



LURE OF THE **SHADOWSTALKER**

"HERE'S WHAT WE DO IN THE SHADOWS..."

4TH, 10TH, 16TH LEVEL



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CREDITS

Writing Direction: Max Wartelle

Lead Writer: Max Wartelle

Additional Writing: João Araújo

Editing: Phylea Homebrews

Proofing: Jessica Gombart

Art Direction: Mohammed Bellafquih

Interior Illustrations: Aleksa Drageljevic, Martin

Kirby-Jackson, Ryan McCowan, Michelle Mueller,

Ognjen Sporin, Chaouki "Ciao" Titouhi

Cover Illustration: Chaouki "Ciao" Titouhi

Cartography: Cze & Peku

Layout: Sally Kay Clark

INTRODUCTION

This hunt, *Lure of the Shadowstalker*, 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 hunt should earn enough experience to progress one-third of the way to 5th level, half of the way to 11th level, or all the way to 17th level, respectively. The adventurers must find a mycelian city deep in a jungle in The Low, and then bait and kill a monstrosity that creates its own magical darkness.

An archaeological expedition has opened a previously sealed-off portion of The Low to the rest of the world, shortly before all members were murdered by a Monstrosity whose weapons are light and shadow. The party must find a reanimated archaeologist, save a mycelian city from velocivultures, craft lightning explosives, and venture to the site of the murders. During their exploration, the party learns how the fauna and flora of this underground jungle have adapted to the presence of tricky Fey, evolving to eat magic, see by electrolocation, and, in some cases, develop symbioses. The ability to deal lightning damage and create magical light are boons in this hunt.

VARIABLE STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vlev
4th	12	+4	3 (1d6)	2nd
10th	15	+7	10 (3d6)	3rd
16th	17	+9	21 (6d6)	4th

GM TIP

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

BACKGROUND

Where fey magic dances into the Material Plane, stories abound of folk beguiled by hypnotising lights, bewitched by siren-like songs, and mesmerised by the allure of feytouched creatures. In the Solverne Void, however, Fey are so abundant that many of the creatures there have evolved to be inured to their charm. In fact, in the Fey Plane, the Void is thought of as an uninviting habitat filled with base iron and unpalatable creatures that ignore even the most glamorous of appearances.

Hanging with exotic, brilliant radiance in the middle of the Solverne Void (an enormous subterranean cavern deep in The Low) is The Sphere, a sun-like gateway to the Fey Planes. From this dazzling portal flows light, magic, and a stream of confused, flying Fey. Feeding on this light and magic is a verdant jungle, an eccentric melange of feytouched flora, native Low fungi, and unique subspecies of fauna. The abundant magic and deadly Fey plants and animals have accelerated evolution of the native Beasts, causing many to lose their sense of sight, which is all-too-easily misguided by fey magic.

Millennia prior, the folk that called the Solverne Void home undertook the decision to seal the Void from access to the world beyond. Hypotheses range from a selfless desire to protect the world from the pernicious influence of the Feys' Unselie Court, to a spiteful sabotage, to an accident with earth elemental magic that formed nigh-impregnable adamantine deposits in a protective envelope around the Void. But the march of progress goes on and with enough runepowder, anything is possible.

Explorers from the Archaeological Society's Systematic Excavative Study penetrated the adamantine envelope and began their research into the cavern's history, much to the chagrin of the rusnbjorne in the Iskbrenian Range above, which collapsed several hundred metres. Discovering ruins from an ancient civilisation in the tunnels that weave around the jungle-filled cavern, the ASSES set up camp and began excavating the remains. Shortly after, an anglir, a cousin of the behir that produces magical darkness and sees using electrolocation, picked off the researchers.

One of the ASSES, a dwarf named Dracamo Casanunda, was mortally wounded, but escaped. In his prehumous delirium, he made it to the edge of a mycelian domain and, after dying, was reanimated by the colony's spores into his current form. Retaining memories of his expedition, if not of the foe that slew him, Dracamo sent word to the Archaeological Society's headquarters, who promptly requisitioned aid from Heliana (or another monster hunter guild leader) at the Loot Tavern. They are sending another expedition soon, and would like the threat dealt with before it escapes to the surface world.

WHY WAS THE VOID SEALED?

That's up to you. Is there some part of the story of your world that could fit here? Maybe a BBEG (big bad evil guy) got trapped in the Void (and can't escape to the Fey Planes for some reason).

Maybe something was invading the Void and whoever lived there sealed it off, before opening the portal to the Fey Planes. Maybe the folk who sealed it wanted to stop the Fey (or some other danger) infecting The Low, or worse, getting to the surface.

Whatever you choose, think about what might be left behind to give clues. An ancient tablet in a long-forgotten language? A piece of Fey psyche that implants itself in the brain of a player character? A mummified creature the party can find in the excavation site who, too, has been animated by mycelians, but remained trapped in its sarcophagus for millennia and went a bit mad. The world is yours to decorate!

SUMMARY

Here's the hunt breakdown:

- ♦ **Which Monster?** An anglir, a cousin of the behir, known as The Shadow to local mycelians.
- ♦ **Monster's Motivation.** It is on the hunt for food.
- ♦ **Monster's Previous Actions.** It murdered an expedition by the Archaeological Society's Systematic Excavative Study and is raiding a mycelian town for ferrechidna eggs.
- ♦ **Where's the Monster?** Lurking in the shadowy tunnels that permeate the walls of the Solverne Void cavern.

ADVENTURE HOOKS

Miles from sunlight, a deadly predator on the loose, and a high likelihood of turning into a mushroom if you die... why would anyone need persuading to go here? Well, here's a few more reasons.

- ♦ **Curiosity: Fey-Adapted Fauna.** A secluded refuge with abundant evolution-accelerating magic allowing for allopatric speciation affording adaptation against an abundant Fey population? Isn't this what dreams are made of!? Heliana, Dr. Doolots, and L'Arsène all agree: this is a land that time for-

got and there's bound to be interesting monsters to capture, symbioses to study, and magic items to create. Whatever this creature is, Heliana wants it captured.

- ♦ **Morality: Shadow Unbound.** It would be ruinous if the ASSES' actions led to a shadowy horror being unleashed on the world, wouldn't it? Well that's exactly what has Dracamo Casanunda concerned; their expedition blasted through adamantine-rich rock to reach the Solverne Void, only to disappear. Now there's a hole to the rest of the whole, and an obviously lethal predator on the loose. In addition, the adorable ferrechidna pets of the mycelians are having their eggs eaten and they're just. Too. Cute!
- ♦ **Compensation: ASSES.** The Archaeological Society's Systematic Excavative Study aims to discover all the buried secrets of the world. Unfortunately they can't do that if their researchers keep getting eaten. Talk to Dracamo, find the threat, deal with it, and let the pursuit of knowledge progress unhindered! Gold awarded on receipt of the head of the creature responsible.

Contact. In all cases Dracamo acts as the party's main contact, and leaves word that he can be found in Wov'nblum, a town in the Solvernian jungle.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	XP*		
	Defeating the Anglir	Raider Erasure Encounter	Gold
4th	1,125	240	550 gp
10th	8,200	1,575	2,875 gp
16th	25,000	6,025	7,750 gp

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

DRACAMO CASANUNDA

Dracamo is a member of the Archaeological Society's Systematic Excavative Study's, a branch of The Chroniclers. Prior to his death, he was a dwarf, and he has since arisen as a mycelian, a type of mushroom people that reanimate the corpses of deceased creatures in order to propagate (see *Heliana's Guide*). He is dressed in the accoutrement he had when he died, all of which has been 'fungified' in some way. His hair and beard are thick, brightly coloured toadstools; he wears a leather archaeologist's jerkin, slashed as if by a huge claw; and he has all manner of trowels, brushes, and magnifying glasses on his harness. Dracamo fears

his new-found kin might succumb to 'The Shadow', which he suspects was the cause of his and his compatriots' deaths. He desires to get to the bottom of what happened in the Solverne Void: why was it sealed?

Information. Dracamo can be met in Wov'nblum, where he can share the following information before taking the party on a tour of the town (see Symbiotic Spark, page 6):

- The cavern they are in is called the Solverne Void.
- The creatures whose domain they inhabit are called mycelians (see *Heliana's Guide* for the playable race), and the town is called Wov'nblum.
- No one knows why or how the Solverne Void was sealed, but with enough runepowder, they were able to blast through the adamantine-rich rock that closed it off.
- Dracamo was a member of the Archaeological Society's Systematic Excavative Study's expedition to access the Solverne Void and discover its history and fate.
- The expedition had set up camp in a ruin sequestered within the tunnels that bored through the periphery of the grand cavern.
- They were attacked. All Dracamo remembers is a sinuous form in the shadow as their group's cleric's holy light cut through the darkness moments before she was eviscerated. After that, he awoke, in his current, fungal form on the edge of Wov'nblum.
- His memory bears many similarities to the creature the mycelians call The Shadow. It hunts in the dark and, other than a few floating lights, nothing of its appearance is known.
- The bright light that is the source of all energy in the cavern is called The Sphere. It is actually a gateway to the Fey Planes, and flying Fey creatures frequently, if unintentionally, come through.

DRACAMO CASANUNDA

Plant (Mycelian (Dwarf)), Archaeologist, he/him

Personality. Excited by the discovery of a new civilisation; distracted by the constant feelings of the mycelian hive-mind.

Appearance. A dwarf in a leather jerkin whose skin and hair has been turned to fungus.

Desire. To discover why the Solverne Void was sealed from the world.

Fear. That his new kin will be slain by The Shadow.

"Pleasure to meet you! I... hm? Oh yes, I'm quite distractible these days."

DRACAMO
CASANUNDA



SOLVERNE VOID

The Solverne Void is a cavern some 5 miles in diameter found deep within The Low. Its walls and floor are a jungle of varicoloured foliage, and its ceiling hangs with thousands of enormous stalactites, calcite teeth that threaten to macerate its flora-filled tongue should it ever collapse. Clouds dust its upper reaches and dark tunnels freckle its red-and-grey stone cliffs, waterfalls disintegrating to fine mist as they fall a mile or so to the canopy below.

Three canopies define the jungle. The top canopy reaches some 300 feet from the cavern floor, green leaves and exotic flowers reaching for the light above. The middle canopy, at around 150 feet, comprises the arcanosynthetic plants: flora that use magic instead of light in the manufacture of nectar and heady perfumes. The lowest canopy, 50 feet up, is almost exclusively detritivores, fungal hybrids of The Low's toxic toadstools and the Fey Planes' befuddling ones. Under this lowest layer, velocivultures' heavy-footed dashing churns up decaying plant matter, thick bands of mycelia form a springy mat, and the gill-filled ceiling releases innumerable phosphorescent spores.

Mycelians. The only remaining natives of the Solverne Void are a small township of mycelians. Most have the angular appearance of Fey, being born by the reanimation of deceased Fey creatures. A small conurbation known as Wov'nblum has formed, and is easily spottable from the air as it is the only area in the jungle where all three canopies are fungal in physiology. Mycelians are a generally peaceful species and are the architects of the three-way symbiosis that allows their people to proliferate (see Symbiotic Spark, page 6). They speak Sylvan, but communicate with one another through telepathic emotions and visions; only Dracamo Casanunda of their number speaks Common.

TRACKING

Reaching Dracamo requires journeying first through The Low (the easy bit) and then finding Wov'nblum within the Solvernian Jungle (the harder bit). Once there, Dracamo can show the party around, and lead them to the site of the archaeological dig where his expedition met their demise. As usual, a failed check results in a hostile encounter, a successful one results in a narrative encounter, and the party must make the specified number of checks and successes to arrive at their destination.

The Low. Finding the entrance to the Solverne Void itself is not difficult; it has been well marked by the ASSES' expedition and is 3 days' travel from the

FRAYBAT



nearest surface entrance to The Low. It takes three checking checks and zero successes to reach the place the explorers cracked the adamantine enveloped around the Void. Each check takes **1 day**. You can use the random encounters from The Low section in *Heliana's Guide*.

Jungle. Navigating the jungle to find Wov'nblum, where Dracamo waits, is a shorter journey, but more perilous. It requires two checks and two successes, with each check taking **2 hours**. You can use the random Jungle encounters from *Heliana's Guide*.

UNIQUE FLORA & FAUNA

Life in the Solverne Void is defined by a co-evolutionary arms race with the flying Fey fauna that has immigrated through the Feygate, and the flora that has grown from the seeds and spores they brought with them. Beasts have evolved to ignore the charm of Fey, and plants and animals alike make use of the abundant magical energy the Feygate emits.

Arcanosynthesisers & Arcanovores. Much as photosynthesisers use light as an energy source to make sugars, arcanosynthesisers use magic as their source of energy. Many plants do this in a benign fashion, absorbing the rays from the Feygate. More vicious plants trap magical fauna, such as the Fey sparklings, within slippery vessels, feeding on the magic they emanate. These latter individuals span a grey area between arcanosynthesisers and arcanovores, the latter of which actively hunt magical creatures, draining the weave from them with their bite and storing it in arcanochondria, magic-metabolising organelles. Common examples of arcanovores are weaveleeches, whose skin lets them camouflage to appear as stools or stalactites, and fraybats, who forsake echolocation for arcanovision, the ability to see magic.

ARCANOVISION

Unlike the *detect magic* spell, which lets a creature sense magic's presence but not see its point of origin, arcanovision is the ability to see magic itself. Creatures and objects under the effect of spells, including those that cause invisibility, have their forms outlined in glowing twists of weave. When a creature casts a spell or activates a magic item, a creature with arcanovision can see that creature, regardless of if it has the blinded condition, until the end of the highlighted creature's next turn.

Creatures devoid of the weave's touch are **invisible** to arcanovision. Uncovered magic items (for example, an unsheathed +1 sword) are always visible within the radius of a creature's arcanovision, though the creature wielding them is not. For this reason, creatures wielding or wearing magic items **other than armour** (not including shields) gain the benefits of invisibility with respect to arcanovision. Creatures wearing magical armour other than shields do not gain the benefits of being invisible.

Sparklings. While there are hundreds of different Fey fauna in the Solverne Void, sparklings are of particular note as they form one vertex of the three-part symbiosis that allows the mycelians to flourish in the jungle. While they don't possess the charming traits of their cousins, sprites, pixies, and darklings, sparklings'

ability to create lightning at will makes them valuable guardians against electrolocating predators. A zap from their touch is enough to overload such predators' sensory receptors, blinding them for a short time.

Solvernian Velocivultures. Like all velocivultures, those from the Solvernian jungle are rapid attack predators, making use of their high speed and ability to knock foes prone to quickly overwhelm their prey. Unlike their cousins found elsewhere on the Material Plane, the specimens found in the Solverne Void have lost their keen smell in favour of the ability to electrolocate. The running hypothesis is that relying too much on sight, hearing, or smell while in the presence of Fey is a recipe to get tricked. Larger primus variants act as pack leaders for these normally-individualistic creatures, inciting them to feats of greater violence. A single sparkling is often unable to blind these larger variants, and several sparklings must synchronise their strikes to overwhelm them.

Ferrechidnas. Standing 6 feet tall at the shoulder, 10 feet long snout to tail, and with mottled red iron-tipped spines, these Beasts appear like bigger, more threatening cousins of the common echidna. Eating mainly tubers of iron-sequestering plants, and Hoovering up the insects that plague mycelian building foundations, these creatures form the second vertex of the mycelians' three-part symbiosis. Their protein-rich eggs are coveted by velocivultures and anglirs alike.

CHAOUJI "CIAO" TITOUHI



FERRECHIDNA



KNOW THY ENEMY

Clues pertaining to Solvernian creatures in general, as well as to specific aspects of the anglir's physiology, can be discovered by exploring Wov'nblum and investigating the symbiotic relationships therein. The clues are:

- Arcanovores—creatures that eat magic—abound in the area. Keeping spellcasters out of the reach of arcanovores is essential to preventing them from becoming dead weight.
- Many creatures have adapted to not use normal vision and rely on electrolocation instead; lightning damage blinds these creatures.
- Magical darkness follows a monster known as The Shadow, which never enters The Sphere's light. The implication is that The Shadow is weak to magical light and radiant damage.
- The Shadow is fond of ferrechidna eggs; it can be baited with these.

SYMBIOTIC SPARK

When the party arrives in Wov'nblum, Dracamo Casanunda is expecting them, having been informed by the network of interconnected fungi that permeates the surrounding jungle of their presence. After explaining the situation with the archaeologists (see page 6), he takes the party on a tour of the town; feel free to read or paraphrase the following:

“Wov'nblum is a paragon of cooperation, the epitome of mutualistic collaboration” Dracamo explains, before excitedly showing your party around the town. The first stop is a series of glowing lanterns suspended from thick, woven threads of white organic matter. On closer inspection, the lanterns appear to be grown from fungus and house tempestuous, six-inch-tall sprites—sparklings, Dracamo explains—whose bright bodies float on miniature storm clouds. As if in response to the strangers, several cover their homes in obscuring fog, causing Dracamo to shrug sheepishly “cooperative doesn't mean friendly...”.

Meandering through the toadstool-canopies that comprise the buildings of the town, Dracamo points eagerly to a group of six-foot-tall, long-

nose rodents bristling with mottled red-and-grey spines. “Ferrechidna” he smiles. The prickle, as they are collectively known, is busy Hoovering up an ant colony that had taken home in the foundation of a tall, tower-like toadstool. A troop of sparklings stands guard over the prickle and, when a trio of fast-moving, flightless vultures burst from the undergrowth to snatch a juvenile, the sparklings send jolts of electricity to strike the birds' beaks, causing them to careen blindly into rocks, before scattering back into the jungle.

The hearty aroma of manure gives the next venue the vibe, if not the appearance, of a stable. Nests of leaves and moss find shelter under low toadstools, some of which are filled with watermelon-size, mottled-red eggs. Sparklings flit between the many lantern-homes that hang from the lips of toadstools when, suddenly, a piercing scream splits the humid air.

A sparkling writhes on the floor, its entire arm enveloped by a squirming tentacle of colour-shifting flesh. The sparkling's light quickly dims as a spiderweb of dark veins spreads across its torso. With unfathomable alacrity, a mycelian figure jumps from a window of the white tower, descending with feather-like grace as three bolts of magical force stream from its hand to strike the leech-like creature. A metallic tang fills the air as the creature falls still, its ring of concentric teeth protruding from its smoking body. With a cough, the sparkling sits up and the magic-wielding mycelian gently carries them back to a lantern.

“And there you have it. We each protect each other using the Sphere-given gifts with which we were blessed. Well... most of the time.” His face takes on a gloomy expression as he leads the way to a nest deep in the undergrowth. “The sparklings say The Shadow came again last night” he states, pointing to the nest in which only a few broken shards of eggshell, some grey ichor, and two lifeless sparklings remain. “Just like my death day, all they remember is blackness.”

The party can—and should—interrupt the read aloud at any point to perform investigations or ask Dracamo questions. The bullet points that follow can be used as replies Dracamo gives in response. The Checks and Discovery section, below, gives ideas for how the party can learn additional information.

- A three-part symbiosis keeps Wov'nblum thriving.
- The mycelians grow hanging homes out of the toadstools and webs of interwoven hyphae, which the fractious sparklings occupy.
- The mycelians also clear the area of weaveleeches, which are deadly to sparklings, and fend off fraybats with missiles of magical force.
- In addition to providing light in the shadowy undergrowth, the sparklings fend off raids by electrolocation predators like the velocivultures (see page 38).
- Predators like to eat the eggs of the ferrechidnas; they have a high iron content which is used in many anti-Fey poisons.
- In turn, the ferrechidnas eat the insects that threaten the mycelian homes, turning them into nutritious stools which the mycelians can decompose to extract nutrients and metals for smithing.
- Occasionally, a dark shadow comes. The sparklings flee from this monster and, when it leaves, any ferrechidna eggs are almost entirely eaten. The shadow leaves behind a grey slime, and never steps into the light of the Sphere.

CHECKS AND DISCOVERY

The party can stop to investigate the sparklings, ferrechidnas, weaveleech, and the remains in the raided nest. Feel free to use whichever ability and skill combinations make sense for the checks instead of the ones presented below.

Sparklings. A creature that succeeds on a **DC 15 Wisdom or Intelligence (Arcana or Perception)** check notices that, in the sparklings' wake, small piles of powder accumulate: *Fey (sparkling) dust*. If enough powder can be collected, an explosive device could be constructed (see *feylight sparkler*, page 23). Over **1 hour**, a creature can try to harvest the dust, making a **VDC Dexterity (Arcana)** check. On a success, the creature acquires one *Fey (sparkling) dust*. On a failure, a creature gets electrocuted and can't take reactions until it finishes a long rest. There are four *Fey (sparkling) dusts* available to find in this way in total. *Fey (sparkling) dust* can also be harvested from a sparkling with a component DC of 20.

Ferrechidnas. A creature that succeeds on a **VDC Wisdom or Intelligence (Animal Handling or Nature)** check notices that the ferrechidnas, like other creatures in the Solverne Void, have anti-Fey adaptations. Their mottled red colouration of skin and spines is an indication of high concentrations of base iron. These creatures are highly ferrous and weak to attacks that target magnetism, like the *arcanomagnetic repulsion*, *arcanomagnetic storm*, *magnetite shard*, and *magnetobolt* spells.

Weaveleech. A creature that succeeds on a **VDC Intelligence (Investigation or Nature)** check to analyse the leech's behaviour, or a **VDC Dexterity (Medicine or Nature)** check to dissect it, discovers two things. Firstly, the leech is an arcanovore and consumes magic with its bite. Secondly, it has arcanovision (see page 5) and is actively drawn to magic. A creature with proficiency in surgeon's tools that has those tools reduces the DC of this check by 5. Talking with Dracamo or the sparklings reveals that these leeches look like stalactites or ferrechidna poop when not moving, but even worse are fraybats, who can attack out of nowhere.

Raided Nest. A successful **DC 11 Intelligence (Investigation)** check of the nest finds two things. Firstly the egg shells have a high iron content. A creature that habitually eats them is also likely to have a high iron content (see the Ferrechidnas paragraph for more on this). The second thing is a slippery grey slime. A successful **VDC Intelligence (alchemist's tools)** check to analyse the slime reveals that it is spellsap slime. When fresh, this slime can nullify the ability of spellcasters to interact with the weave, preventing them from casting spells. Using an action to apply a phial of basic acid can quickly remove the slime, though it causes caustic burns, dealing 5 (2d4) to the target.

RAIDER ERASURE

Dracamo tells the party that the velocivultures have been increasingly aggressive of late, almost as if something is inciting them to acts of greater bravery and savagery. Finding their den and stopping whatever is fostering this violence will be helpful to the mycelians, and will expose the party to the strange creatures of the Solverne Void.

The velocivulture den in question can be found with two Tracking checks and two successes. You can use the encounters from The Low in the Tracking chapter of *Heliana's Guide*, using narrative encounters for successes and hostile encounters for failures respectively. You can use Map 1. Solverne Void for this fight's setting.

Composition. There is always one velocivulture that is a size category larger than the rest; this is the alpha who is inciting the raptors' aggression and the target of the quest. In addition to the velocivultures, several arcanovores lie in wait, appearing after the first spell is cast to ambush the spellcasters from an inconvenient location. Make the arcanovores' (weaveleeches, fraybats, and groups thereof) attack modifier equal **Vmod**, and their saving throw DC equal **VDC**; this makes the effects more likely to happen so the party can learn what they are.

VELOCIVULTURES COMPOSITION

APL Composition

1	1 fraybat, 1 injured Solvernian velocivulture ¹
2	1 fraybat, 1 injured Solvernian velocivulture ¹ , 1 swarm of weaveleeches
3	1 Solvernian velocivulture, 1 swarm of weaveleeches
4	3 fraybats, 1 Solvernian velocivulture, 1 swarm of weaveleeches
5	2 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
6	3 Solvernian velocivultures, 3 cauldrons of fraybats, 1 swarm of weaveleeches
7	1 invigorated Solvernian velocivulture ² , 2 Solvernian velocivultures, 3 cauldrons of fraybats, 1 swarm of weaveleeches
8	1 Solvernian velocivulture primus, 2 cauldrons of fraybats, 1 swarm of weaveleeches
9	1 Solvernian velocivulture primus, 1 Solvernian velocivulture, 2 cauldrons of fraybats, 1 swarm of weaveleeches
10	1 Solvernian velocivulture primus, 2 Solvernian velocivultures, 2 cauldrons of fraybats, 1 swarm of weaveleeches
11	2 Solvernian velocivulture primi, 2 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches

12	2 Solvernian velocivulture primi, 4 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
13	2 Solvernian velocivulture primi, 5 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
14	2 Solvernian velocivulture primi, 6 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
15	3 Solvernian velocivulture primi, 4 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
16	4 Solvernian velocivulture primi, 3 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
17	5 Solvernian velocivulture primi, 5 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
18	5 Solvernian velocivulture primi, 6 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
19	6 Solvernian velocivulture primi, 6 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches
20	7 Solvernian velocivulture primi, 7 Solvernian velocivultures, 2 cauldrons of fraybats, 2 swarms of weaveleeches

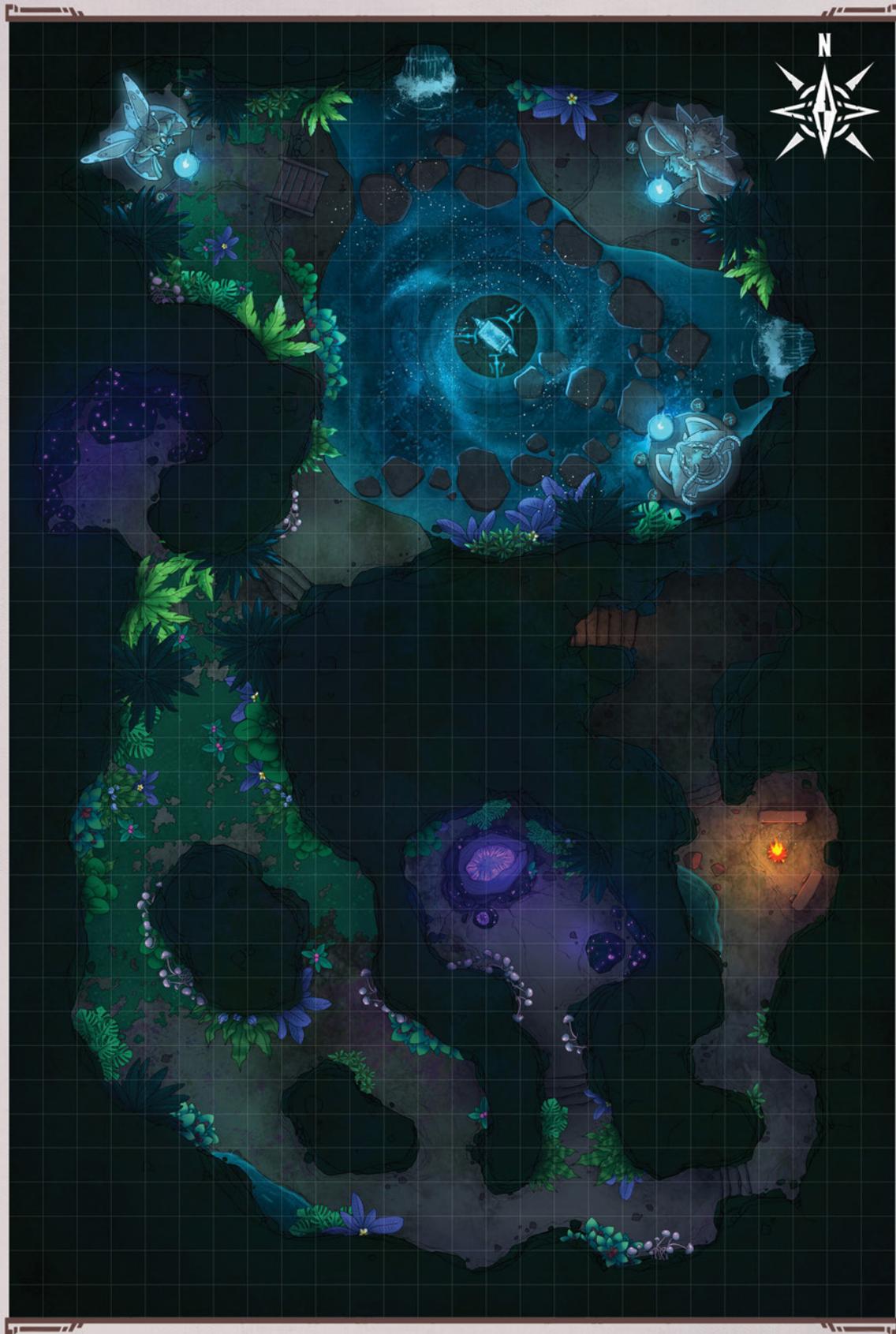
¹ As Solvernian velocivulture (page 38) but with half the hit point maximum.

² As Solvernian velocivulture (page 38) but with twice the hit point maximum.

Consequences. If the velocivulture's leader (typically a primus) is slain, the frequency and efficacy of their attacks on Wov'nblum decreases. The mycelians reward the party with the recipe for the *feylight sparkler*, as well as two of the grenades, whose rarity varies with adventure level (level 4, uncommon; level 10, rare; level 16, very rare).

SOLVERNIAN VELOCIVULTURE





CARTOGRAPHER:
CZE & PEKU

MAP 1. SOLVERNE VOID

1 GRID = 5 FEET

CLUE 1: ARCANOVORES

Arcanovores drain the magic of spellcasters. If one latches onto a spellcaster, it can drain their spell slots.

Symbiotic Spark. By succeeding on an ability check to investigate the weeveleech, the party discovers that arcanovores consume magic with their bites and are especially attracted to spellcasters. Additionally, show them Handout 1. The party can also learn about the anglir's Spellsap Slime by investigating the raided nest. While this isn't a visual clue, the preparation is the same: don't get grappled by the anglir and, if you do, use acid to remove the slime.

Raider Erasure. During the fight with the velocivultures, arcanovores (weeveleeches, fraybats, or swarms thereof) attack the party. If an arcanovore hits a character with its Arcanovoric Drain, show them Handout 1 after the fight.

USING THE CLUE

This clue has two ways it can be used for preparation, both of which are tactical. The first is to position spellcasters away from arcanovores when they are revealed. The second is to remove arcanovores as soon as they latch but before they have a chance to drain the spellcaster of spell slots.

CLUE 2: ELECTROLOCATION

Some creatures, including the anglir, use electrolocation to see. Electrolocation is stopped when sufficient lightning damage is dealt to the creature, overloading its sensory organs and rendering it temporarily blind. This can be learnt by interactions with velocivultures, which have the same trait.

Symbiotic Spark. When the velocivultures attack the ferrechidnas, sparklings hit the attackers with lightning attacks, causing them to go blind and collide with obstacles. When this occurs, show the party Handout 2.

Raider Erasure. Attacking the velocivultures in this encounter gives the player characters an opportunity to test how lightning damage blinds the velocivultures.

USING THE CLUE

By killing the velocivulture alpha, or by gathering *Fey (sparkling) dust*, the party can acquire *feylight sparklers*, explosives that deal lightning damage in an area (potentially for blinding the anglir), as well as shedding light, which can dispel its aura (see Clue 3).

HANDOUT 1. ARCANOVORES





**LIGHTNING BLINDS
ELECTROSENSING PREDATORS**

HANDOUT 2. ELECTROLOCATION

HANDOUT 3. SHADOW'S AURA



**MAGICAL DARKNESS CAN BE
DISPELLED BY POWERFUL SPELLS**

WHEN THE SHADOW COMES,
THE EGGS ARE BROKEN
AND SUCKED CLEAN. GREY
SLIME REMAINS.



HANDOUT 4. FERRECHIDNA BAIT

CLUE 3: THE SHADOW'S AURA

The anglir generates a magically dark aura that makes it impossible to see with normal vision. Due to its electrolocation, it is unaffected by this darkness, conferring an advantage in combat to itself.

Symbiotic Spark. The anglir is repeatedly referred to as “The Shadow” and is purported to “never enter the light of the Sphere”. Dracamo mentions how their cleric’s “holy light” cut through the shadow for a moment before his demise.

USING THE CLUE

Spells that generate magical light can dispel the anglir’s aura, as can feyflight sparklers of sufficiently high rarity.

CLUE 4: FERRECHIDNA BAIT

The Shadow (the anglir) likes ferrechidna eggs. It only takes the ones in the darkest recesses of the Mycelians’ stable.

Symbiotic Spark. Investigating the raided nest reveals eggs almost entirely devoured. A nest typically holds $1d4 + 2$ eggs.

USING THE CLUE

Three ferrechidna eggs are enough to lure the anglir to the party’s location of choice. The eggs must be in darkness; if they are in even dim light, the anglir will detect the party and ambush them instead of going for the eggs.

Acquiring Eggs. Mycelians are vegetarian and live in harmony with the ferrechidnas; a **VDC Charisma** (any appropriate skill) check is required to influence them into providing the party with eggs. Otherwise, eggs need to be acquired by subterfuge, or the party must find and take them from a wild ferrechidna nest. A nest can be found with one successful Tracking check (as usual, choose a DC that makes sense for the ability and skill the player proposes).

THE BATTLE AHEAD

The fight takes place in the ASSES' excavation site, and begins when the party baits the anglir. Alternatively, it can start if the party takes too long, in which case the anglir ambushes the party. See Baiting, below, for more. It ends when the anglir's Flare Form is reduced to 0 hit points, or the creature is captured using a S.N.A.R.E.

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, take place during the wave. 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 that wave ending are described.

Capture. If the party possesses a S.N.A.R.E., they can attempt to capture the anglir for cloning (see page 38). The anglir can only be captured using a S.N.A.R.E. when it has fewer than 10% of its hit points remaining in its Flare Form. The anglir otherwise automatically succeeds on saving throws against the S.N.A.R.E.

EXCAVATION SITE

The site where the ASSES' expedition started their excavation is a 120-foot-diameter circle surrounded by a honeycomb of tunnels that is an approximately 10-minute walk from the Solverne Void proper. Dramamo leads the party there, before saying "good luck, chaps" and leaving back to the safety of The Sphere's light. You can read or paraphrase the following when the party arrives.

After passing through a labyrinth of twisting tunnels, each with multiple forks, you enter a circular chamber. Six pillars support the domed ceiling, some 30 feet high at its apex, which curves down to walls of finely cut stone panels, each 10 feet high and bearing the faintest indentations*. The panels are broken in six places, including the one through which you entered, with tunnels leading off from each. The archaeologists' tools and camping equipment lie undisturbed where they were left, though any food supplies appear to have been scavenged a while ago. The floor is hard packed dirt and calcite, with a couple of patches of colourful mosaic evidently having been cleared by the archaeologists before their demise.

*What are these indentations? That depends on why you decided the Solverne Void was sealed off. Check out the Why Was the Void Sealed sidebar on page 2 for inspiration.

GENERAL INFORMATION

The central, domed chamber of the dig is **120 feet** in diameter, **10 feet** high at its edge, and **30 feet** high at its zenith.

Light. The space is dark.

Walls, Floor, & Ceiling. The walls, floor, and ceiling are made of stone.

Hazard: Arcanovores. Whenever a creature casts a spell, there is a 25% chance that an arcanovore drops from the ceiling to attack it. The arcanovore varies by level: 4th level, a weaveleech, 10th and 16th level, a swarm of weaveleeches. The weaveleeches are not hurt by the fall.





WAVE 1

Wave 1 begins when the party fulfils the bait requirements below. If the party does not fulfil these requirements within 2 hours of arriving at the site, the anglir ambushes the party, surprising them.

BAITING THE SHADOW

If the party places three ferrechidna eggs together anywhere within the excavation site's dome, the anglir arrives within **2d6 × 10 minutes**. Thanks to the blindsight provided by its electrolocation, the anglir can see any creature that is within **120 feet** of the bait and not hidden as if it were standing in bright light. If the party remains hidden until the anglir reaches the eggs and then attacks, the anglir is **surprised**. You can read or paraphrase the following if the anglir takes the bait:

A miniscule click of metal on stone heralds the arrival of a 30-foot cloud of impenetrable darkness. It moves slowly, creeping from a tunnel high in the ceiling, down a wall, before dropping to obscure the eggs.

If the anglir spots a player character, it attacks, and no one is surprised. Either way, if the anglir is ever made visible, you can read or paraphrase the following.

A coiled, sinuous body, maybe 20 feet snout to tail, though less than 3 feet in diameter, is supported by 4 pairs of muscular, clawed legs. Light shining through its translucent skin reveals a network of red and blue organs within, a crest of ragged, sail-like fins on its back, and rust-red scales that protect its neck and underbelly. The whole creature glistens as if covered in slime, while whisker-like fronds move in a hypnotic pattern in front of a maw filled with needle fangs.

ENEMIES

The enemy in wave 1 is the anglir, in its normal form. See Appendix C for creature statistics.

Level 4. The wave 1 combatant is:

- 1 **anglir gloombearer** (normal form, CR 5)

Level 10. The wave 1 combatant is:

- 1 **anglir duskcreeper** (normal form, CR 15)

Level 16. The wave 1 combatant is:

- 1 **anglir shadowstalker** (normal form, CR 22)

TACTICS

The anglir is a skirmisher; it doesn't want to get bogged down in a meat grinder battle and will generally try to pick off a lone target, and abscond with it. The anglir does not flee when reduced to one-third of its hit points or fewer.

Anglir's Turn. On the anglir's first turn, it uses Commanding Pattern to target as many creatures as it can, commanding the least-armoured to approach and the others to grovel. On subsequent turns, it uses its Lure on the closest, least armoured target, before attempting to Bind and Iron Bite it. If the anglir already has a creature bound, it moves away from other creatures and uses Crush and Iron Bite on the target. Due to the magical darkness of its Shadow Aura, it never disengages, relying on the fact that enemies can't see it so they can't target it with opportunity attacks.

Legendary Actions. The anglir alternates between Move and Lure to try and isolate a low-armoured target. If it has a target grappled, it alternates between Attack and Move so it can attack that bound target and stay away from other creatures.

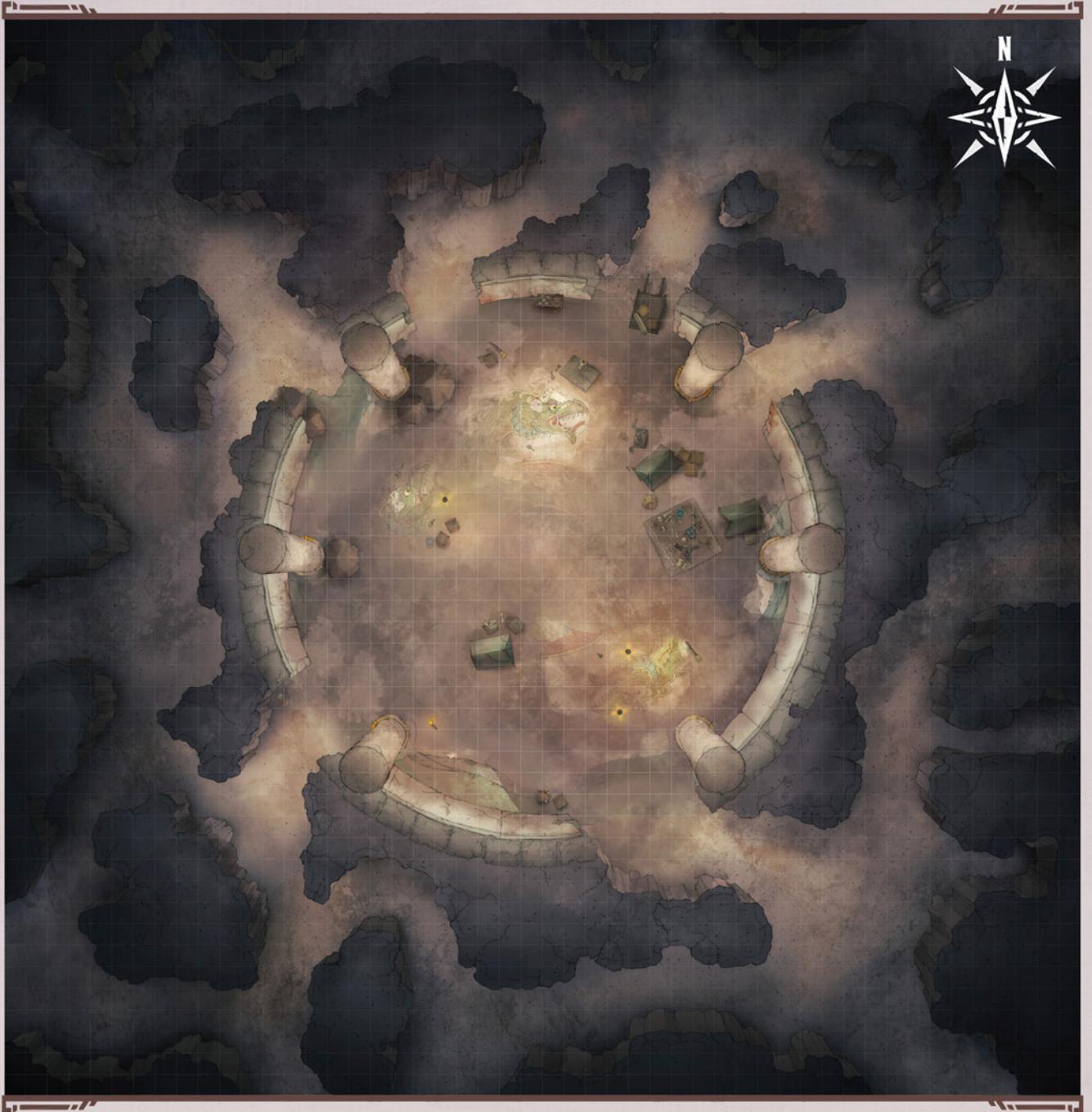
END OF WAVE

The wave ends when the anglir's normal form is reduced to 0 hit points.

WAVE 2

When the anglir is reduced to 0 hit points, its Flare Form activates. For the sake of this hunt, when its Flare Form activates, any effects that are reducing the anglir's speed cease, and the anglir immediately moves up to twice its speed and escapes from the area through a tunnel high in a wall or the dome's ceiling. If this requires dispelling something like a force cage or wall of force, then so be it; the anglir must be absent for wave 2. Drawn by the commotion, the release of magic from the anglir's Flare Form, and presumably some of the player characters' spells, arcanovores enter the fray.

All turns to white as the anglir erupts in blinding light. After a brief click clack of scampering claws that disappear into a high tunnel. A sound like wet meat falling and leaves rustling grows steadily louder as stalactites begin to fall from the ceiling and small-eared bats swarm through the tunnels.



CARTOGRAPHER:
CZE & PEKU

MAP 2. EXCAVATION SITE

1 GRID = 5 FEET

Modifying Difficulty. If your party is finding the fight easy, have the enemies appear at the most inconvenient places possible for them. Weaveleeches might drop right onto the heads of spellcasters, velocivultures appear in tunnels near low-Strength characters, and a primus is perfectly positioned to make best use of its Pack Attack bonus action.

ENEMIES

The enemies in wave 2 are arcanovores and scavengers: weaveleeches, fraybats, swarms thereof, and velocivultures. Roll their initiative in secret and have them appear on their turns in combat. See Appendix C for creature statistics.

Level 4. The wave 2 combatants are:

- 1 **Solvernian velocivulture** (CR 3)
- 4 **fraybats** (CR 1/4)
- 4 **weaveleeches** (CR 1/8)

Level 10. The wave 2 combatants are:

- 1 **Solvernian velocivulture primus** (CR 8)
- 2 **Solvernian velocivultures** (CR 3)
- 3 **cauldrons of fraybats** (CR 2)
- 3 **swarms of weaveleeches** (CR 1/2)

Level 16. The wave 2 combatants are:

- 3 **Solvernian velocivulture primi** (CR 8)
- 4 **Solvernian velocivultures** (CR 3)
- 5 **cauldrons of fraybats** (CR 2)
- 3 **swarms of weaveleeches** (CR 1/2)

TACTICS

The combatants fight with little coordination or strategy, targeting the nearest creature they can see. Arcanovores target creatures under the influence of spells, that have recently cast spells, or that are wearing magical armour (other than shields).

Velocivultures. Velocivultures attack the nearest creature to them that is no more than one size larger than them. They leap towards the target to try and knock it prone before making their other Beak and Talon attacks. A primus positions itself so that its Pack Attack bonus action can target as many other velocivultures as possible.

END OF WAVE

On initiative count 0 of the third round after the anglir enters its Flare Form, the remaining creatures flee (they immediately all move up to their speed away from the player characters, exiting the battlemat via the safest possible route). Alternatively, the wave ends when all the creatures are dead or have fled.





WAVE 3

As the scavengers and arcanovores flee, the anglir returns through the high tunnel through which it escaped, pursued by a cloud of fraybats. It collapses the tunnel behind it, sealing off the fraybats, and turns to face the party. See Appendix C for creature statistics.

As the final critters [turn tail and flee / fall to the ground dead], the room gets progressively brighter. The high-pitched screech of bats and scrabbling of ferrous claws on stone preludes the return of the anglir, its skin dazzlingly bright, who snaps at the cloud of fraybats that follow it. With a lurch it claws at the tunnel, collapsing it.

ENEMIES

The enemy in wave 3 is the anglir in its Flare Form.

Level 4. The wave 3 combatant is:

- 1 **anglir gloombearer** (Flare Form, CR 5)

Level 10. The wave 3 combatant is:

- 1 **anglir duskcreeper** (Flare Form, CR 15)

Level 16. The wave 3 combatant is:

- 1 **anglir shadowstalker** (Flare Form, CR 22)

TACTICS

Without the mask of its darkness, the anglir is susceptible to opportunity attacks, and changes its tactics accordingly.

Anglir's Turn. If recharged, the anglir uses Commanding Pattern to target as many creatures as it can, commanding the most-armoured to grovel. As before, it picks on the least-armoured, attempting to Bind (and later Crush) it. If it has blinded creatures who could hit it with opportunity attacks (thus preventing them from doing so), it moves to hit as many creatures as possible with its Flare attack. Otherwise, it does not move on its turn.

Legendary Actions. If the anglir has no creature grappled or is surrounded by creatures it is struggling to hit with its Bind attack, it uses Flaring Teleport to reach (and hopefully blind) a suitable target. If it has a creature grappled, it uses Mirror Image for its first legendary action. For subsequent legendary actions, it uses Flare if two or more creatures are in range, Attack if one creature is in range, or Move or Lure to close the distance with a creature.

Reactions. It uses its Flash reaction against the first creature to target it with an attack after its turn.

END OF WAVE

The wave ends when the anglir's Flare Form is reduced to 0 hit points, or the anglir is captured with a S.N.A.R.E. (page 26). The anglir can only be captured when its Flare Form has 10% or fewer hit points remaining; it otherwise automatically succeeds on saving throws against the device.

FINALE

If the anglir is slain, proceed to Anglir Slain. If the anglir is captured, proceed to Anglir Captured.

ANGLIR SLAIN

With a mewling snarl, the bright light that suffused the anglir's body flickers before de-luminating forever. A wet thunk marks the fall of its body as a shower of viscous slime splatters in a puddle around it.

ANGLIR CAPTURED

With a sound like an inverted pop, the anglir disappears and all becomes dark. A single glowing whisker, the lure that once adorned the anglir's head, lies severed on the ground.

AFTERMATH

Some outcomes depend on whether the anglir was slain, captured, or won the battle (i.e., the player characters died or fled). But the following occurrences happen no matter what:

- Daring vacationers begin to make trips to the Solvernian jungle. The mycelian are ambivalent to their presence, but enjoy reanimating the many tourists who die to add to their colony.
- Sparklings gain employment as guards, with visitors tipping more out of fear at their cantankerous temperament than out of their respect for their skill.
- Dracamo decides to stay in Wov'nblum, both to learn as much as he can of the mycelians, and to help the newly-fungified individuals adjust to their life-after-death.
- The Seelie and Unseelie Courts vie for influence of this pseudo-fey expanse, causing part of the jungle to become dank and depressing, while another part becomes manic and mesmerising. The mycelians strive to remove both these influences.

ANGLIR SLAIN OR CAPTURED

- Dracamo, on behalf of the ASSES, pays the party the agreed-upon reward.
- A second expedition arrives at the site. After several months of research, they discover why the Solverne Void was sealed off from the rest of the world (this is up to you! See ‘Why Was the Void Sealed’ sidebar on page 2).
- Dracamo joins this second expedition, providing them with supplies to elongate their stay.

ANGLIR CAPTURED

- Humperdink offers to make a lifeless clone of the anglir that can be harvested for all the same components except *essence*.
- L’Arsene proposes several magic items he can make from the corpse’s components, presenting schematics to the party.
- A few weeks post capture, Dr Dootlots rewards the party with a scroll of lure and scroll of arcanovision.

ANGLIR WINS

- A second expedition arrives at the site. Despite having extra guards, they are slowly whittled down one by one until, with half their number remaining, they leave. Dracamo does not join this expedition, believing it doomed.
- Ferrechidna eggs continue to go missing, and Wov’nblum never grows any bigger.
- If not dealt with within a month, the anglir escapes to the underdark, where it reproduces asexually, building a growing population of deadly hunters.

TREASURE

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

HARVESTING

The anglir has the following unique components, in addition to ones normal for a Monstrosity. In the remains of the anglir is one Monstrosity (anglir) lure, which requires only harvesting supplies to preserve (if you use that optional rule), and can be socketed on any headgear item. The food component for the unique recipe is Monstrosity (anglir) sapslime (fat).

ANGLIR HARVEST TABLE FOR UNIQUE CRAFTABLE ITEMS

Component DC	Component
5	Sapslime (∞)
10	Fin (10)
15	Lure (6*)
20	Skin (1)

*One is already separated and needs only harvesting supplies to preserve (leaving 5).

Capture. If the anglir is captured, only its lone lure remains to be harvested. If presented with this component, Humperdink can grow a clone of the anglir. Harvesting of this corpse must begin within **1 minute** of the cloning process finishing, which takes **12 days**, in order to yield magical components. Essence can’t be harvested from the clone.



CRAFTING

The following unique items can be crafted from anglir and sparkling components.

Item	Item type	Rarity	Attunement	Components	Essence	Value*
<i>Anglir Electrosensor</i>	Wondrous item	Uncommon	Socketable	<i>Monstrosity (anglir) lure</i>	—	300 gp
<i>Feylight Sparkler</i>	Wondrous item	Uncommon	—, Con	<i>Pouch of Fey (sparkling) dust</i>	<i>Frail</i>	230 gp
		Rare			<i>Robust</i>	960 gp
		Very rare			<i>Potent</i>	5,010 gp
		Legendary			<i>Mythic</i>	21,420 gp
<i>Lightweight</i>	Weapon (any hammer)	Uncommon	Required	<i>Monstrosity (anglir) lure</i>	<i>Frail</i>	3,640 gp
		Rare			<i>Robust</i>	12,180 gp
		Very rare			<i>Potent</i>	74,620 gp
		Uncommon			<i>Frail</i>	660 gp
<i>See-Through Sausage</i>	Magical Meal	Rare	—, Con	<i>Monstrosity (anglir) sapslime</i>	<i>Robust</i>	2,250 gp
		Very rare			<i>Potent</i>	9,600 gp
		Legendary			<i>Mythic</i>	24,600 gp
<i>Shadowwind Twinblade</i>	Weapon (twinblade)	Uncommon	—	<i>Monstrosity (anglir) fin</i>	<i>Frail</i>	380 gp
		Rare			<i>Robust</i>	1,590 gp
		Very rare			<i>Potent</i>	8,680 gp
<i>Spellsapper Claw</i>	Prosthesis	Uncommon	Required	<i>Monstrosity (anglir) skin</i>	<i>Frail</i>	750 gp
		Rare			<i>Robust</i>	2,570 gp
		Very rare			<i>Potent</i>	11,530 gp

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



APPENDIX A - MAGIC ITEMS

ANGLIR ELECTROSENSOR

Wondrous item, uncommon (socketable)

Component: Monstrosity (anglir) lure

"I sense a spark! Did someone just have a brilliant idea or are we about to get ambushed by a blue dragon again?"

—Rod Heel, unfortunate adventurer.

This item can be socketed on a helmet, hat, or other piece of headwear.

Electrosensitivity. As an action while wearing the socketed headwear, you can gain blindsight out to **10 feet** for **1 minute**. For the duration, you have **vulnerability** to lightning damage, and if you take lightning damage, you lose the blindsight until the end of your next turn. Once this property of the item has been used, it can't be used again until the next dawn.

FEYLIGHT SPARKLER

Wondrous item, uncommon

Component: Pouch of Fey (sparkling) dust

A favourite of mischievous Fey children, these small explosives are used to startle unsuspecting mortals for

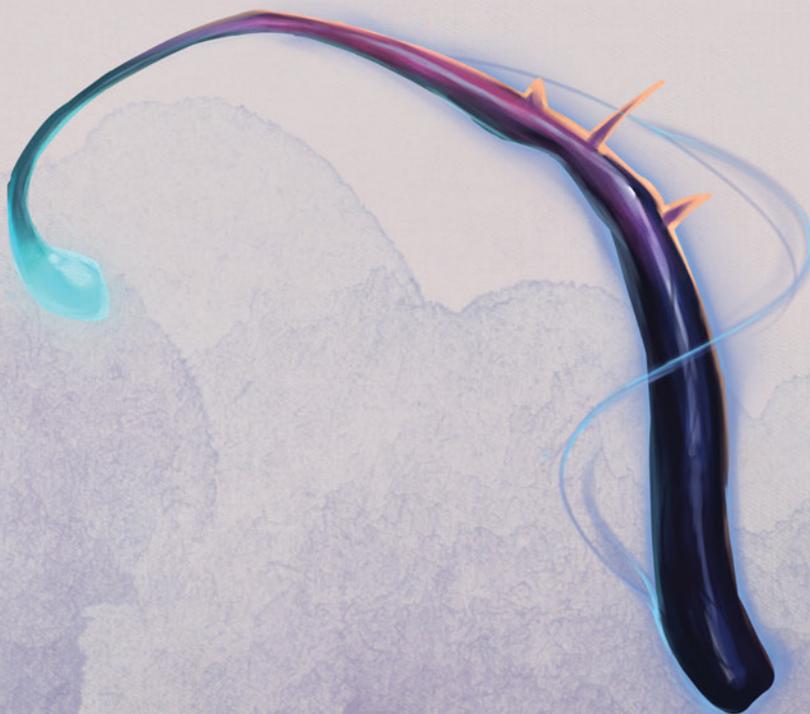
a good laugh. The painful electrical discharge is very much intentional—it makes the prank funnier!

Electrifying Light Show. As an action, you can activate this item and toss it to a point up to **30 feet** away, causing it to explode in a **10-foot-radius sphere** of electricity centred on that point. This destroys the item. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** lightning damage on a failed save, or half as much damage on a successful one. In addition, the sphere is filled with bright light and sheds dim light to a distance equal to the sphere's radius until the start of your next turn. This light counts as having been produced by a spell of 2nd level.

Rare variant: Increase the **DC** to **15**, the damage to **8d6**, and the radius of the sphere to **15 feet**. The light counts as having been produced by a spell of 3rd level.

Very rare variant: Increase the **DC** to **16**, the damage to **10d6**, and the radius of the sphere to **20 feet**. The light counts as having been produced by a spell of 4th level.

Legendary variant: Increase the **DC** to **17**, the damage to **12d6**, and the radius of the sphere to **25 feet**. The light counts as having been produced by a spell of 5th level.



LIGHTWEIGHT

Weapon (any hammer), rare (requires attunement)

Component: Monstrosity (anglir) lure

Wielders of these squamous weapons tend to light up the room with their brilliant personalities and dazzling charm. Radiating confidence in everything they do, they can draw people in like moths to a flame just by flashing a smile. It's a little odd how they lose a little of that luster when the mace isn't with them, though...

This weapon can be used as a spellcasting focus. It has **4 charges** and regains **1d4** expended charges daily at dawn.

Beguiling Light. While holding this weapon, you can use a bonus action to cause it to emit bright light in a **10-foot radius** and dim light for an additional **10 feet** until you let go of the weapon or use a bonus action to extinguish the light. Creatures within the mace's bright light have **disadvantage** on saving throws against being charmed.

Spells. While holding this weapon, you can cast the *dancing lights* spell. In addition, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *daylight* (**3 charges**), *flash** (**1 charge**), *hypnotic pattern* (**3 charges**), or *lure** (**1 charge**).

Very rare variant: Increase the charges to 5 and the recharge to **1d4 + 1**. Add *dominate person* (**5 charges**) to the Spells property's list of spells. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the charges to **8** and the recharge to **1d4 + 4**. Add *dominate person* (**5 charges**) and *dominate monster* (**8 charges**) to the Spells property's list of spells. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

*see Appendix B

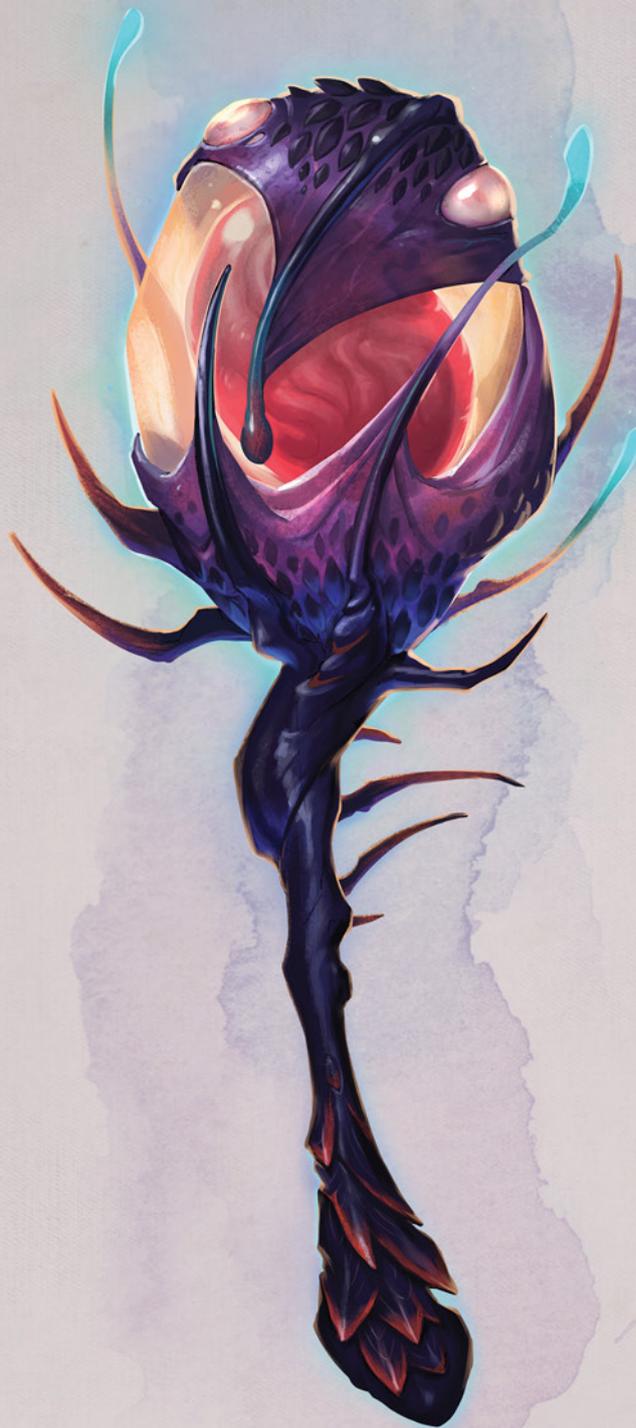
SEE-THROUGH SAUSAGE

Magical meal (2 ingredients: fat, flesh), rarity varies

Unique ingredient: Monstrosity (anglir) sapslime (fat)

The translucent flesh of the subterranean anglir removes all mystery from this rare delicacy. Don't want to know how the sausage gets made? Too bad. You don't have a choice.

The effect of a magical meal typically lasts **8 hours** or until you consume another magical meal, whichever comes first.



Ingredients. The ingredients for this meal are fat and flesh. The unique ingredient, *Monstrosity (anglir) sapslime*, replaces the fat. A creature that consumes this meal gains the following effects for the duration, in addition to those normally gained for the ingredients in this meal (see *Heliana's Guide*, pages 145-146).

Rich in Iron. Once per turn, when a Fey touches you or hits you with an attack, it must succeed on a **Constitution saving throw** or be **poisoned** until the end of your next turn. In addition, while the effects of the meal last, you have **disadvantage** against magnetic spells, such as *arcanomagnetic repulsion** or *magnetobolt**. The DC of the saving throw depends on the rarity of the meal:

Rarity	Save DC
Uncommon	13
Rare	15
Very rare	16
Legendary	17

SHADOWWIND TWINBLADE

Weapon (twinblade), uncommon

Component: *Monstrosity (anglir) fin*

The most prestigious institutions of arcane learning teach that shadow is neither matter nor energy. It can't be touched, sensed, or harnessed, for it is nothing more than the mere absence of light. How do you explain this, then?

Shadowwind. As an action while holding this weapon, you can cast the *darkness* spell. For the duration of the spell, you can produce a gentle gust of wind whenever you use the twinblade's Special: Whirl property while within **10 feet** of the area of darkness, moving that area up to **30 feet** in any direction. If the spell was cast on an object, the darkness stops emanating from that object when moved in this way, and acts as if you'd cast it on a point of your choice instead. Once this property of the weapon has been used, it can't be used again until the next dawn.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this weapon.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this weapon. The weapon has the Draining Darkness property.

Draining Darkness. When a creature capable of casting one or more spells starts its turn in the area of darkness created by the Shadowwind property, it must make a **DC 16 saving throw** using its spellcasting ability. On a failed save, that creature loses one of its highest-level spell slots of 3rd level or lower, or it loses one daily use of a random spell of 3rd level or lower. That magic is stored in the darkness itself, and while the darkness contains stored magic, creatures automatically succeed on the saving throw against this property. When the *darkness* spell ends, you absorb the magic it contained and regain an expended spell slot of equal level to the spell slot or spell that was stored within. Alternatively, you can use a reaction when the spell ends to redirect the magic to another creature within 10 feet of you, causing it to regain the spell slot instead.



S.N.A.R.E

Wondrous item, uncommon

Component: Construct (divine-infused) lifespark*

After the success of Heliana's tome on monster hunting, Dr. Doolots became concerned with the possible extinctions that may arise from overly zealous monster hunters. With the project-management skills a Baron Bodrum Businesses boardroom could only dream of, Doolots simultaneously oversaw the development of pocket-dimension technology, advancement in the field of biomantic cloning, and persuaded the Planes' most influential monster hunter, Heliana, that monster conservation was as valuable as putting their heads on a wall.

During use, this device simultaneously analyses a creature, sends this information to a quantum-linked receiver which creates a bespoke biome for it within a pocket dimension, and teleports that creature to the pocket dimension. This menagerie of pocket dimensions can be accessed within the Loot Tavern, which Heliana plans to make into an Astral Safari.

Capture. As an action, you can arm and throw the S.N.A.R.E. at a creature within **30 feet** of you. The creature must succeed on a **DC 13 Charisma saving throw** or be trapped inside a pocket dimension from which it can't escape by any means short of a *wish* spell. A creature with a CR of 13 or higher, or who has more than 25% of its Hit Point maximum automatically succeed on this saving throw. A creature with fewer than 10% of its Hit Point maximum automatically fails on this saving throw.

The pocket dimension has the correct terrain, humidity, and other environmental factors required for the creature to flourish. Using clones of Mushy, the hyphan familiar, and several arcanomechanical constructs, Heliana keeps these creatures fed and watered.

Rare variant: Increase the **DC** to **15** and the CR of creatures that automatically succeed to 17+.

Very rare variant: Increase the **DC** to **16** and the CR of creatures that automatically succeed to 21+.

Legendary variant: Increase the **DC** to **17** and the CR of creatures that automatically succeed to 25+.

Artifact variant: Increase the **DC** to **18** and the CR of creatures that automatically succeed to 29+.

*Found in CREO and Unit M3T4L in *Forge of the Divine Machine*.

SPELLSAPPER CLAW

Prosthesis, uncommon (requires attunement)

Component: Monstrosity (anglir) skin

While it may be unpleasant to look at and eerily cold to the touch, the viscous slime coating this prosthesis won't harm you. Unless you can cast spells, that is. Then it will. Horribly.

As a bonus action, you can cause this prosthesis to emit dim light in a **10-foot radius** or extinguish the light.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Melee (1d6 slashing, Pugilist) property and the Hamstring Superior Strike.

Arcanovore. You have **advantage** on ability checks made to grapple creatures capable of casting one or more spells using this prosthesis, and while grappling one, you can use an action to drain some of its magical power. The creature loses a 1st-level spell slot, or it loses one daily use of a random 1st-level spell. This magic is stored in the prosthesis, and while it contains stored magic, it can't be used to drain more. As an action while the prosthesis contains stored magic, you can touch a creature with it and expend the stored magic, causing the creature to regain an expended spell slot of equal level to the spell slot or spell that was stored within. Once this property has been used, roll a **d6**. On a roll of **2 or lower**, it can't be used again until the next dawn.

Rare variant: Increase the maximum level of spell slots and spells that the prosthesis can drain to 2nd level.

Very rare variant: Increase the maximum level of spell slots and spells that the prosthesis can drain to 2nd level, and the d6 to a **d8**. You gain a **+1 bonus** to attack and damage rolls made with this prosthesis.

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.

ARCANOMAGNETIC STORM

7th-level evocation

Casting Time: 1 action

Range: 150 feet (ten 10-foot cubes)

Components: V, S, M (a piece of bismuth)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Warlock, Wizard

A storm made of crackling lightning and arcanomagnetic winds appears in a location you choose within range. The area of the storm consists of up to ten **10-foot cubes**, which you can arrange as you wish and last until the spell ends. Each cube must have at least one face adjacent to the face of another cube. As a bonus action at the start of each of your turns, you can remove one 10-foot cube, and place another 10-foot-cube adjacent to the face of another cube.

Each creature that starts its turn in the area or enters the area for the first time on its turn must make a Dexterity saving throw, taking 4d8 lightning damage on a failure, or half as much damage on a success. Each creature that ends its turn in the area must make a **Strength saving throw**, taking **4d8** force damage

and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this Strength saving throw.

The area is difficult terrain for any creatures made of ferrous metal or wearing ferrous armour.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the lightning and force damage both increase by **1d8** for each slot level above 7th.

ARCANOVISION

3rd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a one-carat gold carrot worth 1 sp)

Duration: 1 hour

Class: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature to grant it arcanovision out to a range of **60 feet** for the duration. See Arcanovision sidebar on page 5 for more information.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

FLASH

1st-level evocation

Casting Time: 1 reaction, which you take when a creature within 10 feet of you targets you with an attack

Range: 10 feet

Components: S, M (a bead of magnesium)

Duration: Instantaneous

Class: Bender (fire), Cleric, Druid, Paladin, Sorcerer, Tamer, Wizard

You exploit a creature's focus on you to detonate a blinding flash of light. The attacking creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.

LURE

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: S, M (a fishing lure)

Duration: 1 round

Class: Bard, Bender (water), Cleric, Paladin, Ranger, Tamer

A creature you can see within range must succeed on a **Wisdom saving throw** or be lured by you. The lured target must immediately move a distance equal to its speed to approach you by the shortest route, avoiding obvious hazards. Until the end of your next turn, the creature can't willingly move away from you, and it has **disadvantage** on attack rolls against targets other than you.

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.

MAGNETITE SHARD

3rd-level evocation

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (a piece of magnetite)

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You fling a supercooled piece of magnetite at a point you can see within range, where it detonates in an explosion of icy, metallic shards. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking **4d6** cold damage and **3d6** piercing damage on a failure, or half as much damage on a success. Creatures made of a ferrous material or wearing ferrous armour have **disadvantage** on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by **1d6** for each slot level above 3rd.

MAGNETOBOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes **1d6** force damage and must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

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

SMOKESCREEN

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot-diameter, 10-foot-high cylinder)

Components: V, S, M (a puffball mushroom)

Duration: Concentration, up to 1 round

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

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke heavily obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter and height of **15 feet**; at 11th level this increases to **25 feet**; and at 17th level this increases to **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

APPENDIX C - CREATURES

ANGLIRS

Creatures of shadow and translucent skin, anglirs are scavengers of The Low inured to the charm of fey-touched creatures by centuries of magically-enhanced evolution. Zoologists posit that, after the Void was blocked off from the rest of the Material Plane and subjected to the influence of Feygate, the population of behirs was forced to adapt to a new diet, develop new hunting strategies, and avoid the trickery of the invading Fey. With long sinuous bodies, eight clawed limbs, and a thick layer of mucous, anglirs' morphology is perfectly suited to navigating the narrow tunnels of The Low.

Scavengers & Ovivores. Anglirs rarely hunt live prey, preferring to eat the eggs of absent parents or scavenge others' kills. When pursuing the latter strategy, anglirs manifest a cloak of magical darkness before luring creatures towards them by creating hypnotic patterns with their phosphotennae, glowing antennae-like appendages that surround their head. Once lured a sufficient distance from its own kill, the anglir turns off its phosphotennae, disorienting the misguided predator, and uses its high speed to slither back to the trophy and consume as much of it as possible before the predator returns. All that being said, if an anglir sees a quarry it is confident of besting—an archaeological expedition, for example—it uses a similar strategy to lure said prey to a prime ambush location.

Anti-Fey Adaptations. While anglirs are only opportunistic hunters of Fey, they have evolved many adaptations to avoid their foes' trickery. Anglirs are blind in the conventional sense, being unable to see the visible spectrum of light, and are entirely deaf. These adaptations render them immune to the most common sources of fey trickery: hypnotising lights and mesmerising sounds. Instead, anglirs have evolved electrolocation, the ability to sense the weak bioelectric fields generated by all living creatures. So refined is this sense that anglirs can detect the passage of creatures up to one day prior. This makes them excellent hunters of lone, wandering adventurers, though especially busy thoroughfares can mask a single creature's path.

A second notable adaptation is that of ferro-accumulation. Anglirs' diet of ferrechidna eggs provides high quantities of iron, which become concentrated in the scales that line their bellies, as well as their teeth and claws. This makes anglirs unpalatable to carnivorous Fey, a passive protection against predation. Moreover, especially magical Fey are poisoned by high concentrations of base iron, giving anglirs the upper hand should violence ever become necessary.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the anglir takes a lair action to cause one of the following effects; the anglir can't use the same effect two rounds in a row:

Darkness. Magical darkness, with the effects of the *darkness* spell, appears in a **15-foot radius** centred on a point in the lair until initiative count 20 of the following round (winning ties). The level of the spell equals Vlev.

Rockfall. Rocks fall from the ceiling in three **5-foot-radius** circles with the anglir's lair. Each creature in the area must make a **VDC Dexterity saving throw**, taking **Vdam** bludgeoning damage on a failure, or half as much bludgeoning damage on a success.

Deaden Weave. The weave becomes less responsive in a **30-foot cube** centred on a point in the lair until initiative count 20 of the following round (winning ties). A creature in the area that tries to cast a spell must first succeed on a **VDC** ability check using its spellcasting ability. On a failure, it wastes the spellcasting action, though not the spell slot. On a success, it casts the spell as normal.

Hunt Level	VDC	Vmod	Vdam	Vlev
4th	12	+4	3 (1d6)	2nd
10th	15	+7	10 (3d6)	3rd
16th	17	+9	21 (6d6)	4th

ANGLIR GLOOMBEARER

Huge Monstrosity, Neutral Evil

Armour Class 15 (natural armour)

Hit Points 95 (10d12 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	7 (-2)	13 (+1)	11 (+0)

Saving Throws Con +6, Wis +4

Skills Perception +4, Stealth +5

Condition Immunities charmed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Anti-Fey Adaptation. The anglir can't see, other than with its blindsight, or hear.

Electrolocation. The anglir can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **24 hours**. If the anglir takes **5** or more lightning damage in a single instance, it loses its blindsight and is **blinded** until the end of its next turn.

Ferrous. The anglir has a high amount of base iron in its body. It has **disadvantage** on saving throws against spells like *arcanomagnetic repulsion* and *magnetobolt* (see page 27), and bludgeoning and piercing damage it deals bypasses resistance to magical bludgeoning and piercing damage.

Legendary Resistance (1/Day). If the anglir fails a saving throw, it can choose to succeed instead.

Shadow Aura (Lost While in Flare Form). The anglir has an aura of magical darkness that extends from it for **10 feet**. If the anglir takes **5** or more radiant damage in a single instance, or a magical effect or spell of 2nd level or higher casts light into the aura, this trait is suppressed until the end of the anglir's next turn.

Spellsap Slime. The anglir exudes a ferrous slime that makes it very slippery and lets it move through spaces as narrow as 4 feet wide without squeezing. Creatures have **disadvantage** on ability checks made to grapple the anglir. In addition, a creature that touches this slime or is grappled by the anglir becomes spellsapped for **1 minute**. While spellsapped, a spellcaster must make a **DC 14** ability check using its spellcasting ability at the start of each of its turns. On a failure, it is unable to cast spells until the start of its next turn.

FLARE FORM

If the anglir would be reduced to 0 hit points, its current hit point total instead resets to **95** hit points and it regains any expended uses of Legendary Resistance. Additionally, for **1 hour**, the anglir loses its Shadow Aura trait, gains the Bright trait, and can use the options in the "Flare Form Actions" section. Each creature within **50 feet** of the anglir must succeed on a **DC 14 Constitution saving throw** or be **blinded** until the end of the anglir's next turn. The anglir's Flare Form can't activate again until the anglir finishes a short or long rest. Award a party an additional 1,800 XP (3,600 XP total) for defeating the anglir after its Flare Form activates.

Bright. The anglir sheds bright light in a **50-foot radius** and dim light for an additional **50 feet**.

ACTIONS

Multiattack. The anglir uses Lure and makes one Iron Bite attack and one Bind or Crush attack.

Iron Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (**2d4 + 3**) piercing damage and, if the target is a creature, it must succeed on a **DC 14 Constitution saving throw** or lose its highest-level unexpended spell slot and take force damage equal to twice the level of spell slot.

Bind. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) bludgeoning damage and, if the target is a creature, it is **grappled (escape DC 14)**. While grappled in this way, the creature is **restrained** and subjected to the spellsap effect of the anglir's Spellsap Slime trait, and the anglir can't use its Bind attack. The anglir's speed is reduced by **10 feet** while it has a creature grappled in this way.

Crush. *Melee Weapon Attack:* +6 to hit, one creature the anglir is grappling. *Hit:* 12 (**2d8 + 3**) bludgeoning damage.

Lure. *Saving Throw:* **DC 14 Wisdom**. One creature the anglir can see within **60 feet**. The anglir makes its lure momentarily visible. *Failure:* The creature must immediately move up to its speed towards the anglir and can't take reactions until the start of its next turn.

Commanding Pattern (Recharge 5-6). *Saving Throw:* **DC 14 Wisdom**. Each creature in a **10-foot-radius sphere** centred on a point the anglir can see within **60 feet**. *Failure:* The creature becomes **charmed** by the anglir for **1 minute** or until the creature takes damage. While charmed in this way, the anglir can command the creature to grovel or approach at the start of the creature's turn if the anglir isn't incapacitated (no action required). If the anglir chooses grovel, the creature falls **prone** and doesn't move. If the anglir chooses approach, the creature takes the Dash action and uses all its movement to move directly towards the anglir.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is **immune** to the anglir's Commanding Pattern for the next **24 hours**.

REACTIONS

Flash (Flare Form Only). *Trigger:* A creature within **20 feet** of the anglir that it can see makes an attack against it. *Response:* Bright light flashes from the anglir, and the creature must succeed on a **DC 14 Constitution saving throw** or be **blinded** until the end of its next turn. This causes the triggering attack roll to have **disadvantage**. Creatures with darkvision have **disadvantage** on this saving throw.

LEGENDARY ACTIONS

The anglir 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 anglir regains spent legendary actions at the start of its turn.

Attack. The anglir makes one Iron Bite attack.

Lure. The anglir uses its Lure.

Move. The anglir moves up to half its speed.

FLARE FORM ACTIONS

If the anglir's Flare Form has activated in the last hour, it can use the options below as legendary actions.

Flare. Each creature within **20 feet** of the anglir must make a **DC 14 Constitution saving throw**. On a failure, a creature takes 4 (**1d8**) radiant damage and is **blinded** until the end of its next turn. On a success, a creature takes half as much damage and is not blinded. This effect dispels magical darkness created by spells or effects of 3rd level or lower.

Mirror Image. The anglir magically produces the effect of the *mirror image* spell, which lasts until the end of its next turn, and then moves up to half its speed without provoking opportunity attacks.

Flaring Teleport (Costs 2 Actions). The anglir teleports to a point it can see within **60 feet** of it, and then uses its Flare legendary action option.

ANGLIR DUSKCREEPER

Huge Monstrosity, Neutral Evil

Armour Class 18 (natural armour)

Hit Points 199 (19d12 + 66)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	7 (-2)	15 (+2)	13 (+1)

Saving Throws Con +9, Wis +7

Skills Perception +7, Stealth +8

Condition Immunities charmed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17

Languages —

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Anti-Fey Adaptation. The anglir can't see, other than with its blindsight, or hear.

Electrolocation. The anglir can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **24 hours**. If the anglir takes **15** or more lightning damage in a single instance, it loses its blindsight and is **blinded** until the end of its next turn.

Ferrous. The anglir has a high amount of base iron in its body. It has **disadvantage** on saving throws against spells like *arcanomagnetic repulsion* and *magnetobolt* (see page 27) and bludgeoning and piercing damage it deals bypasses resistance to magical bludgeoning and piercing damage.

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

Shadow Aura (Lost While in Flare Form). The anglir has an aura of magical darkness that extends from it for **10 feet**. If the anglir takes **15** or more radiant damage in a single instance, or a magical effect or spell of 3rd level or higher casts light into the aura, this trait is suppressed until the end of the anglir's next turn.

Spellsap Slime. The anglir exudes a ferrous slime that makes it very slippery and lets it move through spaces as narrow as 4 feet wide without squeezing. Creatures have **disadvantage** on ability checks made to grapple the anglir. In addition, a creature that touches this slime or is grappled by the anglir becomes spellsapped for **1 minute**. While spellsapped, a spellcaster must make a **DC 16** ability check using its spellcasting ability at the start of each of its turns. On a failure, it is unable to cast spells until the start of its next turn.

FLARE FORM

If the anglir would be reduced to 0 hit points, its current hit point total instead resets to **199** hit points and it regains any expended uses of Legendary Resistance. Additionally, for **1 hour**, the anglir loses its Shadow Aura trait, gains the Bright trait, and can use the options in the "Flare Form Actions" section. Each creature within **50 feet** of the anglir must succeed on a **DC 17 Constitution saving throw** or be **blinded** until the end of the anglir's next turn. The anglir's Flare Form can't activate again until the anglir finishes a short or long rest. Award a party an additional 13,000 XP (26,000 XP total) for defeating the anglir after its Flare Form activates.

Bright. The anglir sheds bright light in a **50-foot-radius** and dim light for an additional **50 feet**.

ACTIONS

Multiattack. The anglir uses Lure and makes one Iron Bite attack and one Bind or Crush attack.

Iron Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage and, if the target is a creature, it must succeed on a **DC 17 Constitution saving throw** or lose its highest-level unexpended spell slot and take force damage equal to twice the level of spell slot.

Bind. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage and, if the target is a creature, it is **grappled** (**escape DC 17**). While grappled in this way, the creature is **restrained** and subjected to the spellsap effects of the anglir's Spellsap Slime trait, and the anglir can't use its Bind attack. The anglir's speed is reduced by **15 feet** while it has a creature grappled in this way.

Crush. *Melee Weapon Attack:* +9 to hit, one creature the anglir is grappling. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Lure. *Saving Throw:* **DC 17 Wisdom**. One creature the anglir can see within **60 feet**. The anglir makes its lure momentarily visible. *Failure:* The creature must immediately move up to its speed towards the anglir and can't take reactions until the start of its next turn.

Commanding Pattern (Recharge 5-6). *Saving Throw:* **DC 17 Wisdom**. Each creature in a **15-foot-radius sphere** centred on a point the anglir can see within 90 feet. *Failure:* The creature becomes **charmed** by the anglir for **1 minute** or until the creature takes damage. While charmed in this way, the anglir can command the creature to grovel or approach at the start of the creature's turn if the anglir isn't incapacitated (no action required). If the anglir chooses grovel, the creature falls **prone** and doesn't move. If the anglir chooses approach, the creature takes the Dash action and uses all its movement to move directly towards the anglir.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is **immune** to the anglir's Commanding Pattern for the next **24 hours**.

REACTIONS

Flash (Flare Form Only). *Trigger:* A creature within **20 feet** of the anglir that it can see makes an attack against it. *Response:* Bright light flashes from the anglir, and the creature must succeed on a **DC 17 Constitution saving throw** or be **blinded** until the end of its next turn. This causes the triggering attack roll to have **disadvantage**. Creatures with darkvision have **disadvantage** on this saving throw.

LEGENDARY ACTIONS

The anglir 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 anglir regains spent legendary actions at the start of its turn.

Attack. The anglir makes one Iron Bite attack.

Lure. The anglir uses its Lure.

Move. The anglir moves up to half its speed.

FLARE FORM ACTIONS

If the anglir's Flare Form has activated in the last hour, it can use the options below as legendary actions.

Flare. Each creature within **20 feet** of the anglir must make a **DC 17 Constitution saving throw**. On a failure, a creature takes 10 (3d6) radiant damage and is **blinded** until the end of its next turn. On a success, a creature takes half as much damage and is not blinded. This effect dispels magical darkness created by spells or effects of 3rd level or lower.

Mirror Image. The anglir magically produces the effect of the *mirror image* spell, which lasts until the end of its next turn, and then moves up to half its speed without provoking opportunity attacks.

Flaring Teleport (Costs 2 Actions). The anglir teleports to a point it can see within **60 feet** of it, and then uses its Flare legendary action option.





ANGLIR SHADESTALKER

Huge Monstrosity, Neutral Evil

Armour Class 19 (natural armour)

Hit Points 312 (25d12 + 150)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	22 (+6)	7 (-2)	17 (+3)	14 (+2)

Saving Throws Con +13, Wis +10

Skills Perception +10, Stealth +18

Condition Immunities charmed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 20

Languages —

Challenge 22 (41,000 XP)

Proficiency Bonus +7

Anti-Fey Adaptation. The anglir can't see, other than with its blindsight, or hear.

Electrolocation. The anglir can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **24 hours**. If the anglir takes **20** or more lightning damage in a single instance, it loses its blindsight and is blinded until the end of its next turn.

Ferrous. The anglir has a high amount of base iron in its body. It has **disadvantage** on saving throws against spells like *arcanomagnetic repulsion* and *magnetobolt* (see page 27) and bludgeoning and piercing damage it deals bypasses resistance to magical bludgeoning and piercing damage.

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

Shadow Aura (Lost While in Flare Form). The anglir has an aura of magical darkness that extends from it for **10 feet**. If the anglir takes **20** or more radiant damage in a single instance, or a magical effect or spell of 4th level or higher casts light into the aura, this trait is suppressed until the end of the anglir's next turn.

Spellsap Slime. The anglir exudes a ferrous slime that makes it very slippery and lets it move through spaces as narrow as 4 feet wide without squeezing. Creatures have **disadvantage** on ability checks made to grapple the anglir. In addition, a creature that touches this slime or is grappled by the anglir becomes spellsapped for **1 minute**. While spellsapped, a spellcaster must make a **DC 21** ability check using its spellcasting ability at the start of each of its turns. On a failure, it is unable to cast spells until the start of its next turn.

FLARE FORM

If the anglir would be reduced to 0 hit points, its current hit point total instead resets to **312** hit points and it regains any expended uses of Legendary Resistance. Additionally, for **1 hour**, the anglir loses its Shadow Aura trait, gains the Bright trait, and can use the options in the "Flare Form Actions" section. Each creature within **50 feet** of the anglir must succeed on a **DC 21 Constitution saving throw** or be **blinded** until the end of the anglir's next turn. The anglir's Flare Form can't activate again until the anglir finishes a short or long rest. Award a party an additional 41,000 XP (82,000 XP total) for defeating the anglir after its Flare Form activates.

Bright. The anglir sheds bright light in a **50-foot-radius** and dim light for an additional **50 feet**.

ACTIONS

Multiattack. The anglir uses Lure and makes one Iron Bite attack and one Bind or Crush attack.

Iron Bite. *Melee Weapon Attack:* **+13** to hit, reach 10 ft., one target. *Hit:* **22 (3d10 + 6)** piercing damage and, if the target is a creature, it must succeed on a **DC 21 Constitution saving throw** or lose its highest-level unexpended spell slot and take force damage equal to twice the level of spell slot.

Bind. *Melee Weapon Attack:* **+13** to hit, reach 5 ft., one target. *Hit:* **16 (3d6 + 6)** bludgeoning damage and, if the target is a creature, it is **grappled (escape DC 21)**. While grappled in this way, the creature is restrained and subjected to the spellsap effects of the anglir's Spellsap Slime trait, and the anglir can't use its Bind attack. The anglir's speed is reduced by **20 feet** while it has a creature grappled in this way.

Crush. *Melee Weapon Attack:* **+13** to hit, one creature the anglir is grappling. *Hit:* **25 (3d12 + 6)** bludgeoning damage.

Lure. *Saving Throw:* **DC 21 Wisdom**. One creature the anglir can see within **60 feet**. The anglir makes its lure momentarily visible. *Failure:* The creature must immediately move up to its speed towards the anglir and can't take reactions until the start of its next turn.

Commanding Pattern (Recharge 5-6). *Saving Throw:* **DC 21 Wisdom**. Each creature within a **20-foot-radius sphere** centred on a point the anglir can see within **90 feet**. *Failure:* The creature becomes **charmed** by the anglir for **1 minute** or until the creature takes damage. While charmed in this way, the anglir can command the creature to grovel or approach (no action required). If the anglir chooses grovel, the creature falls **prone** and doesn't move. If the anglir chooses approach, the creature takes the Dash action and uses all its movement to move directly towards the anglir.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is **immune** to this effect for the next **24 hours**.

REACTIONS

Flash (Flare Form Only). *Trigger:* A creature within **20 feet** of the anglir that it can see makes an attack against it. *Response:* Bright light flashes from the anglir, and the creature must succeed on a **DC 21 Constitution saving throw** or be **blinded** until the end of its next turn. This causes the triggering attack roll to have **disadvantage**. Creatures with darkvision have **disadvantage** on this saving throw.

LEGENDARY ACTIONS

The anglir 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 anglir regains spent legendary actions at the start of its turn.

Attack. The anglir makes one Iron Bite attack.

Lure. The anglir uses its Lure.

Move. The anglir moves up to half its speed.

FLARE FORM ACTIONS

If the anglir's Flare Form has activated in the last hour, it can use the options below as legendary actions.

Flare. Each creature within **20 feet** of the anglir must make a **DC 21 Constitution saving throw**. On a failure, a creature takes **18 (4d8)** radiant damage and is **blinded** until the end of its next turn. On a success, a creature takes half as much damage and is not blinded. This effect dispels magical darkness created by spells or effects of 4th level or lower.

Mirror Image. The anglir magically produces the effect of the *mirror image* spell which lasts until the end of its next turn, and then moves up to half its speed without provoking opportunity attacks.

Flaring Teleport (Costs 2 Actions). The anglir teleports to a point it can see within **60 feet** of it, and then uses its Flare legendary action option.

ARCANOVORES

It is a widely postulated tenet of evolution among The Foundation's Zoologists that, where energy is abundant, creatures adapt to exploit that energy. Those that adapt to consume the highly volatile energy of raw magic are known as arcanovores, and are commonly found around wizard towers, portals between planes, and, surprisingly, the ledgers of very creative accountants. Such creatures often possess the ability to see the magic, frequently to the detriment of their other senses. In their presence, a powerful wizard under the influence of a high-level spell appears like a juicy plum, brimming with liquid sustenance.

FRYBAT

Small Beast, Unaligned

Armour Class 12

Hit Points 22 (4d6 + 8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Condition Immunities charmed

Senses arcanovision 120 ft., blindsight 10 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Arcanovision. See the sidebar on page 5 for more information. If the fraybat takes 5 or more force damage in a single instance, it loses its arcanovision until the end of its next turn.

Echolocation. The fraybat can't use its blindsight while deafened.

Latcher. A creature can use an action to make a **DC 7 Strength** check to attempt to remove a latched fraybat from itself or a creature with its reach, removing a latched fraybat on a success.

ACTIONS

Arcanovoric Latch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and, if the target is a creature, the fraybat latches to it. While latched, the fraybat moves with the creature and can unlatch itself as a bonus action. If the target is Small or smaller, it is also grappled by the fraybat (**escape DC 7**) while the fraybat is latched.

Arcanovoric Drain. *Saving Throw:* **DC 12 Constitution.** One creature to whom the fraybat is latched. A creature with spell slots has **disadvantage** on this saving throw. *Failure:* 7 (2d6) necrotic damage and the target loses its highest-level unexpended spell slot and takes force damage equal to the level of the spell slot. The fraybat regains an equal number of hit points. *Success:* Half as much necrotic damage only.

FRYBATS

Already immune to the light bending trickery of Fey, the evolutionary path of fraybats forsook the easily misled sense of echolocation for the magic-sensing of arcanovision. Retaining only enough blindsight to navigate between nonmagical obstacles, which are invisible to arcanovision, fraybats flit through the tunnels around the Void proper, and among the lower canopy of its jungles. Omnivores, fraybats exist on a diet of chronoplums, weavefig sap, and the blood of spellcasters. Should an especially large Fey stumble through a Feygate, a swarm of these bats, known as a cauldron, can exsanguinate the interloper in mere minutes.

CAULDRON OF FRYBATS

Large Swarm of Small Beasts, Unaligned

Armour Class 13

Hit Points 57 (6d10 + 24)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed

Senses arcanovision 120 ft., blindsight 10 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Arcanovision. See the sidebar on page 5 for more information.

If the cauldron takes 10 or more force damage in a single instance, it loses its arcanovision until the end of its next turn.

Echolocation. The cauldron can't use its blindsight while deafened.

Swarm. The cauldron can occupy another creature's space and vice versa, and the cauldron can move through any opening large enough to accommodate an individual fraybat. The cauldron can't regain hit points or gain temporary hit points.

Latcher. A creature can use an action to make a **DC 15 Strength** check to attempt to remove a latched cauldron from itself or a creature with its reach, removing a latched fraybat on a success.

ACTIONS

Arcanovoric Latches. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the cauldron's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the cauldron has half its hit points or fewer. If the target is a Medium or larger creature, the cauldron latches to the target. While latched, the cauldron moves with the creature and can unlatch itself as a bonus action.

Arcanovoric Drain. *Saving Throw:* **DC 14 Constitution.** One creature to whom the swarm is latched. A creature with spell slots has **disadvantage** on this saving throw. *Failure:* 21 (6d6) necrotic damage, or 10 (3d6) necrotic damage if the cauldron has half its hit points or fewer. In addition, the target loses its highest-level unexpended spell slot and takes force damage equal to the level of the spell slot. *Success:* Half as much necrotic damage only.

WEAVELEECH

Where fraybats go in search of prey, weaveleeches are patient ambush predators. Ranging in size from an inch to a foot, weaveleeches are able to downregulate their metabolism, persisting for decades without a meal. In the shallows of watering holes and the ceilings of well-trafficked caverns they wait, motionless, appearing like animal stools or stalactites. Guileful wizards leaving for summer vacation have been known to booby trap their offices with these pests in an effort to curtail the curiosity of overly-inquisitive novices. Indeed, given their longevity, the towers of some long-deceased wizards are said to remain trapped to this day.

WEAVELEECH

Tiny Beast, Unaligned

Armour Class 6

Hit Points 5 (1d4 + 3)

Speed 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	3 (-4)	16 (+3)	1 (-5)	10 (+0)	4 (-3)

Skills Stealth +0

Condition Immunities charmed

Senses arcanovision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (50 XP)

Proficiency Bonus +2

Arcanovision. See the sidebar on page 5 for more information. If the weaveleech takes 5 or more force damage in a single instance, it loses its arcanovision until the end of its next turn.

False Appearance. If the weaveleech is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the weaveleech move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the weaveleech isn't an ordinary stalactite or creature stool.

Latcher. A creature can use an action to make a **DC 7 Strength** check to attempt to remove a latched weaveleech from itself or a creature with its reach, removing a latched fraybat on a success.

Squidgy. Weaveleeches are **immune** to bludgeoning damage from falling.

ACTIONS

Arcanovoric Latch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and, if the target is a creature, the weaveleech latches to the target. While latched, the weaveleech moves with the creature and can unlatch itself as a bonus action.

Arcanovoric Drain. *Saving Throw:* **DC 13 Constitution.** One creature to whom the weaveleech is latched. A creature with spell slots has **disadvantage** on this saving throw. *Failure:* 3 (1d6) necrotic damage and the target loses its highest-level unexpended spell slot and takes force damage equal to the level of the spell slot. The weaveleech regains an equal number of hit points. *Success:* Half as much necrotic damage only.

SWARM OF WEAVELEECHES

Medium Swarm of Tiny Beasts, Unaligned

Armour Class 8

Hit Points 34 (4d8 + 16)

Speed 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	6 (-2)	18 (+4)	1 (-5)	10 (+0)	4 (-3)

Skills Stealth +0

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed

Senses arcanovision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Arcanovision. The swarm can detect the presence of magic items and ongoing spells and magical effects, as well as the casting of spells and use of magic items. See the sidebar on page 5 for more information. If the swarm takes 10 or more force damage in a single instance, it loses its arcanovision until the end of its next turn.

False Appearance. If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm isn't a group of stalactites or a pile of ordinary creature stools.

Latcher. A creature can use an action to make a **DC 14 Strength** check to attempt to remove a latched swarm from itself or a creature with its reach, removing a latched fraybat on a success.

Squidgy. The swarm is **immune** to bludgeoning damage from falling.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough to accommodate an individual weaveleech. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Arcanovoric Latches. *Melee Weapon Attack:* +1 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half its hit points or fewer. If the target is a Small or larger creature, the swarm is latched to the target. While latched, the swarm moves with the creature and can unlatch itself as a bonus action.

Arcanovoric Drain. *Saving Throw:* **DC 14 Constitution.** One creature to whom the swarm is latched. A creature with spell slots has **disadvantage** on this saving throw. *Failure:* 14 (4d6) necrotic damage, or 7 (2d6) necrotic damage if the swarm has half its hit points or fewer. In addition, the target loses its highest-level unexpended spell slot and takes force damage equal to the level of the spell slot. *Success:* Half as much necrotic damage only.

FERRECHIDNAS

Ferrechidnas are large marsupials found in the caverns around the Void. Not particularly fast, aggressive, or cunning, ferrechidnas rely on their thick coat of spines which, along with a high concentration of base iron in their flesh, makes them unpalatable to Fey interlopers. When threatened, a ferrechidna curls up into a protective ball, presenting iron-tipped spines that make it an especially prickly meal. Herds of ferrechidna, known as prickles, fight off larger predators by firing volleys of these spines from their rumps, hoping to overwhelm the attacker before it can pick off a weaker member of their herd.

FERRECHIDNA

Large Beast, Unaligned

Armour Class 14 (natural armour)

Hit Points 52 (7d10 + 14)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	4 (-3)	13 (+1)	4 (-3)

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Ferrous Spines. The ferrechidna is covered in iron-rich spines. It has **disadvantage** on saving throws against spells like *arcanomagnetic repulsion* and *magnetobolt* (see page 27) and piercing and slashing damage it deals bypasses resistance to magical piercing and slashing damage. In addition, a creature that hits the ferrechidna with a melee attack while within **5 feet** of it, or that starts its turn grappling the ferrechidna, takes 4 (**1d8**) piercing damage.

Keen Smell. The ferrechidna has **advantage** on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The ferrechidna makes two Spineshot attacks.

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

Spineshot. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (**1d8** + 2) piercing damage.

BONUS ACTIONS

Curl. The ferrechidna curls into a ball, increasing its AC by 3 (to **17**) and increasing the damage of its Ferrous Spines trait by 4 (**1d8**). While curled, it loses its burrowing speed, makes weapon attacks at **disadvantage**, and can't take actions other than the Multiattack action or a bonus action to uncurl.

SPARKLINGS

Despite its diminutive form, a sparkling's passion outmatches that possessed by any storm giant, blue dragon, or other embodiment of a tempest's fractious, tumultuous nature. When flying, their lower limbs morph into tiny, silent storm clouds, the miniscule flashes of lightning dim in comparison to the bright light their bodies exude.

Struck by Lightning. Sparklings are territorial creatures, generally regarded as irascible pests by both the Seelie and Unseelie courts. They war with giant fey hummingbirds for access to nectar, and with each other for the basket-like nodes of woven leaves found at the tops of fey trees or wacos hewn into the cliffs of spires. The nearer sparklings can be to the clouds, the more likely they are to be struck by lightning and propagate into a whole new generation of sparklings.

SPARKLING

Tiny Fey, Neutral

Armour Class 14

Hit Points 14 (4d4 + 4)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	13 (+1)	7 (-2)	14 (+2)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities lightning

Senses passive Perception 12

Languages Sylvan

Challenge 1/2 (50 XP)

Proficiency Bonus +2

Bright. The sparkling sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

Electrolocation. The sparkling can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **1 hour**.

Spellcasting. The sparkling can cast the following spells, requiring no material components and using Charisma as the spellcasting ability (+4 to hit, **spell save DC 12**):

At will: *dancing lights*, *smokecreen**

1/day each: *blur*, *fog cloud*, *misty step*, *suggestion*

*See page 28

ACTIONS

Shock Grasp. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (**1d8**) lightning damage and, if the target is a creature, it can't take reactions until the start of its next turn. The attack roll is made with **advantage** against creatures made of metal or wearing metal armour.

Spark. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (**1d8**) lightning damage. On a critical hit, the target is also **blinded** until the end of its next turn.

VELOCIVULTURES

Fleet-footed and dim-witted, velocivultures are both-ersome scavengers and opportunistic predators found wherever it is inconvenient to find them. From dense jungles to the caverns of The Low to open savannahs where plumes of dust from their talons herald a distant, incoming nuisance, velocivultures are ubiquitous generalists that eat anything from arcanoactive trash to three-mushilin-starred hors d'oeuvres with the same gluttonous abandon. Despite not being pack hunters, zurgs of velocivultures (as they are collectively known) frequently congregate, drawn to the scent of blood and sound of conflict.

Spontaneous Hierarchy. When large enough populations of velocivultures accumulate, larger individuals can spontaneously become focal points of the zurg, acting as leaders for as long as the population persists. The squawks of such an individual, known as a primus, can incite the smaller velocivultures to feats of unforeseen savagery, turning an occasional nuisance into a violent menace. Zoologists of the Foundation for the Ubiquitous Rescue and Research of Indigenous and Extraneous Species posit that this burgeoning hierarchy might provide clues as to the origin of civilisation as we know it, much to the velocivultures' victims' displeasure.

SOLVERNIAN VELOCIVULTURE

Small Beast, Unaligned

Armour Class 14

Hit Points 54 (12d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Dex +6

Skills Perception +2

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Electrolocation. The velocivulture can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **1 hour**. If the velocivulture takes **3** or more lightning damage in a single instance, it loses its blindsight and is **blinded** until the end of its next turn.

Leaping Strike. The velocivulture's long jump is up to **20 feet** and its high jump is up to **10 feet**, with or without a running start. If the velocivulture leaps at least **20 feet** directly at a Medium or smaller creature and then immediately hits it with a Talon attack, the creature must succeed on a **DC 12 Strength saving throw** or fall **prone**. If the target is prone, the velocivulture can make another Talon attack against it as a bonus action.

Skirmisher. Opportunity attacks have **disadvantage** to hit the velocivulture.

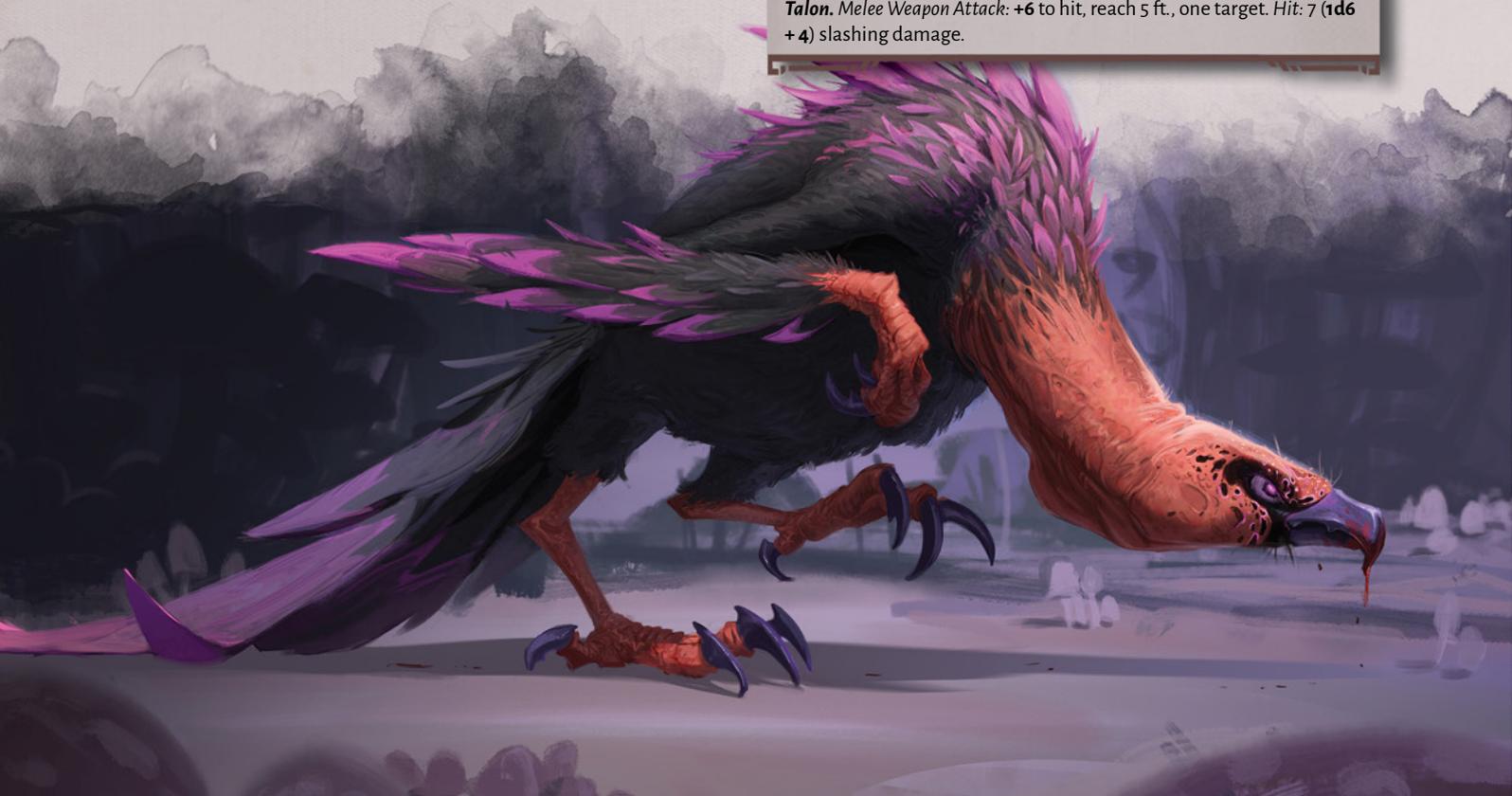
Vestigial Wings. The velocivulture's vestigial wings slow its fall and allow it to glide. When it falls and isn't incapacitated, it can subtract up to **100 feet** from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends in the air.

ACTIONS

Multiattack. The velocivulture makes one Bite attack and one Talon attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.



SOLVERNIAN VELOCIVULTURE

Small Beast, Unaligned

Armour Class 14

Hit Points 54 (12d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Dex +6

Skills Perception +2

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Electrolocation. The velocivulture can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **1 hour**. If the velocivulture takes **3** or more lightning damage in a single instance, it loses its blindsight and is **blinded** until the end of its next turn.

Leaping Strike. The velocivulture's long jump is up to **20 feet** and its high jump is up to **10 feet**, with or without a running start. If the velocivulture leaps at least **20 feet** directly at a Medium or smaller creature and then immediately hits it with a Talon attack, the creature must succeed on a **DC 12 Strength saving throw** or fall **prone**. If the target is prone, the velocivulture can make another Talon attack against it as a bonus action.

Skirmisher. Opportunity attacks have **disadvantage** to hit the velocivulture.

Vestigial Wings. The velocivulture's vestigial wings slow its fall and allow it to glide. When it falls and isn't incapacitated, it can subtract up to **100 feet** from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends in the air.

ACTIONS

Multiattack. The velocivulture makes one Bite attack and one Talon attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

SOLVERNIAN VELOCIVULTURE

PRIMUS

Medium Beast, Unaligned

Armour Class 15

Hit Points 180 (24d8 + 72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	4 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +8

Skills Intimidation, +2, Perception +5

Senses blindsight 120 ft., passive Perception 15

Languages —

Challenge 7 (2,900 XP; CR 8 (3,900 XP) with 2 or more velocivultures)

Proficiency Bonus +2

Electrolocation. The velocivulture can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **1 hour**. If the velocivulture takes **7** or more lightning damage in a single instance, it loses its blindsight and is **blinded** until the end of its next turn.

Leaping Strike. The velocivulture's long jump is up to **25 feet** and its high jump is up to **15 feet**, with or without a running start. If the velocivulture leaps at least **20 feet** directly at a Larger or smaller creature and then immediately hits it with a Talon attack, the creature must succeed on a **DC 15 Strength saving throw** or fall **prone**. If the target is prone, the velocivulture can make another Talon attack against it as a bonus action.

Skirmisher. Opportunity attacks have **disadvantage** to hit the velocivulture.

Vestigial Wings. The velocivulture's vestigial wings slow its fall and allow it to glide. When it falls and isn't incapacitated, it can subtract up to **100 feet** from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends in the air.

ACTIONS

Multiattack. The velocivulture makes one Bite attack and two Talon attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

APPENDIX D - FAMILIAR

TAMER
LEVEL

GROWTH I

PREREQUISITE: BECOME COMPANION

"More like BIGhir, am I right?..."

LIGHT & DARK

PREREQUISITE: —

"Let there be light..."

CONSTRICT

PREREQUISITE: —

"Give them a hug, Reely..."

COMMANDING PATTERN

PREREQUISITE: —

"Hypnotising, isn't it?"

MULTIATTACK

PREREQUISITE: —

"Light 'em up!"

GROWTH II

PREREQUISITE: GROWTH I

"... angLARGE?..."

LIGHT & DARK II

PREREQUISITE: LIGHT & DARK I

"...but only when I say so."

FERROUS BITE I

PREREQUISITE: —

"The more power you command..."

SUPERIOR ELECTROLOCATION

PREREQUISITE: —

"See the world in a whole new light."

SPELLSAP

PREREQUISITE: CONSTRICT

"...and squeeze them for all they've got."

GROWTH III

PREREQUISITE: GROWTH II

"...Hum... colossEEL?"

FERROUS BITE II

PREREQUISITE: FERROUS BITE I

"...the more painful this will be."



REELER

"Ze reeler has ein ruinous appetite, it's sehr belligerent towards patrons, and it leaves slime everywhere. Many ask why we even keep it around. To zem, I say come for dance night sometime und vatch it earn its keep."

— Humperdink, Disco Enthusiast

Type: Monstrosity

Creature Component: any anglir

Bonus Tamer Improvement: Growth I and +2 Hit Dice

Like moody teenagers, reelers are fond of lurking in dark corners, their usual haunts easily identifiable by the slimy residue left behind. These sinuous creatures prefer to brood alone rather than suffer the company of others, but are easily bribed out of their reveries by the promise of food—especially eggs, which they crave above all else. A reeler will gladly fight for anyone who provides it with a steady supply of its favourite delicacy, and given enough time, it might even let its guard down and accept the possibility of friendship. Once formed, such a bond can be as ironclad as any other bespoke companion's... but the reeler will still require the occasional omelette to entice it from its melancholic retreats.

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

Save DC = 8 + the tamer's proficiency bonus + the reeler's Strength modifier

MONSTER TRAINER

GROWTH I

Prerequisite: Become a tamer's companion
Type: Passive (companion)

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

CONSTRUCT

Prerequisite: 3rd-level tamer
Type: Active (action)

The reeler gains a new attack: Constrict. The damage die of the Constrict attack increases with the die size specified in the reeler's Growth improvements.

Constrict. *Melee Weapon Attack:* **Str modifier + PB** to hit, reach 5 ft., one target. *Hit:* **1d6 + Str modifier** bludgeoning damage and the target is **grappled** (**escape DC** equals the reeler's **save DC**). The reeler can only grapple one creature at a time in this way, and it has **advantage** on attack rolls against creatures it's grappling.

LIGHT & DARK I

Prerequisite: 3rd-level tamer
Type: Active (action)

The reeler can cast the *light* (targeting the tip of its tail only) and *smokescreen* cantrips. The smokescreen cantrip is cast at its base level.

When the reeler's tamer reaches 9th level in the tamer class, the reeler casts *smokescreen* as a 5th-level caster.

COMMANDING PATTERN

Prerequisite: 5th-level tamer
Type: Active (action, reaction)

As an action, the reeler causes its tail to glow with a mesmerising shine. Each creature within **10 feet** of the reeler must succeed on a **Wisdom saving throw** or be **charmed** by the reeler for **1 minute**, or until the creature takes damage. When a charmed creature

starts its turn within **10 feet** of the reeler, the reeler can use a reaction to wave its tail in a special pattern that commands the creature to approach or grovel. If the reeler commands the creature to approach, the creature takes the Dash action and uses all its movement to move directly towards the reeler, avoiding obvious hazards. If the reeler commands the creature to grovel, the creature falls **prone** and doesn't move until the start of its next turn.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the reeler uses this action, it can't do so again until its tamer finishes a short or long rest.

GROWTH II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The reeler's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its Bite and Constrict attacks increase to a **d8**.

REELER

Tiny Monstrosity, Unaligned

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	7 (-2)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +2

Senses blindsight 15 ft. (blind beyond this radius), passive Perception 13

Condition Immunities blinded

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Electrolocation. The reeler can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **24 hours**. If the reeler takes **5** or more lightning damage in a single instance, it loses its blindsight until the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage.

BONUS ACTIONS

Illumination. The reeler lights the lure on its tail, or turns it off. While the lure is lit, it emits dim light in a **5-foot radius**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the reeler can make two attacks, only one of which can be a Constrict attack.

FERROUS BITE I

Prerequisite: 9th-level tamer

Type: Passive (companion)

The reeler's bite gains a dangerous concentration of iron. The reeler deals an extra **1d6** poison damage the first time that it hits a target with a Bite attack on each of its turns. If the target is a Fey, a spellcaster, concentrating on a spell, or under the effect of a spell, this damage increases to **2d6**.

When the reeler's tamer reaches 17th level in the tamer class, this damage increases to **1d10** and **2d10**, respectively.

LIGHT & DARK II

Prerequisite: 9th-level tamer, Light & Dark I

Type: Active (action)

The reeler can cast the *darkness* and *daylight* spells, targeting only the tip of its tail. Once the reeler casts one of these spells, it can't cast either spell again until its tamer finishes a short or long rest. In addition, the reeler casts *smokescreen* as an 11th-level caster.

When the reeler's tamer reaches 17th level in the tamer class, the reeler casts *smokescreen* as a 17th-level caster.

SUPERIOR ELECTROLOCATION

Prerequisite: 9th-level tamer

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

The range of the reeler's blindsight increases to **30 feet**. In addition, the reeler can use a bonus action to share that blindsight with its tamer until the start of the reeler's next turn. The reeler can't use this bonus action if it doesn't currently have blindsight as a result of taking lightning damage.

The reeler can use this bonus action a number of times equal to its tamer's proficiency bonus, regaining all expended uses when its tamer finishes a long rest.

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The reeler's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its Bite and Constrict attacks increase to a **d10**.

SPELLSAP

Prerequisite: 13th-level tamer, Constrict

Type: Active (action)

As an action, the reeler can attempt to drain magical energy from a spellcasting creature that it's grappling. The creature must make a saving throw using its spellcasting ability. On a failed save, the creature loses a spell slot of 2nd level or lower, or one daily use of a spell of 2nd level or below. The reeler's tamer decides the level of the spell drained, but the spell is randomly determined.

This magic is stored in the reeler's lure. As an action while the lure contains stored magic, the reeler can touch its tamer and expend the stored magic, causing its tamer to regain an expended spell slot of equal or lower level to the spell slot or spell that was stored within. Once the reeler successfully drains magic, it can't do so again until its tamer finishes a long rest, at which point it releases any stored magic that remains.

When the reeler's tamer reaches 17th level in the tamer class, the reeler can drain spells or spell slots of up to 3rd level.

FERROUS BITE II

Prerequisite: 17th-level tamer

Type: Active (no action required)

When the reeler hits a creature with its Bite attack, it can inject copious amounts of ferrous saliva into the creature's body, forcing it to make a **Constitution saving throw**. On a failed save, the creature takes an extra **4d6** poison damage and is **poisoned** for **1 minute**. On a successful save, a creature takes half as much damage and isn't poisoned. While poisoned in this way, a creature can't cast or concentrate on spells.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the reeler does this, it can't do so again until its tamer finishes a short or long rest.

LEGAL

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