page xx). At 3rd level and 5th level, you gain the ability to cast a 1st-level and 2nd-level spell, respectively. Spells cast with this trait do not require material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this race).

Once you cast the 1st- or 2nd-level spell using this trait, you can't cast that spell with it again until you finish a Long Rest. You can also cast that spell using spell slots you have of the appropriate level.

## EMOTIONAL ASPECT SPELLS

| Aspect  | 3rd Level                       | 5th Level               |
|---------|---------------------------------|-------------------------|
| Anger   | <i>Initiative*</i>              | <i>Enrage*</i>          |
| Fear    | <i>Shackle*</i>                 | <i>Frighten*</i>        |
| Joy     | <i>Epinephrine*</i>             | <i>Enthusing Cheer*</i> |
| Sadness | <i>Words of Discouragement*</i> | <i>Calm Emotions</i>    |



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