



HARE RAISING

AN ADVENTURE FOR
4TH, 10TH, 16TH LEVEL

"IT'S NEVER TOO LATE TO
BRAVELY RUN AWAY."

-L'Arsène



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CREDITS

Lead Designers: Mohamed "Aggi" Bellafquih, Jesse Jackdaw Burns, Max Wartelle

Writing: Max Wartelle

Editing: Phylea

Proofing: Jessie Gombart, Victor Matyiku

Arrangement: Sally Clark, Max Wartelle, Kwanpo "Ari" Cheng

Cover Illustrator: Jesse Jackdaw Burns

Interior Illustrators: Mohamed "Aggi" Bellafquih, Jesse Jackdaw Burns, Cze & Peku, Michelle Mueller, Ognjen Sporin

USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

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

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

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

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

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

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

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

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

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

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

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

AVERAGE DAILY XP BUDGET PER HUNT

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

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

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This adventure, *Hare Raising*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 4, 10, or 16. Characters who complete this adventure should earn enough experience to progress one third of the way to 5th, 11th, or 17th level, respectively. The adventurers travel to the Bonefields, deal with several groups of unique NPCs, and tackle the bonemonger's osteomantic magic.

While travelling to the Bonefields, the party has three scripted encounters with NPCs: The Grey Knight, The Knights Who Say Mi, and Jim the Enchanter. All three of these groups have interacted with the bonemonger in some way, and dealing with them imparts information as to how the bonemonger might fight. After battling the bonemonger's animated bones, the party can attack the "dire rabbit", as it is known to the locals. The fight need not be to the death; the bonemonger is actually a trader who can be persuaded to parlay, which is easier the more hurt he becomes.

BACKGROUND

The Bonefields of Dullowmarch hold a wealth of varied bones. From dragons to dinosaurs and griffons to goats, this boggy ground has led to the death of many creatures and the preservation of their skeletons. Within this field is a bone-filled cave—the communal tomb of the people of Dullowmarch known as the Sepulchre of Sorrow.

The bonemonger is obsessed with bones. He studies them in minute detail using his innate, insightful magic to learn each bone's history and extract from it arcane knowledge he uses in enchanting. Upon finding an area rich with osteomantic treasures, the bonemonger set up his hearth, a permanent part of his body that he decorates like a bower to attract a mate.

In order to drum up business, the bonemonger used his osteomantic magic to animate the bones in the sepulchre, creating dozens of skeletal servants. Equipping these with all manner of pamphlets, brochures, and posters, he sent them forth, offering to trade his services as an enchanter in exchange for bones with interesting histories.

To the chagrin of the inhabitants of Dullowmarch, an area of steep-sided woodlands and boggy

marshland that surrounds the Bonefields, the cave in which the bonemonger built his hearth was the Sepulchre of Sorrow. Incensed by this desecration, the Dulloviens marched on the Bonefields wielding pitchforks and torches, but they were no match for the bonemonger, a veteran of the dangerous Astral Plane. As a defensive measure, the bonemonger has since augmented creatures with his osteomantic magic to act as guards along the single safe path through the marshes to the Bonefields.

The Dulloviens are still pissed, the bonemonger still wants bones, and even King Arfur Pendragoon of Kamyot has his eyes set on a prize long-hidden in the Sepulchre of Sorrow.

SUMMARY

Here's the main info to digest:

- ♦ **Which Monster?** The bonemonger, an astral hermit that trades enchantments for bones.
- ♦ **Monster's Motivations.** The bonemonger was drawn to the Sepulchre of Sorrow thanks to the abundance of bones both within it and in the Bonefields around it. He desires to use bones as a means of learning more about the Material Plane.
- ♦ **Monster's Previous Actions.** By occupying the Sepulchre, the bonemonger has insulted the memory of the dead of Dullowmarch. When townsfolk came with pitchforks and flaming torches, the bonemonger retaliated, and several of the townsfolk didn't return home.
- ♦ **Where's the Monster?** The bonemonger has made his home within the Sepulchre of Sorrow in the Bonefields, a day and a half's march from the town of Caergannob in Dullowmarch.

ADVENTURE HOOKS

The following three hooks approach the hunt from different angles. Choose any and all that are needed to entice your players to join the hunt.

- ♦ **Curiosity: Astral Trader.** Skeletal postmen have been seen delivering flyers and putting up posters in inns and notice boards throughout the realm. They advertise the bonemonger, a master enchanter who will exert his enchanting abilities in return for bones with storied histories. These flyers give approximate directions to the bonemonger's lair in the Dullowmarch area.



- ♦ **Morality: Tomb Immemorial.** The populace of Dullowmarch is furious at the defilement of its communal tomb: the Sepulchre of Sorrow. They’ve clubbed together to hire adventurers to remove the squatter from their sacred place of rest by whatever means necessary. The monster is described as “a dire rodent of the most vicious and aberrative disposition”.
- ♦ **Compensation: Holy Grail.** The self-titled ‘king’ Arfur Pendragoon of Kamylot requests that adventurers retrieve an ancient family relic from a decrepit tomb in Dullowmarch. The artifact, known as the holy grail, is buried in the Sepulchre of Sorrow in the Bonefields and likely protected by a dark and necromantic evil. Returning the relic to Arfur will yield a handsome reward.

HUNTS REWARDS PER CHARACTER

Hunt Level	Killing the Bonemonger	Returning the Holy Grail	XP*
4th	275 gp	290 gp	1,300
10th	1,250 gp	1,375 gp	4,500
16th	3,750 gp	4,000 gp	10,000

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

BOMBI THE GREEN

A travelling shrubbery salesman, Tom Bombi (LG male gnome **noble**), could not juxtapose the misty marshland more; with his brightly-coloured cloak and even brighter smile, Bombi is in the trade of selling shrubberies. For a mere 10 gold pieces, anyone can buy a pocket-sized shrubbery which, upon speaking its command word, will release its miniaturising magic and become a full-sized, 5-foot square garden.

Bombi has heard all the tales, from the skeletal postmen, to the violation of the sacred Sepulchre of Sorrow, to the request of the ‘King’ Arfur Pendragoon to be reunited with a supposed family heirloom. He can relay these quest hooks to the player characters and explain that the bonemonger has stepped up security since the Dulloviens attacked him.

VARIABLE HUNT STATISTICS

This hunt uses variables to modify the hunt difficulty appropriate to a party of level 4, 10, and 16. When the hunt mentions **VDC**, **Vdam**, or **Vdist**, refer to the Variable Lair Action Statistics table on page 11 to determine the appropriate values.

DULLOWMARCH

Dullowmarch is an expansive moorland of water-logged soil cut by deep, steep-sided gorges whose pine-laden slopes provide respite from the bogland's raking winds. The people who call this place home are a dour populace of subsistence farmers and shepherds. The only conurbation of any size is Caergannob, a rain-soaked collection of pine cabins and sallow faces.

TRACKING & TASKS

Reaching the bonemonger's lair involves a trek through dangerous swamps and forests to find the Sepulchre of Sorrow. You can have the party make **VDC Wisdom (Survival) checks** or use the optional Tracking rules available in *Heliana's Guide to Monster Hunting*, which also includes appropriate random encounters. Three checks and one success are required to reach the destination, with each check taking approximately 4 hours.

Encounters. You can insert the following encounters, in any order, after the Tracking checks, either in addition to any random encounters that may result from a check or instead of those encounters.

THE GREY KNIGHT

Hostile encounter, forest

In a steep-sided valley of tall narrow pines, The Grey Knight (LN nonbinary human, stat block varies) dispatches a **berserker** clad in green armour with a decapitating overhand blow from their claymore. They immediately return to the centre of a rough, wooden bridge, the only way to cross the white water of the 100-foot-deep, 30-foot-wide river gorge. They wear a grey tabard with a red boar, and their head is covered by a full face helm, making their features indistinguishable. They don't speak, except to declare "None shall pass, lest they best me in single combat!" to any who attempt to cross the bridge.

Combat. The Grey Knight's statistics vary depending on the adventure level (see The Grey Knight Statistics table). The knight has been magically augmented by the bonemonger's necromantic magic and is undead instead of humanoid. In addition, it has the following two traits:

'Tis But a Scratch. Each time The Grey Knight loses 20% of their hit points, they lose one limb. Bizarrely, this doesn't affect their ability to continue moving or attacking.

Undead Fortitude. If damage reduces The Grey Knight to 0 hit points, they must make a **Constitution saving throw** with a DC of 5 + the damage taken. If the damage is radiant or from a critical hit, The Grey Knight automatically fails this saving throw. On a success, The Grey Knight drops to 1 hit point instead.

THE GREY KNIGHT STATISTICS

Hunt Level	Statistics
4th	Knight ^σ
10th	Knight ^σ (CR 9; 205 hit points, makes 4 melee attacks, +8 to hit)
16th	Knight ^σ (CR 15; 295 hit points, makes 5 melee attacks, +10 to hit, <i>Hit</i> : 2d12+5 slashing)

^σThis creature's statblock is modified (see above).

lue. Once four of their limbs have been severed, The Grey Knight becomes more talkative, despite wielding their weapons using just their mouth (... somehow). They mention things like how "that bunny's blessing of undeath is very potent". This relates to Clue 2 (page 9).



THE GREY KNIGHT

THE KNIGHTS WHO SAY MI

Hostile or narrative encounter, forest

As the party passes through a boggy forest, seven figures emerge from the surrounding mist, simultaneously proclaiming “Mi!”. These are the Knights Who Say Mi, brigands with a peculiar interest in horticulture who traded the bones of a lich and a storm giant to learn the powers of psycho-thunder attacks from the bonemonger.

Non-combat. The knights demand a shrubbery from the party (one that looks nice and isn’t too expensive can be purchased from Tom Bombi in Caer-gannob). If the party gives the knights a shrubbery, the knights accept the gift but demand a second shrubbery, which is a bit taller, to give a two level effect with a little path running down the middle. Each time the party returns with a shrubbery, the knights demand another shrubbery. In addition, each time the party returns, the knights change the first letter of their exclamation, for example ‘Ti’, ‘Ni’, or ‘Fi’.

At any time, if a party member says the knights’ name backwards (e.g., ‘I’m’, ‘it’, ‘in’, or ‘if’), one of the knights drops dead from psychic damage.

Combat. If the players attempt to pass the knights without proffering a shrubbery, the knights attack.

The knights’ statistics vary depending on the adventure level (see Knights Who Say Mi Statistics table). The knights share three legendary actions; while any one of them lives, they can all simultaneously chant their name, eliciting the following legendary action option:

THE KNIGHTS WHO
SAY MI

OR... Ti, Ni, OR Fi

Mi! Each creature within **10 feet** of a Knight Who Says Mi and that can hear the knight must succeed on a **VDC* Constitution saving throw** or take **Vdam*** thunder damage and **Vdam** psychic damage.

*See Variable Lair Action Statistics table on page 11.

KNIGHTS WHO SAY MI STATISTICS

Adventure Level	Statistics
4th	7 Thugs ^o
10th	7 Knights ^o
16th	7 Gladiators ^o

^oThis creature’s statblock is modified (see above).

Clue. Occasionally, the knights mention that “the dire bunny’s powers of psycho-thunder assault have been particularly fruitful in our banditry.” This relates to Clue 1 (page 8), which details the damage types the bonemonger can deal.





JIM THE ENCHANTER

JIM THE ENCHANTER & THE SWAMP OF DEATH

Narrative encounter, swamp

A meandering path marked by glowing toadstools leads through a steaming swamp. In many places, the mud bubbles, heated through geothermal activity. The skeleton of a long-dead horse lies buried in the mud, a single shod hoof protruding from the mud and embossed with the name ‘Artax’.

Boiling Mud. The mud is difficult terrain. A creature that enters the mud for the first time on a turn or starts its turn there must succeed on a **VDC Strength saving throw** or become **restrained** and take **Vdam** fire damage. A creature can use its action to make a **VDC Strength** check, freeing itself or a creature within its reach on a success. A creature restrained in this way sinks 2 feet deeper into the mud at the start of each of its turns.

Jim’s Questions. Atop a slight knoll some 30-feet in radius, surrounded by a dense mushroom ring, awaits Jim the Enchanter (NE male dwarf **mage**), who beckons to the party. Jim names himself ‘Guardian of the Swamp of Death’ and has been contracted by the bonemonger to ensure any that approach him are true of heart.

Upon approaching Jim, he says “Stop! Who would cross the Swamp of Death must answer me

these questions three, ere the other side you see.” The area within this mushroom circle is a *zone of retributive truth*. While in this area, if a creature is asked a question and either lies, answers incorrectly, or takes more than six seconds to answer, it is flung **100 feet** into the boiling mud of the swamp. The first two questions are always the same: “What is your name?” and “What is your quest?”. The third question is always different and designed to prompt introspection, for example:

- What would you be doing if you weren’t an adventurer?
- What is your opinion on nobility and authority?
- With whom have you been in love?
- If you could go back in time and change one thing about your life, what would it be?
- What are you most curious about?

Jim is as susceptible to this *zone of retributive truth* as the party, and will also answer any questions to the best of his ability. Once a character has answered three questions correctly, Jim allows them to pass. If a creature attempts to pass without answering three questions, the zone triggers.

Clue. The bonemonger’s lair is in a *zone of retributive truth* and must be navigated accordingly. This relates to Clue 3 (page 10).

KNOW THY ENEMY

Travelling to the bonemonger's lair presents several opportunities to impart information about the upcoming fight. In addition to the three clues below, it is evident that the bonemonger is a trader and can probably be bargained with (see *Persuading the Bonemonger*, page 14). The clues are:

- The bonemonger can deal psychic and thunder damage.
- The bonemonger uses necromantic magic to raise skeletons.
- *Zones of retributive truth* exist; one must answer questions asked within such zones quickly and truthfully.

CLUE 1: THE ASTRAL TRADER

The bonemonger is a trader and can be reasoned with. In a bid to attract more traffic, he has dispatched messengers far and wide distributing all manner of flyers, leaflets, and posters, one of which can find its way into the characters' hands. The flyer does the following:

- It deals psychic damage (a clue to one of the damage types the bonemonger deals).
- It plants the promise of a desirable item that the bonemonger can enchant into the player characters' minds.
- It tells the adventurers his exact location.

BOMBI THE GREEN

Bombi the Green can explain that a bizarre trader has set up camp in the Dullovia's ancestral tomb, the Sepulchre of Sorrow. He can also give the party the bonemonger's flyer (Handout 1).

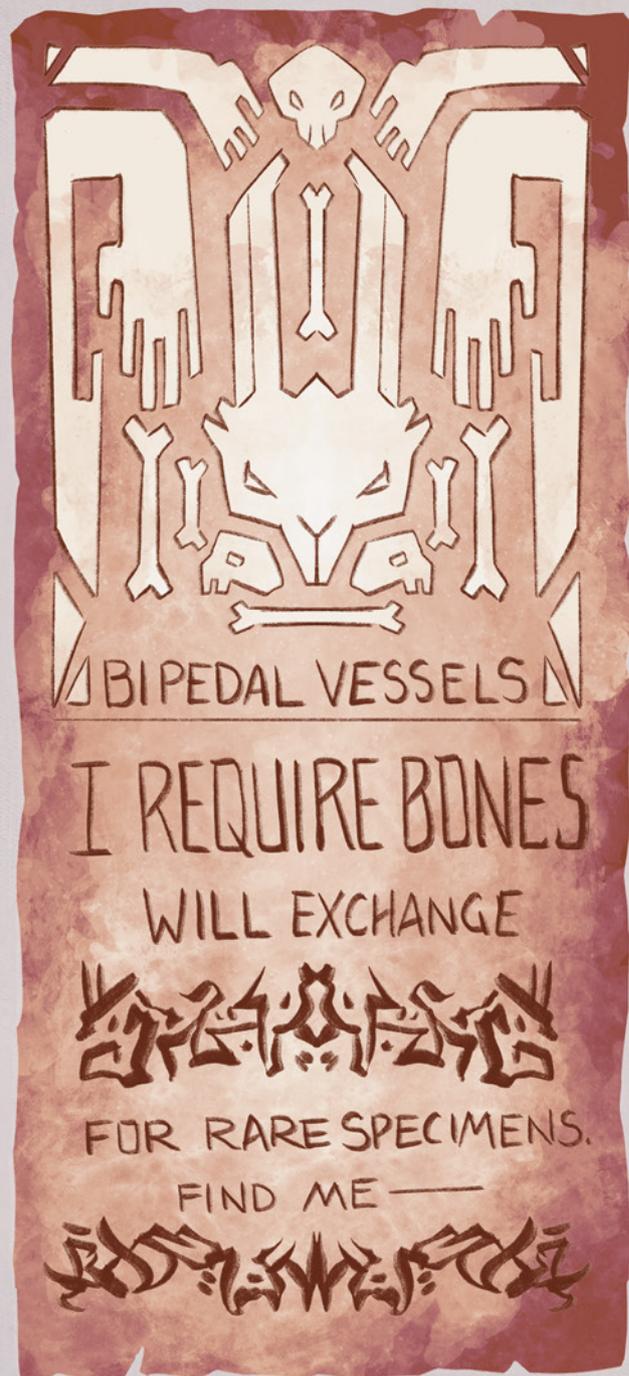
THE FLYER

The bonemonger's flyer is magical, as revealed by the *detect magic* spell. The two lines of distorted, symmetrical text on the flyer are enchanted to imbue knowledge in the reader's mind. A creature that reads the flyer must make a **VDC Intelligence saving throw**, taking half the **Vdam** psychic damage on a failure, or no damage on a success. Success or failure, once a creature has made this saving throw, it is **immune** to this effect of the flyer and gains the following information:

Line 1: Desire. The first bizarre text plants an image and description in the character's mind of

a magic item it really wants, or one it might find very useful. It also explains that the bonemonger needs the base, mundane item to enchant, so the adventurer should bring that with them.

Line 2: Location. The second line plants the location of the Bonefields in the characters' minds. This includes the general direction to head through the boggy, Dullowmarch swamp.



HANDOUT 1. BONEMONGER'S FLYER



HANDOUT 2.
UNDEAD IN DULLOWMARCH

CLUE 2: UNDEATH ABOUNDS

The bonemonger is a practised necromancer and has imbued others with the magic of undeath. One example of this is The Grey Knight (page 5), who is unaffected by dismemberment, is now an undead, and has enhanced traits. The party can also meet Skellig the gardener as they near the bonemonger's lair. This clue can prompt the players to prepare to face undead.

SKELLIG

Skellig is a **skeleton** who was, in life, a gardener. He tends to a large ring of mushrooms, some 500 feet in radius, that surrounds the bonemonger's lair. After the characters complete their final ability check to track the bonemonger and any potential encounters, read aloud or paraphrase the following:

A skeleton kneels in the soil, almost obscured by the row of glowing, foot-high mushrooms that extends to your left and right. It carries a basket of weeds in one hand and is intent upon its work, rooting out unwelcome vegetation and reburying disturbed worms in the soil. A dozen skeletal crows perch nearby, their eyeless sockets trained upon the worms the skeleton unveils. The skeleton raises its head for a moment to observe you, before returning to its task.

CLUE 3: ZONE OF RETRIBUTIVE TRUTH

The bonemonger's lair lies within a *zone of retributive truth*, as seen in the encounter with Jim the Enchanter (page 7). Now, if a creature is asked a question and lies, answers incorrectly, or takes more than 6 seconds to begin answering, the bonemonger can activate the zone's magic to launch the creature up to **Vdist** (see page 11) in a direction of its choice.

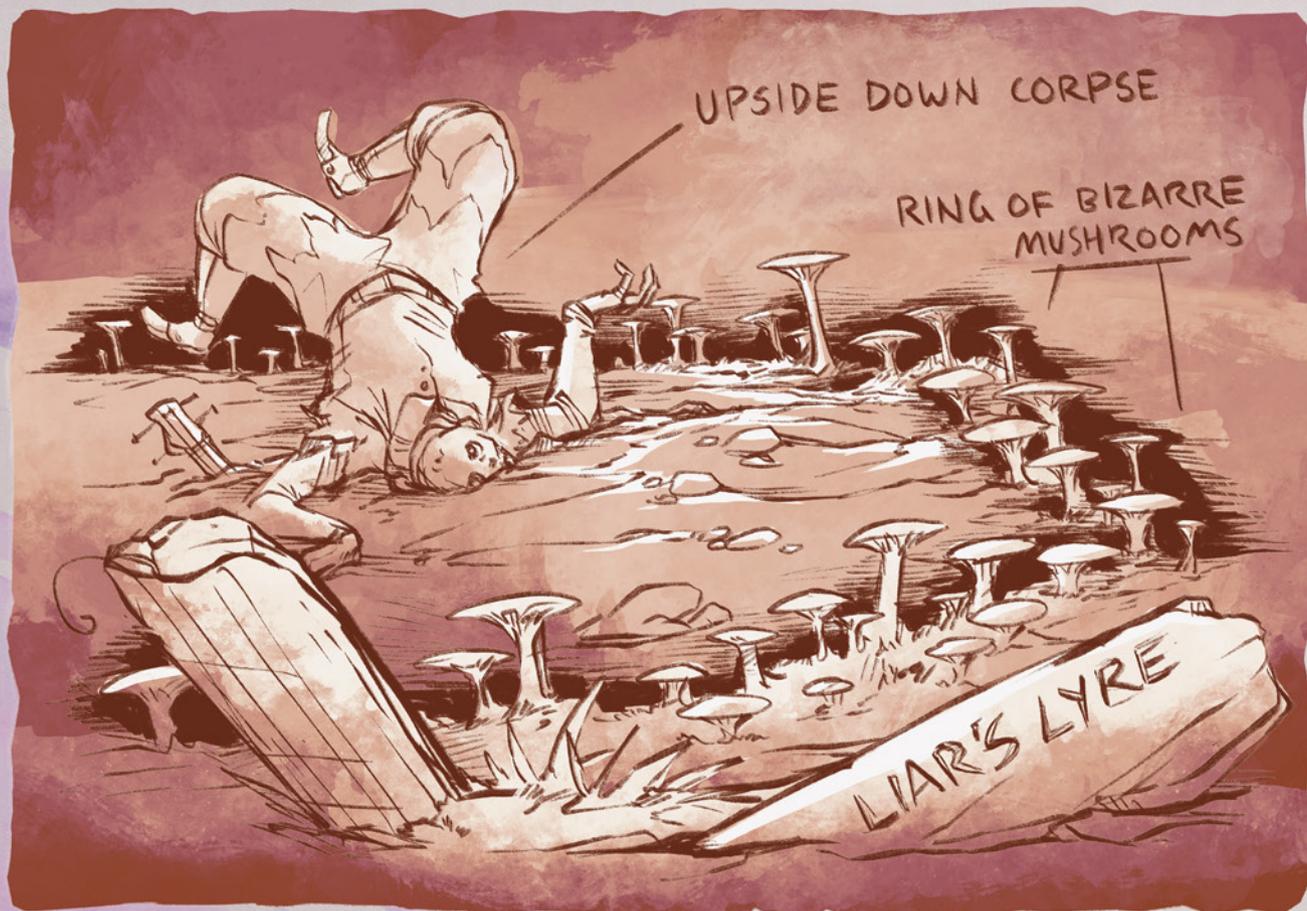
LIAR'S CORPSE

The corpse of a half-elf, Horatio Mosskin, lies near the edge of the ring of mushrooms that encircles the Bonefields. He was a bard who worked as a confidence trickster. An inspection of his corpse reveals a journal that describes the myriad ways he tricked people. The most recent entry describes a plot to dig up some bones from Caergannob and trick this bonemonger into believing the bones are rare relics

from a long dead holy person. Unfortunately for him, his lies caused him to be jettisoned high into the air and die from the fall. A successful **DC 11 Wisdom (Medicine)** check reveals both his legs are broken and that he fell from a great height.

VERITAE MUCOFORMUS

This zone's magic manifests (but isn't caused by) the ring of mushrooms that the party has previously passed. Upon entering the zone, creatures feel compelled to tell the truth, but this compulsion isn't overwhelming. A **VDC+3 Intelligence (Nature)** check reveals that these are *Veritae mucoformus*, mushrooms that grow in areas of extreme honesty. A successful **VDC Intelligence (Arcana)** check recognises the area as some sort of *zone of truth*.



HANDOUT 3.
ZONE OF RETRIBUTIVE TRUTH

LAIR: BONEFIELDS

The focal point of the bonemonger's lair is the cave in which it has made its spiralling home, an extra-corporeal part of its being. Prior to its occupation by the bonemonger, the cave was a tomb for the bones of the inhabitants of Caergannob. The lair encompasses the small area of marshy land around the cave, named the Bonefields after the multitude of fossilised bones found in its waterlogged depths.

REGIONAL EFFECTS

The area within 6 miles of the bonemonger's lair (i.e., the Bonefields) has the following properties:

- **Osteomancy.** Bones never really settle and always seem to be in different positions than when observed a moment ago. Sometimes, entire severed limbs might drag themselves around with no apparent goal.
- **Veritae Mucoformus.** *Zones of retributive truth* spontaneously form. They are anywhere from 5 to 500 feet in radius and are often delineated by the growth of the rare *Veritae mucoformus* fungus.
- **Odd Folk.** The bonemonger is a trader, giving gifts of magical items and strange powers in return for interesting bones. Creatures that have recently travelled to him often carry these odd boons.

If the bonemonger dies, the bones cease to move of their own accord and the *zones of retributive truth* fade over the course of **1d10 days**. Enchantments the bonemonger has imbued into items and people persist.

LAIR ACTIONS

The place an astral hermit makes its home becomes distorted by its aberrant magic, often mixing with the background magic of the plane on which it finds itself. The bonemonger's predilection for anything osseous leads to a lair that animates bones in a variety of ways. In addition, the bonemonger has learnt to control the *zone of retributive truth* in which he finds himself.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
4th	12	3 (1d6)	20 feet
10th	15	10 (3d6)	40 feet
16th	17	21 (6d6)	60 feet

Lair Actions. While the bonemonger lives, he can invoke the ambient magic of his lair to take lair actions on initiative count 20 (losing initiative ties). The saving throw DCs and damage of the lair actions depend on the level at which you run the adventure, as shown in the Variable Lair Action Statistics table.

- **Bone Carapace.** Up to three creatures of the bonemonger's choice that are in his lair become encased in articulating bone armour, gaining temporary hit points equal to half the **Vdam** (minimum of 2). These temporary hit points are lost after **1 hour**.
- **Probing Question.** The bonemonger asks one creature in his lair that can hear him an insightful and thought-provoking question. If the creature doesn't answer the question truthfully and out loud within 6 seconds (the end of its next turn, if in combat), the creature is flung up to **Vdist** in a direction of the bonemonger's choice. Examples of possible questions:
 - ◇ What is your greatest fear?
 - ◇ Who do you admire most and why?
 - ◇ Do you have any biases for or against certain people?
 - ◇ What is the biggest mistake you have ever made?
 - ◇ What item in your possession do you care most about and why?
 - ◇ How do you feel about keeping secrets from the rest of the party?
- **Tanglebones.** Bones of all descriptions—spines, claws, and jaws—emerge from the floor, walls, and ceiling of the bonemonger's lair. Until initiative count 20 on the following round, all surfaces in the lair become difficult terrain for creatures of the bonemonger's choice. In addition, each creature of the bonemonger's choice that is within **5 feet** of a surface when this lair action occurs must make a **Strength saving throw** or become **grappled** by the bones (**escape DC** equals **VDC**), which have a reach of 5 feet.

GM TIP

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



PATREON | CZEPEKU

MAP 1.
THE BONEMONGERS

CARTOGRAPHER:
CZE & PEKU

1 SQUARE = 5 FEET



CZE & PEKU; OPPOSITE: OGNJEN SPORIN

THE BATTLE AHEAD

The battle with the bonemonger is divided into three distinct phases, referred to as waves. In the first wave, the bonemonger animates the bones of his lair to fight off the party. After these creatures are defeated, the second wave begins and the bonemonger himself appears, accompanied by a big skeletal creature. When the bonemonger is defeated, his pent up astral magic is unleashed and he assumes a devastating mythic form.

As the party approaches the bonemonger's lair, read or paraphrase the following:

Cracked flagstones form the sole path through the foetid mire. The crunching of bone fragments underfoot is quickly swallowed by the heavy, dank mist that coalesces around you. Bones protrude across the marshland, from great tusks of ivory to enormous reptilian heads and fists too large to be human. The surrounding bog looks to have been the downfall of creatures both great and small. A colossal skull forms a ramp from the flagstones below to a cave opening in a rocky outcropping, where a tiny white figure quickly hops out of view.

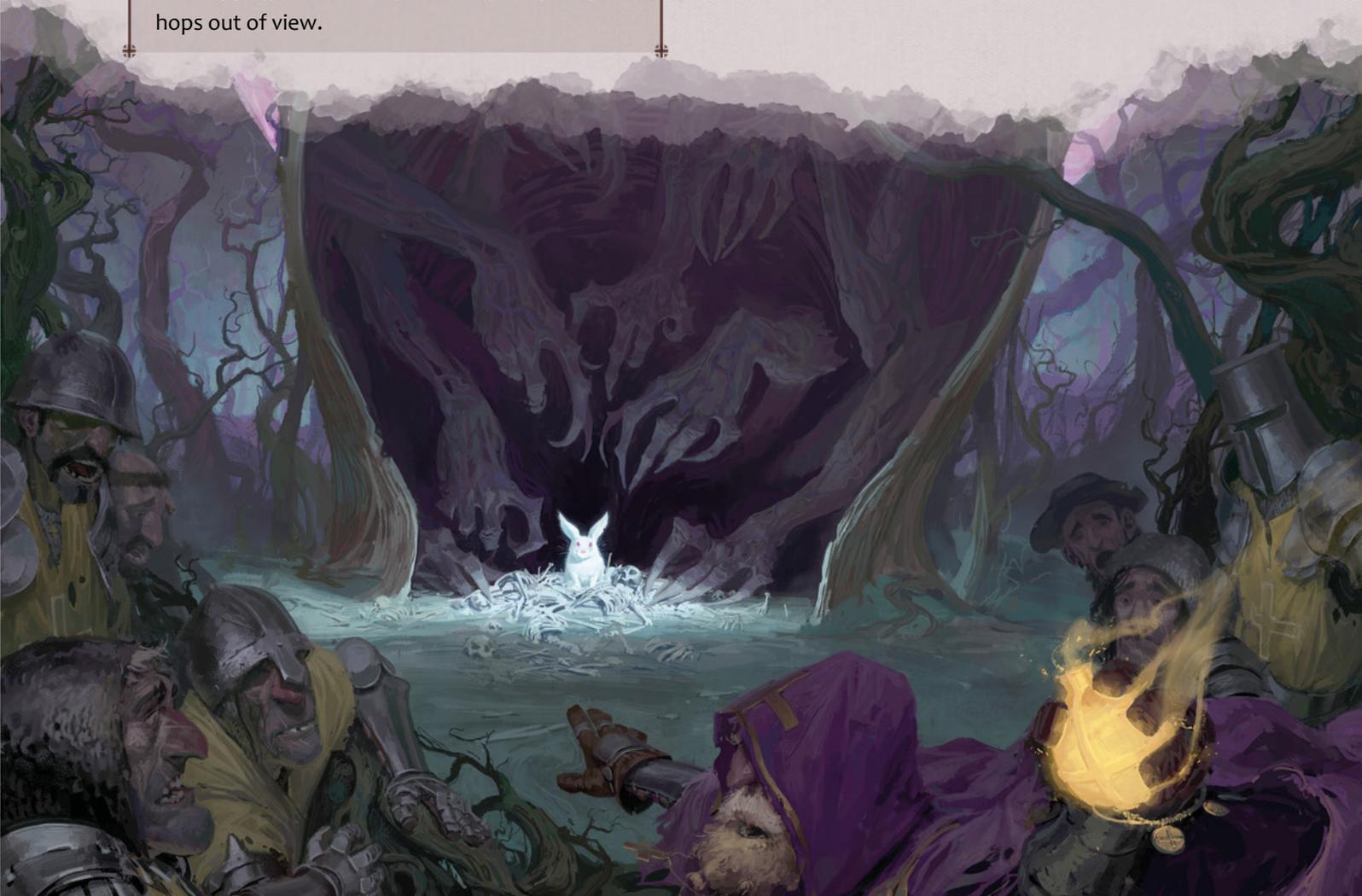
Environmental Hazard: Bog. The ground other than the flagstone path is muddy, difficult terrain.

Environmental Hazard: Skull. The holes in the face of the giant skull open into a pit several dozen feet below. The depth of the hole is **Vdist**. The pit can be exited by climbing the distance fallen (no check required) towards the skull's ear holes and expending **15 feet** of movement to climb through the 5 feet of rubble surrounding the skull. The bonemonger aims for these holes when throwing the player characters using his Probing Question lair action.

Helping Hand. At any time during the battle, a flight of swallows laden with *potions of healing* (normal, greater, or superior at 4th, 10th, or 16th level, respectively) can pour the healing liquid in any willing player character's mouth. The flock was released by Bombi the Green, or whomever acts as the adventurer's quest giver.

SKELETONS

Except for the bonemonger, all non-player combatants in this fight are skeletons. If a creature isn't already a skeleton, this state modifies the named



creature's statistics in the following ways:

- ♦ It has **vulnerability** to bludgeoning damage.
- ♦ It is **immune** to poison damage.
- ♦ It is **immune** to the exhaustion and poisoned conditions.
- ♦ It has darkvision out to **60 feet** (if not already further).
- ♦ It can understand the languages it spoke in life, but can't speak.

In addition, a skeleton's AC and hit points might be lower than its non-skeleton forms, which can result in a reduction in their CR. These changes are indicated in parentheses after the creature's name in each wave's 'Enemies' section.

PERSUADING THE BONEMONGER

The bonemonger assumes that the party, heavily armed as they are, has come with hostile intent, but can be persuaded otherwise after three successful **Charisma (Persuasion)** checks. At the beginning of the fight, the bonemonger is too focussed to be persuaded but, as he loses hit points, the DC to persuade him decreases (see the Effect of Hit Points on Persuasion Check DC table).

Action Economy. In addition, the more effort a character makes to persuade the bonemonger, the more likely he is to listen. Explain this advantage system to your players so they can weigh the risks and rewards themselves.

- ♦ If a creature uses its action to try to persuade the bonemonger, it has **advantage** on its check.
- ♦ If a creature uses a bonus action, the check is made normally.
- ♦ If a creature uses just its speech and no action, the check is made with **disadvantage**.

EFFECT OF HIT POINTS ON PERSUASION CHECK DC

	4th-Level Adventure		10th-Level Adventure		16th-Level Adventure	
	Hit Points	DC	Hit Points	DC	Hit Points	DC
Wave 2 - Normal State	61+	23	103+	26	165+	29
	31-60	20	52-102	23	83-164	26
	1-30	17	1-51	20	1-82	23
Wave 3 - Mythic State	61+	14	103+	17	165+	20
	31-60	11	52-102	14	83-164	17
	1-30	8	1-51	11	1-82	14

WAVE 1: BONES

The bonemonger's first line of defence is to animate the bones that litter the boggy ground of his lair. The creatures animate in locations advantageous to the bonemonger (GM's choice). The ground isn't difficult terrain for the skeletons.

With a chorus of wet burps and gurgles, the perforated form of a disparate array of skeletal figures rise from the waterlogged ground, turning their eyeless sockets on you.

ENEMIES

The enemies in the first wave are a variety of skeletons that the bonemonger animates.

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

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

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

- ♦ 3 **minotaur skeletons** (CR 2)
- ♦ 1 **mammoth skeleton**^o (CR5; AC 11, 114 hit points)
- ♦ 1 **fire giant skeleton**^o (CR 8; AC 14, 150 hit points)

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

- ♦ 5 **wight skeletons**^o (CR 4)
- ♦ 2 **tyrannosaurus rex skeletons**^o (CR6; AC 11, 136 hit points)
- ♦ 1 **horned devil skeleton**^o (CR 10; AC 14, 178 hit points)

^oThis creature's statblock is modified (see Skeletons, above).

TACTICS

The skeletons fight without any sense of self-preservation. They target the closest creatures or, in the case of the tyrannosaurus rex, they move to target the greatest number of creatures possible. The bonemonger takes only lair actions from within the shelter of his cave.

WAVE 2: BONEMONGER

When all the creatures in wave 1 are defeated (or if it appears that the adventurers are attempting to rest), the bonemonger emerges from his hearth in tiny rabbit form, animating a larger skeleton to attract the party's hostile attention.

With a miniscule squeak, a tiny white rabbit emerges from the cave at the skull's dome. A great cracking, wrenching, sucking sound crashes through the mist as an enormous, boney figure bursts through rock and mud.

ENEMIES

The enemies in this wave are the bonemonger and (initially) a single skeleton, neither of which are affected by the lair's difficult terrain.

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

- 1 **ogre skeleton**^σ (CR 1; AC 9, 59 hit points)
- 1 **bonemonger phalange** (CR 4)

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

- 1 **tyrannosaurus rex skeleton**^σ (CR 6; AC 11, 136 hit points)
- 1 **bonemonger ulna** (CR 11)

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

- 1 **fire giant skeleton**^σ (CR 8; AC 11, 136 hit points)
- 1 **bonemonger femur** (CR 19)

^σThis creature's statblock is modified (see Skeletons, page 13).



TACTICS

While the lumbering skeleton has no sense of self-preservation, the bonemonger is an extremely insightful and tactical combatant. He mentally commands his skeletons to assume positions between him and adventurers he deems dangerous, using the skeletons as cover against ranged attacks and to threaten opportunity attacks on creatures that try to reach the bonemonger.

The bonemonger uses his Animate Bones legendary action to animate a skeleton in an advantageous position within his lair. If he has a skeleton animated, the bonemonger relies on using his Insightful Telepathy bonus action and Grasping Bones legendary action to gain advantage on its bite attack, thereby activating the additional damage from his Go For The Throat trait. The bonemonger targets creatures with low AC for this combo and uses his Mi magical effect against creatures with low Constitution saving throw bonuses.

WAVE 3: BONEMASTER

When reduced to 0 hit points, the bonemonger's Osteomancer trait activates and he transforms into his mythic state. The bonemonger's tactics become more lethal.

With a rumble, shards of bone burst from the ground, flying towards the tiny rabbit form of the bonemonger like iron filings towards a magnet. Twitching and flinching within his osseous armour, the bonemonger quickly flicks his gaze among you, his eyes spheres of jet black nothingness. As the bones tremble and thrum, threatening to rip themselves from the glutinous mire beneath in a wave of calcified razors, he says in Common, "I arrive to peacefully trade bones, yet you Dulloviaans persist to act in an aggressive manner. Begone!"

ENEMIES

The enemy in the final wave is the bonemonger in his mythic state.

Level 4. At 4th level, the wave 3 combatant is:

- 1 **bonemonger phalange** (CR 5 mythic form)

Level 10. At 10th level, the wave 3 combatant is:

- 1 **bonemonger ulna** (CR 15 mythic form)

Level 16. At 16th level, the wave 3 combatant is:

- 1 **bonemonger femur** (CR 22 mythic form)

TACTICS

The bonemonger forsakes the use of his Animate Bones legendary action. If the player characters are grouped together, he uses his Bonetide mythic action. Otherwise, he uses his Bare The Throat mythic action (if available), preferring targets with low AC and hit points.

OPTIONAL ENDING: BONERGEDDON

If you're running this adventure as a one-shot, it can be fun to have a catastrophic ending. Feel free to use the following ideas to give your players an adventure to remember.

Even as the bonemonger is slain, the bones do not stop trembling. With lurching movements, bones reassemble into all manner of abstract forms, turning their cracked skulls and splintered limbs towards you.

Bone Army. On initiative count 20 (losing initiative ties) of the round after the bonemonger's death, twice the number of creatures as in wave 1 begin animating. At initiative count 0 of this round, these creatures roll initiative. The following round, they begin attacking the party. Unlike the skeletons from wave 1, these skeletons are not buoyed by the bonemonger's magic and are affected by the lair's difficult terrain as normal.

AFTERMATH

Here are some directions you can take the story after the hunt is complete:

- If the bonemonger survives and is friendly towards the players, he offers his services as a master enchanter and gives them the pattern for a nearby teleportation circle in the Bonefields.
- ◊ **Master Enchanter.** The bonemonger has a +11 modifier to all enchanting checks and charges 180 gp per hour. He works at triple the speed of a journeyman enchanter, meaning items are enchanted in one-third of the normal time (e.g. an uncommon attunement item takes 6.6 hours to enchant instead of 20 hours).
- If the bonemonger survives, the Dulloviaans are unhappy. They can be persuaded (GM's discretion) that an enchanter will provide through traffic and be good for business, in which case they pay half the agreed sum. If persuasion fails, they pay nothing and become hostile towards the party and any creatures looking to trade with the bonemonger. They try to stifle his trade by directing people seeking his services into the marshes, where they get stuck and die.
- If the bonemonger dies, the Dulloviaans call the party heroes and pay the agreed sum.
- Regardless of the bonemonger's outcome, he has no use for the *holy grail*, and lets the party take it. 'King' Arfur uses the grail as evidence he has a divine right to rule, engendering civil strife (or perhaps a civil war; GM's discretion).
- If the Knights Who Say Mi survive, they become apprentices to Tom Bombi and beautiful shrubberies are seen throughout the land.
- Whether or not The Grey Knight is killed, he can be found drinking beer in Caergannob's inn. Any limbs he lost in combat with the party are replaced with peg-limbs, which he manages to use with a deft grace.

TREASURE

In the bonemonger's cave are a selection of preserved monster bones (1d4-1 of each creature type), *essence*, and the *coconut of alacrity*, a magic item that can also be socketed on a mount. It also has a small trove of treasure and *spell scrolls*.

BONEMONGER'S HOARD

Hunt Level	Essence	Spell Scrolls
4th	2 x frail	<i>flesh to bone</i> *
10th	1 x frail	<i>bone cage</i> *
	1 x fair 1 x potent	<i>flesh to bone</i> *
16th	1 x fair	<i>bone cage</i> *
	1 x potent	<i>flesh to bone</i> *
	1 x mythic	<i>field of bones</i> *

*See Appendix B

HARVESTING

You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting* to harvest The Grey Knight and the bonemonger.

The Grey Knight's arms can be each preserved with a component DC of 15.

The bonemonger has the following unique components, in addition to ones normal for an aberration. The food component for the unique recipe is *dire rabbit flesh*, which is used to craft *braised berry bunny* (see page 18).

BONEMONGER HARVEST TABLE

Component DC	Components
5	<i>Flesh</i> ^E (2)
10	<i>Bone</i> (4), <i>lucky paw</i> (4)
15	<i>Heart</i> (1)
20	<i>Brain</i> (1)

^E Indicates component is edible.

CRAFTING

The following unique items can be crafted from the bonemonger's and The Grey Knight's components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

BONEMONGER CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
<i>Arm of the Grey Knight</i>	Wondrous item	Uncommon	Required	<i>Undead (grey knight) arm</i>	Frail	550 gp
		Rare			Robust	2,100 gp
<i>Osseous Spike</i>	Weapon (lance)	Rare	Required	<i>Aberration (bonemonger) bone</i>	Robust	2,300 gp
		Very rare			Potent	9,600 gp
<i>Robes of the Enchanter</i>	Wondrous item	Uncommon	—	<i>Aberration (bonemonger) heart</i>	Frail	420 gp
		Rare			Robust	1,500 gp
<i>Somewhat Holy Hand Grenade</i>	Wondrous item	Very rare	—	<i>Aberration (bonemonger) lucky paw</i>	Potent	5,000 gp
<i>The Sword in the Stone</i>	Weapon (any sword)	Uncommon	Required	<i>Aberration (bonemonger) brain</i>	Frail	600 gp
		Legendary			Mythic	42,000 gp

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

COOKING

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's DC to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

BRAISED BERRY BUNNY

You gain a number of charges that increases based on the meal's rarity, which is determined by your party's level. At any time while you are under the influence of this magical meal's effects, you can expend 1 charge to imbue your words with the power of veracity when you ask a creature a question. The creature must succeed on a **Charisma saving throw** or be unable to speak a deliberate lie for the next **minute**. The DC of the saving throw increases with rarity.

You know whether the creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

MEAL EFFECT SCALING

Rarity	Charges	DC
Uncommon	1	13
Rare	2	15
Very rare	3	16
Legendary	4	17



BRAISED BERRY
BUNNY

MICHELLE MUELLER

APPENDIX A - MAGIC ITEMS

ARM OF THE GREY KNIGHT

Wondrous item, uncommon (requires attunement)

Component: undead (grey knight) arm

A shining beacon of tenacity and unwavering resolve, this amputated arm fights on with the strength of many men no matter how many times it's cut down or crushed into a pulp. Stubborn to a fault, it refuses to listen to anyone but the creature attuned to it, and occasionally makes rude gestures at passersby behind its owner's back, attempting to goad them into a fight.

Helping Hand. The arm is an object with AC 14 and 20 hit points. If it's ever more than **30 feet** away from you, it moves **20 feet** towards you at the start of each of your turns by crawling along the ground. As a bonus action, you can command it to move up to **20 feet** and perform one of the following tasks:

- The arm manipulates an object in the same way as the *mage hand* cantrip.
- The arm punches a creature within **5 feet** of it, making an attack roll against it (+5 to hit) and dealing **1d6 + 3** bludgeoning damage on a hit.

- The arm attempts to grab a creature within **5 feet** of it, which must make a **DC 13 Dexterity saving throw**. On a failed save, the arm latches on to it, reducing its speed by **10 feet**. A creature can use its action to make a **DC 13 Strength** check, pulling the arm off of it or a creature within its reach on a success. The arm can't perform other tasks while holding onto a creature.

Just a Flesh Wound. If the arm is reduced to 0 hit points, it can't move or be commanded, but its remarkable resilience and regenerative abilities ensure that this doesn't last for long. The arm recovers all its hit points after **1d4** hours. A spellcaster can also use an action to touch the arm and spend a spell slot of any level to cause the arm to recover all of its hit points.

Rare variant: The arm can crawl on walls and ceilings and is capable of wielding a longsword. Increase the attack bonus to **+7**, the damage to **1d6 + 5** (or **1d8 + 5** if it's wielding a longsword), the speed reduction to **20 feet**, and the **DCs** to **15**.



ARM OF THE
GREY KNIGHT



COCONUT OF ALACRITY

Wondrous item, common (socketable)

Component: beast (horse) bone

The original concept for this bizarre item is said to come from a faraway land where horses are so rare that buying one is more expensive than producing low-end magical paraphernalia. When both halves of this coconut are clapped together, they produce the sound of a trotting mount and increase one's velocity to match that of an unladen swallow.

Mighty Gallop. This item can be socketed on mounts. When hung from a Small or larger creature that is serving as a mount, that creature can take the Dash action as a bonus action on its turn. Once this property of the item has been used, it can't be used again until the next dawn.

Swallow's Velocity. Using two hands, you can hold each coconut half and clap them together repeatedly to increase your travel pace over long distances. For as long as you continue to do this, you and up to 6 friendly creatures of your choice that can hear the clapping can travel 3 miles per hour at a slow pace (27 miles per day), 4 miles per hour at a normal pace (32 miles per day), or 6 miles per hour at a fast pace (45 miles per day). The sound of the clip-clopping coconuts can be heard up to **100 feet** away; other creatures within this area that can hear are alerted to the sound and can't be surprised by creatures benefitting from this magic item while it is in use.



COCONUT OF
ALACRITY

OSSEOUS SPIKE

Weapon (lance), rare (requires attunement)

Component: aberration (bonemonger) bone

The essence of the malicious bonemonger always hungers for more victims, and this craving persists even after death. Those who hold this jagged lance can feel its insatiable desire to be bathed in blood, and see shadowy claws crawl across its surface when it has gone too long without...

This lance has **3 charges** and regains **1d3** expended charges daily at dawn.

Syphoning Splinters. When you hit a creature with an attack using this lance, you can expend **1 charge** to cause the tip of the lance to explode into sharp splinters; the creature must make a **DC 15 Dexterity saving throw**. On a failed save, the creature takes **4d4** piercing damage and some of the splinters are embedded inside of it for **1 minute**. On a success, the creature takes half as much damage and suffers no additional effects. A creature with splinters inside of it takes **2d4** necrotic damage at the end of each of its turns, and you regain hit points equal to half the necrotic damage dealt this way as the splinters syphon the victim's vitality into you. A creature with splinters inside it or another creature within **5 feet** of it can use an action to make a **DC 15 Wisdom (Medicine)** check, removing the splinters on a success.

Very rare variant: Increase the **DCs** to **16**, the charges to **4**, and the recharge to **1d4**. The item has the Crippling Impalement property.

Crippling Impalement. As an action while holding this lance, you can cause its shadowy hands to extend and try to grab a creature that you can see within **20 feet** of you, forcing it to make a **DC 16 Strength saving throw**. On a failed save, the creature is seized by the hands, pulled to within **5 feet** of you, and has an arm or leg (your choice) skewered by the lance, taking **6d4** piercing damage. The shadowy hands then release the creature. Until the end of its next turn, the creature has **disadvantage** on attack rolls made with the use of its arms if you skewered its arm, or has its speed reduced to **0 feet** if you skewered its leg. Once this property of the lance has been used, it can't be used again until the next dawn.

OSSEOUS
SPIKE





ROBES OF THE ENCHANTER

Wondrous item, uncommon

Component: aberration (bonemonger) heart

Many scholars believe the name of this extravagant garment to be a grave misnomer, as it has no apparent relation whatsoever to enchantment magic. In truth, the robes are named after the man who devised and created the first set, a legendary sorcerer of tremendous power and curious explosive proclivities... as well as astonishing ignorance regarding the schools of magic.

Spontaneous Detonation. As an action while wearing these robes, you can wave your arms dramatically to create a small explosion at a point you can see within **30 feet** of you. Each creature within **5 feet** of the point must succeed on a **DC 13 Dexterity saving throw** or take **1d8** fire damage, get pushed back **10 feet**, and be knocked **prone**.

Rare variant: Increase the **DC** to **15**. The item has the Explosive Step property.

Explosive Step. While wearing these robes, you can cast the *misty step* spell. When you do, you can create an explosion as per the Spontaneous Detonation property, either in the space you leave or the space you arrive at. You automatically succeed on the saving throw against it. Once this property of the robes has been used, it can't be used again until the next dawn.



ROBES OF THE
ENCHANTER

SOMEWHAT HOLY HAND GRENADE

Wondrous item, very rare

Component: aberration (bonemonger) lucky paw

The Book of Armaments, an ancient holy text, speaks of a blessed weapon capable of wreaking destruction upon the evils of the world, an object so powerful that all enemies of the heavens will be blown to tiny bits, in the gods' mercy. This attempt at recreating it has been corrupted by the malicious energy of the bonemonger... but perhaps that isn't a bad thing.

Duality of Man. As an action, you can take out the holy pin, count to three, no more, no less, and lob the grenade at a point you can see within **30 feet** of you. When you do, choose one of the two options below:

Radiant Rebuke. The grenade explodes in a burst of searing light and each creature within **20 feet** of it must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes **6d8** radiant damage. If it has an evil alignment, it takes **8d8** radiant damage and is **blinded** until the end of its next turn instead. On a success, a creature takes half as much damage and isn't blinded.

Shadowy Embrace. The grenade explodes in a mess of shadowy claws and each creature within **20 feet** of it must make a **DC 16 Strength saving throw**. On a failed save, a creature takes **6d8** necrotic damage. If it has a non-evil alignment, it takes **8d8** necrotic damage and is **restrained** by the claws until the end of its next turn instead. On a success, a creature takes half as much damage and isn't restrained.

The grenade is then destroyed.



SOMEWHAT HOLY
HAND GRENADE

THE SWORD IN THE STONE

Weapon (any sword), uncommon (requires attunement by a creature with a Strength score of 16 or higher)

Component: aberration (bonemonger) brain

The Lady of the Lake, her arm clad in the purest shimmering samite, once bestowed a blade just like this one unto the rightful ruler of the land, that he might wield it in defence of the downtrodden and oppressed. This replica is just as good as the real thing... but its craftsman seems to have forgotten a tiny little detail.

This sword, which deals bludgeoning damage instead of piercing or slashing damage, deals an extra **1d6** bludgeoning damage to the first target it hits on each of your turns.

Moderate Executive Power. As the owner of this mighty sword, you command respect and obedience... but the comically large boulder does detract from it a little. While carrying the sword, you have **advantage** on Charisma (Persuasion) checks made to convince others to perform tasks or favours for you.

Legendary variant: The sword deals its normal damage type, and deals an extra **1d6** radiant damage to each target it hits, instead of bludgeoning damage to the first target it hits on each of your turns. Instead of the Moderate Executive Power property, the item has the Supreme Executive Power property and the Conjure Watery Tart property. The sword is called the Sword out of the Stone instead of the Sword in the Stone.

Supreme Executive Power. As the owner of the mighty sword, you command respect and obedience beyond compare, and no authority is higher than yours. While carrying the sword, you have **advantage** on Charisma (Persuasion) checks, Charisma saving throws, and saving throws made against spells of the Enchantment school of magic.

Conjure Watery Tart. While holding this sword, you can cast the *conjure elemental* spell (water elemental only). The elemental takes the shape of an elegant woman, and if your concentration on the spell is broken, it doesn't turn hostile toward you and your companions, but instead spends the remainder of the spell's duration following and berating you for perceived misuses of power. Once this property of the sword has been used, it can't be used again until the next dawn.

THE SWORD IN
THE STONE

APPENDIX B - SPELLS

BONE CAGE

5th-level biomancy* (*can be replaced with necromancy)

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S, M (the bones of at least one non-animated corpse, which the spell consumes)

Duration: 1 minute

Class: Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size, that last for the duration:

Sizes	Temporary Hit Points Gained
Small	1d6+1
Medium	1d8+2
Large	1d10+5
Huge	1d12+12
Gargantuan	1d20+25

As an action on a subsequent turn, you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each other creature within range must make a **Dexterity saving throw**, taking piercing damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and cannot be used in this way again.

FIELD OF BONES

8th-level necromancy

Casting Time: 1 action

Range: 500 feet (100-foot-radius circle)

Components: V, S, M (a wishbone)

Duration: Concentration, up to 1 minute

Class: Cleric, Warlock, Wizard

The ground in a **100-foot radius circle** centred on a point you can see within range is punctured as bony claws, tails, and maws protrude from the ground, snapping, grasping, and raking at all within reach. The ground becomes difficult terrain for creatures other than you. A creature other than you that starts its turn in this area or enters this area for the first time on its turn must make a **Strength saving throw**. On a failure, it takes **6d6** slashing

damage and is **grappled** by the bony protrusions (**escape DC** equals your **spell save DC**). On a success, a creature takes half as much damage and isn't grappled.

For the duration of the spell, at the start of each of your turns, you can cause **1d4 skeletons** to burst from the ground at points you choose within the spell's area. Skeletons created by this spell have **immunity** to its effects. On each of your turns, you can use a bonus action to mentally command all the creatures made by this spell if the creature is within 500 feet of you, issuing the same command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. When the spell ends, all creatures created by this spell crumble into dust.

If this spell is cast in an area with a lot of buried corpses (GM's discretion), like a graveyard or battlefield, the saving throw is made with **disadvantage** and you create **2d4** skeletons instead.

FLESH TO BONE

3rd-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of bone marrow)

Duration: Concentration, up to 10 minutes

Class: Druid, Warlock, Wizard

You attempt to turn the skin of a creature you touch into bony plates. If the target's body is made of flesh, it must make a **Constitution saving throw**. A willing creature can choose to fail this saving throw. On a failure, a creature's skin turns into hardened, articulating plates of bone. For the duration, the creature's speed is halved, it has **disadvantage** on Dexterity saving throws, and it has **resistance** to piercing and slashing damage.

APPENDIX C - CREATURES

BONEMONGER

Little is known about astral hermits thanks to their propensity to set up shop in hard-to-reach locations. They are far-travelling aberrations, each developing extremely specific obsessions such as light, words, or bones. Astral hermits study their area of interest in meticulous detail, using it as a medium through which to learn more of the world.

Corporeal Forms. A male astral hermit is made up of two bodies: his heart and his hearth. An astral hermit's hearth is a maze-like construction at the centre of which is a portal to the Astral Plane. The astral hermit's heart is how he presents himself to the world. Usually, this is in a form that is inviting to creatures of that plane, a tactic which ensures plentiful trade.

Reproduction. Male and female astral hermits lead two very different existences. A male astral hermit's hearth is his bower, and his heart can never travel further than a few hundred feet from it. The abundance and richness of its treasures (which to the common person may appear as worthless

relics) help to impress females of the species, which flit through the Astral Plane searching for portals into the hearth's of other hermits. When a union is formed, eggs are produced and jettisoned into the astral expanse.

Crafters and Enchanters. Astral hermits are innately magical beings, able to imbue items or creatures with enchantments shaped by their subject of obsession. Unable to travel far from their hearths, astral hermits create reputations of skill with enchanting and use that as the currency with which they trade for relics that further fuel their obsession.

Bonemonger. The bonemonger's obsession is bones. Fossilised, inscribed, splintered, or fresh, the bonemonger can read the history of every bone that passes him, learning much of the creatures to which they once belonged. The bonemonger has also learnt to animate these bones with his necromantic magic, allowing them to act as guards, workers, and scouts. The bonemonger chooses the form of a tiny white rabbit as his heart, an unassuming form that is nevertheless extremely deadly when threatened.



BONEMONGER PHALANGE

Tiny aberration, neutral

Armour Class 14 (natural armour)

Hit Points 88 (16d4 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Dex +4, Wis +5

Skills Insight +7, Perception +5

Senses darkvision 120 ft., tremorsense throughout bonemonger's lair, passive Perception 15

Languages Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Go for the Throat. The bonemonger deals an extra 7 (2d6) damage when it hits a target with a Bite attack and has advantage on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (save DC 13). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistance (2/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to 88 hit points, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the option in the "Mythic Actions" section for **1 hour**. Award a party an additional 1,800 XP (2,900 XP total) for defeating the bonemonger after its Osteomancer activates.



ACTIONS

Multiattack. The bonemonger makes one Bite attack and uses Mi.

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

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature must succeed on a **DC 13 Constitution saving throw** or take 4 (1d8) thunder damage and 4 (1d8) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

LEGENDARY ACTIONS

The bonemonger can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 13 Strength saving throw**, taking 7 (2d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its Bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **skeleton** that follows the bonemonger's telepathic commands.

MYTHIC ACTIONS

If the bonemonger's Osteomancer trait has activated in the last hour, it can use the option below as a legendary action.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **60-foot cone** or **20-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (3d6) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

A BONEMONGER'S LAIR

The bonemonger's lair is its hearth, a nacre-coated spiral, folding in on itself and distorting gravity so that down is always towards its centre. Bones adorn every surface, and can be animated to prevent intrusion by unfriendly folks. Trinkets for trade can be found among the bones, making a newly formed lair a veritable hoard.

The area around a bonemonger's lair becomes distorted by its aberrant magic, often mixing with the background magic of the plane on which it finds itself. The bonemonger's predilection for anything osseous leads to a lair that animates bones in a variety of ways. Often, this mingling of magic results in the spontaneous formation of *zones of retributive truth*, areas that punish those who lie or fail to answer questions in a timely manner (see page 7).

BONEMONGER ULNA

Tiny aberration, neutral

Armour Class 17 (natural armour)

Hit Points 150 (20d4 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	21 (+5)	14 (+2)	19 (+4)	17 (+3)

Saving Throws Dex +8, Wis +8

Skills Insight +12, Perception +8

Senses darkvision 120 ft., tremorsense throughout bonemonger's lair, passive Perception 18

Languages Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Go for the Throat. The bonemonger deals an extra 10 (3d6) damage when it hits a target with a Bite attack and has advantage on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (save DC 17). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistance (2/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to 150 hit points, it gains 60 temporary hit points as bones coalesce around it, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 13,000 XP (20,200 XP total) for defeating the bonemonger after its Osteomancer activates.



ACTIONS

Multiattack. The bonemonger makes one Bite attack and uses Mi.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature must succeed on a **DC 17 Constitution saving throw** or take 9 (2d8) thunder damage and 9 (2d8) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

LEGENDARY ACTIONS

The bonemonger can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 17 Strength saving throw**, taking 10 (3d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **minotaur skeleton** that follows the bonemonger's telepathic commands.

MYTHIC ACTIONS

If the bonemonger's Osteomancer trait has activated in the last hour, it can use the options below as a legendary action.

Bare the Throat. The bonemonger uses its Grasping Bones and Springstrike legendary action options.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **60-foot cone** or **20-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 17 Dexterity saving throw**, taking 28 (8d6) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

REGIONAL EFFECTS

The area within 6 miles of the bonemonger's lair has the following properties:

Osteomancy. Bones never really settle and always seem to be in different positions than when observed a moment ago. Sometimes, entire severed limbs might drag themselves around with no apparent goal.

Veritae Mucoformus. *Zones of retributive truth* spontaneously form. They are anywhere from 5 to 500 feet in radius and are often delineated by the growth of the rare *Veritae mucoformus* fungus.

Odd Folk. The bonemonger is a trader, giving gifts of magical items and strange powers in return for interesting bones. Creatures that have recently travelled to him often carry these odd boons.

If the bonemonger dies, the bones cease to move of their own accord and the *zones of retributive truth* fade over the course of **1d10 days**. Enchantments the bonemonger has imbued into items and people persists.

BONEMONGER FEMUR

Tiny aberration, neutral

Armour Class 20 (natural armour)

Hit Points 246 (29d4 + 174)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	23 (+6)	16 (+3)	22 (+6)	19 (+4)

Saving Throws Dex +11, Wis +12

Skills Insight +18, Perception +12

Senses darkvision 120 ft., tremorsense throughout bonemonger's lair, passive Perception 22

Languages Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Go for the Throat. The bonemonger deals an extra 21 (6d6) damage when it hits a target with a Bite attack and has advantage on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (save DC 20). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

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

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to 246 hit points, it gains 100 temporary hit points as bones coalesce around it, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 41,000 XP (63,000 XP total) for defeating the bonemonger after its Osteomancer activates.



ACTIONS

Multiattack. The bonemonger makes one Bite attack and uses Mi.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within 90 feet of it. The creature must succeed on a **DC 20 Constitution saving throw** or take 13 (3d8) thunder damage and 13 (3d8) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

LEGENDARY ACTIONS

The bonemonger can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within 60 feet of it, causing a skeletal limb to burst out and grasp at a creature within 5 feet of the surface. The creature must make a **DC 20 Strength saving throw**, taking 21 (6d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one Bite attack.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with 90 feet of it, creating a **wight** that follows the bonemonger's telepathic commands.

MYTHIC ACTIONS

If the bonemonger's Osteomancer trait has activated in the last hour, it can use the options below as a legendary action.

Bare the Throat. The bonemonger uses its Grasping Bones and Springstrike legendary action options.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **90-foot cone** or **30-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 20 Dexterity saving throw**, taking 52 (15d6) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

LAIR ACTION

While the bonemonger lives, he can invoke the ambient magic of his lair to take lair actions on initiative count 20 (losing initiative ties). The saving throw DCs and damage of the lair actions depend on the level at which you run the adventure, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Vdist
4th	12	3 (1d6)	20 feet
10th	15	10 (3d6)	40 feet
16th	17	21 (6d6)	60 feet

Bone Carapace. Up to three creatures of the bonemonger's choice that are in his lair become encased in articulating bone armour, gaining temporary hit points equal to half **Vdam** (minimum of 2). These temporary hit points are lost after **1 hour**.

Probing Question. The bonemonger asks one creature in his lair that can hear him an insightful and thought-provoking question. If the creature doesn't answer the question truthfully and out loud within 6 seconds (the end of its next turn, if in combat), the creature is flung up to **Vdist** in a direction of the bonemonger's choice. Examples of possible questions:

- ◇ What is your greatest fear?
- ◇ Who do you admire most and why?
- ◇ Do you have any biases for or against certain people?

- ◇ What is the biggest mistake you have ever made?
- ◇ What item in your possession do you care most about and why?
- ◇ How do you feel about keeping secrets from the rest of the party?

Tanglebones. Bones of all descriptions—spines, claws, and jaws—emerge from the floor, walls, and ceiling of the bonemonger's lair. Until initiative count 20 on the following round, all surfaces in the lair become difficult terrain for creatures of the bonemonger's choice. In addition, each creature of the bonemonger's choice that is within **5 feet** of a surface when this lair action occurs must make a **Strength saving throw** or become **grappled** by the bones (**escape DC** equals **VDC**), which have a reach of **5 feet**.



APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion.

DIRE BUNNY

Type: Aberration

Creature Component: Bonemonger

Bonus Tamer Improvement: Sneak Attack

Astral hermits are a strange and esoteric species. Mercantile in nature, those that visit the Material Plane choose forms that appear innocuous and unthreatening, to better sell their enchanting services. The hermit

from which this specimen, dubbed the 'dire bunny', has been crafted had a peculiar fascination with bones that has been surprisingly difficult to remove.

If any of the dire bunny's traits or actions require saving throws, it is always against the dire bunny's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the dire bunny's Constitution modifier



LEVEL

1	SNEAK ATTACK PREREQUISITE: BECOME COMPANION <i>"Wait for it..."</i>	
3	ASTRAL ENCHANTER I PREREQUISITE: — <i>"Bun has quite the eye for trinkets..."</i>	MI! PREREQUISITE: — <i>"Ti! Qi! Ni!"</i>
5	BONEY CARAPACE I PREREQUISITE: — <i>"How functional..."</i>	VERACIOUS QUESTION PREREQUISITE: — <i>"I'd answer carefully..."</i>
9	UNCANNY DODGE PREREQUISITE: — <i>"Bunnies are notoriously jumpy."</i>	GRASPING BONETIDE PREREQUISITE: — <i>"No! You'll ruin the carpet!..."</i>
13	ASTRAL ENCHANTER II PREREQUISITE: ASTRAL ENCHANTER I <i>"...especially antiques..."</i>	SPRINGSTRIKE PREREQUISITE: SNEAK ATTACK <i>"...now!"</i>
17	BONEY CARAPACE II PREREQUISITE: BONEY CARAPACE I <i>"...and macabre..."</i>	ZONE OF RETRIBUTIVE TRUTH PREREQUISITE: VERACIOUS QUESTION <i>"...but most importantly: truthfully!"</i>
	ASTRAL ENCHANTER III PREREQUISITE: ASTRAL ENCHANTER II <i>"...they could go on a roadshow."</i>	GRASPING BONETIDE II PREREQUISITE: GRASPING BONETIDE I <i>"...Can't you go plough a field?..."</i>
	BONE CAGE PREREQUISITE: BONEY CARAPACE II <i>"...well that's what I call recycling."</i>	

MONSTER TRAINER

SNEAK ATTACK

Prerequisite: become a tamer's companion

Type: Passive (companion)

Once on its turn, the dire bunny can deal an extra 3 (1d6) damage to one creature it hits with a Bite attack if it has **advantage** on the attack roll. The dire bunny doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the dire bunny doesn't have disadvantage on the attack roll.

The extra damage increases by 1d6 when the dire bunny's tamer reaches 3rd level (2d6), 5th level (3d6), 9th level (4d6), 13th level (5d6), and 17th level (6d6) in the tamer class.

ASTRAL ENCHANTER I

Prerequisite: 3rd-level tamer

Type: Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a +2 **bonus** to Enchanting checks*.

In addition, as an action, the dire bunny can cast the *identify* spell, requiring no material components. After it uses this action, it can't do so again until its tamer finishes a long rest.

MI!

Prerequisite: 3rd-level tamer

Type: Active (action)

As an action, the dire bunny proclaims "Mi!" at one creature it can see within 60 feet of it. If the target can hear the proclamation, it must succeed on a **Constitution saving throw** or take 4 (1d8) thunder damage and 4 (1d8) psychic damage, and become **frightened** of the dire bunny until the end of the dire bunny's next turn.

VERACIOUS QUESTION

Prerequisite: 3rd-level tamer

Type: Active (bonus action), Passive (companion ☞ tamer)

The dire bunny gains proficiency in the Persuasion and Intimidation skills and, while the bunny is summoned, its tamer can add half its proficiency bonus to ability checks it makes that use the Insight, Intimidation, or Persuasion skills.

In addition, when the dire bunny asks a question,

it can use a bonus action to imbue the question with magical truth. If the question's recipient can hear (or otherwise perceive) and understand the question, it must make a **Charisma saving throw**, blurting out a short, truthful answer on a failure, or answering as it pleases (if at all) on a success. A creature can choose to fail this saving throw. After the dire bunny has used this bonus action twice, it can't do so again until its tamer finishes a short or long rest.

GRASPING BONETIDE I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the dire bunny summons a wave of animated bones that ripples out from it in either a **30-foot cone** or **15-foot-radius circle** (dire bunny's choice). Skeletal limbs burst out from surfaces in the area, slashing and grasping at creatures in contact with those surfaces. Each of those creatures must make a **Dexterity saving throw**, taking 10 (3d6) slashing damage and becoming **restrained** until the end of the dire bunny's next turn on a failure, or taking half as much damage and not becoming restrained on a success. After the dire bunny uses this action, it can't do so again until its tamer finishes a short or long rest.

When the dire bunny's tamer reaches 9th level in the tamer class, the damage of this action increases to 17 (5d6).

BONEY CARAPACE I

Prerequisite: 5th-level tamer

Type: Passive (companion)

The dire bunny gains a +2 **bonus** to its AC while it isn't wearing armour.

SPRINGSTRIKE

Prerequisite: 9th-level tamer, Sneak Attack

Type: Active (action), Passive (companion)

The dire bunny's speed increases by 10 feet. As an action, the dire bunny can move up to half its speed without provoking opportunity attacks and make one Bite attack.

UNCANNY DODGE

Prerequisite: 9th-level tamer

Type: Active (reaction)

When an attacker that the dire bunny can see hits it with an attack, the dire bunny can use its reaction to halve the attack's damage against it.

ZONE OF RETRIBUTIVE TRUTH

Prerequisite: 9th-level tamer, Veracious Question

Type: Active (bonus action)

As a bonus action, the dire bunny manifests an aura that lasts for **1 minute** and extends **20 feet** from the dire bunny, moving with it. As part of the bonus action to create the aura and as a bonus action on subsequent turns, the dire bunny can ask one creature it can see within the aura a question. If the creature can hear (or otherwise perceive) the question and understands it, it feels compelled to answer truthfully. If it doesn't answer before the end of its next turn, or answers untruthfully, it must succeed on a **Charisma saving throw** or be thrown up to **20 feet** in a direction of the dire bunny's choice.

After the dire bunny has manifested this aura, it can't do so again until its tamer finishes a short or long rest.

ASTRAL ENCHANTER II

Prerequisite: 13th-level tamer, Astral Enchanter I

Type: Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a **+2 bonus** to Enchanting checks*. This is in addition to the bonus from Astral Enchanter I.

As an action, the dire bunny can cast the *identify* spell at will, requiring no material components.

GRASPING BONETIDE II

Prerequisite: 13th-level tamer, Grasping Bonetide I

Type: Passive (companion)

The damage of the dire bunny's Grasping Bonetide action increases to 24 (**7d6**), and the size of the area increases to a **50-foot cone** or a **20-foot-radius circle**. The dire bunny gains a **+1 bonus** to the **save DC** of this action.

When the dire bunny's tamer reaches 17th level in the tamer class, the damage of this action increases to 35 (**10d6**).

BONEY CARAPACE II

Prerequisite: 13th-level tamer, Boney Carapace I

Type: Passive (companion)

The dire bunny gains a **+2 bonus** to its AC while it isn't wearing armour. This is in addition to the bonus from Boney Carapace I.

ASTRAL ENCHANTER III

Prerequisite: 17th-level tamer, Astral Enchanter II

Type: Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a **+2 bonus** to Enchanting checks*. This is in addition to the bonuses from Astral Enchanter I & II.

As an action, the dire bunny can cast the *locate object* spell, requiring no material components. This spell ends early when the dire bunny is dismissed.

*See Heliana's Guide to Monster Hunting, page 110-111.

BONE CAGE

Prerequisite: 17th-level tamer, Boney Carapace II

Type: Active (action), Passive (companion)

The dire bunny gains a **+1 bonus** to its AC while it isn't wearing armour. This is in addition to the bonuses from Boney Carapace I & II.

As an action, the dire bunny creates a magical effect identical to the *bone cage** spell (see Appendix B) with a range of **self (30-foot-radius sphere)**. After it uses this action, it can't do so again until its tamer finishes a long rest.

DIRE BUNNY						
<i>Tiny aberration, neutral</i>						
Armour Class 13 (natural armour)						
Hit Points 4 (1d4 + 2)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	13 (+1)	14 (+2)	8 (-1)	14 (+2)	11 (+0)	
Skills Insight +4, Perception +4						
Senses darkvision 90 ft., passive Perception 14						
Languages Common, Deep Speech, telepathy 30 ft.						
Challenge 1/8 (25 XP)			Proficiency Bonus +2			
Bonemonger. Whenever the dire bunny first sees a bone, it must succeed on a DC 12 Wisdom saving throw or become distracted until it possesses the bone or the bone is no longer in its line of sight. While distracted, it spends its movement and actions trying to get closer to the bone and sequester it. A distracted dire bunny whose owner issues a command to it repeats the saving throw at the end of its next turn, ending the effect on a success and becoming immune to the allure of any bone for the next hour .						
ACTIONS						
Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 +1) piercing damage.						
Detect Thoughts (1/Day). The dire bunny learns the surface thoughts of one creature it can see within 30 feet of it for 1 minute . It can attempt to probe deeper into the creature's mind, using an action to force the target to make a DC 12 Wisdom saving throw , per the <i>detect thoughts</i> spell.						



APPENDIX E — SOUNDS

Did you hear that twig break? I swear I just heard a kobold chittering. Was that a vat of boiling Mut-x or are you hungry?

Fresh from the College of Ambience is the bard, Michaël Ghelfi, who's created a wonderful catalogue of ambiences for each monster hunt. Immerse your senses in these vibrant, layered soundscapes as you track, hunt, and harvest!



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