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ALVIRA GARNETTE
COVEN BLOODMOTHER

NAME: Alvira Garnette, Coven Bloodmother

GOAL: Alvira's goal is to gradually grow the status and influence of the Blackbound coven until it can act as the puppet master behind every important person in the city.

BOND: Alvira cannot abandon her brother, Marcus, who betrayed the coven and was transformed into a shamebeast.

FLAW: Alvira seeks to grow the coven's influence at a pace so rapid that the coven is at threat of overextending itself and drawing attention to its activities.



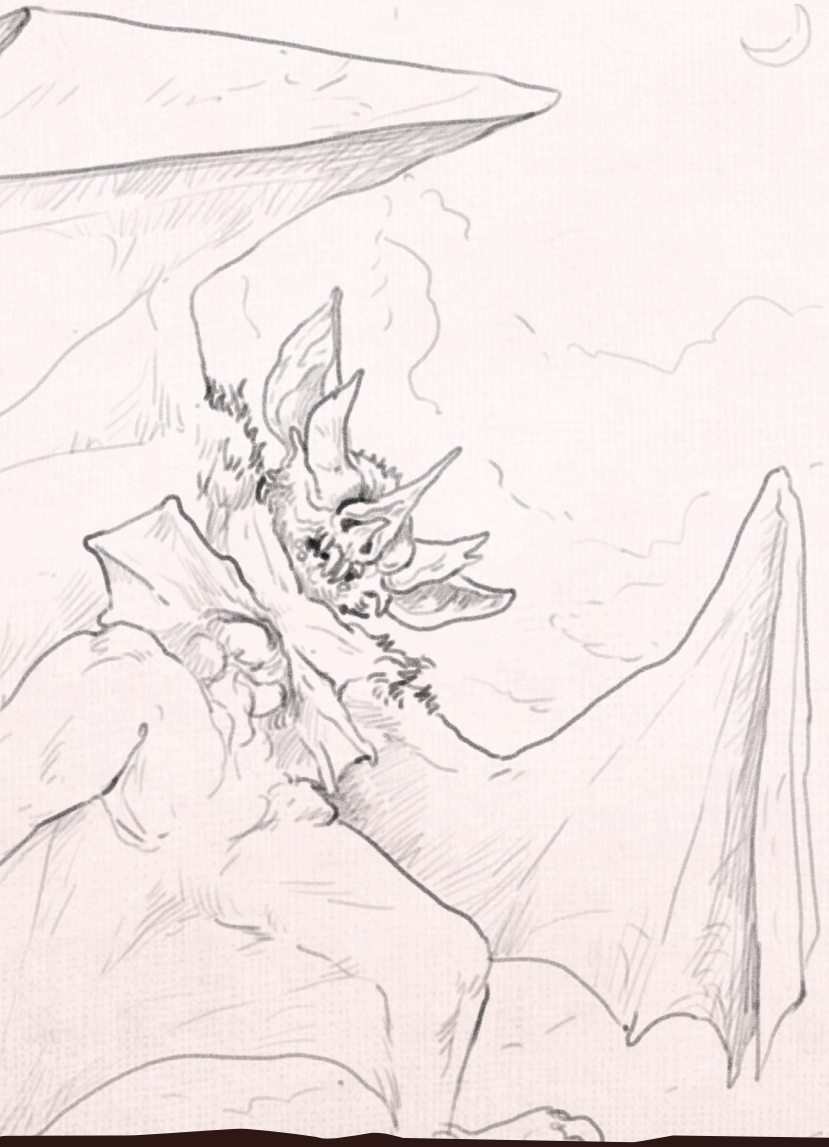
BACKGROUND

Vampires usually exist in isolation from other vampires, as the creatures are highly selective about when and to whom they decide to grant their vampiric gift. The typical vampire would much rather create a subservient spawn than another full-fledged vampire with its own whims and desires — an equal in status and power who might challenge their influence. A vampire who wishes to ascend to a greater power, however, and who can overcome their fear of the other by putting their trust in carefully-selected individuals, may rise to new heights and form what is known as a vampire coven.

The Blackbound coven of vampires has existed for at least 2,100 years. It began when Alvira Garnette (known in those days as Tecmessa the Blackbound), along with her brother and sister, forged the Blackbound pact with Ancus the Ascended, a higher vampire from the outer planes who agreed to serve as the coven's patron and source of power. As new coven vampires, Alvira and her siblings were granted an awakening to arcane power and an increase in their strength, removing their weaknesses to running water and sunlight and freeing them from the grave. In exchange, however, they pledged themselves to a lifetime of study in service to Ancus, and gave to him the root of their immortality. Though the coven vampires could live forever, they could now be killed. Alvira and her siblings, who long hungered for magic, made the trade eagerly.

The ability of the Blackbound coven to sleep in regular beds and walk in the sun's light allowed them to gradually integrate themselves into the fabric of society. Seeking to grow their societal status and their understanding of magic in order to bolster their power, the Blackbound slowly grew their membership, established a number of businesses to generate income, and then founded a library to store their arcane knowledge. All of this was facilitated over centuries through the use of growing wealth, forged alliances, and shifting identities. The coven fed carefully to avoid suspicion, and have had to establish themselves entirely on at least one occasion with new identities in a new land after their previous home was struck by calamity.

Now, in the present day, the coven is over a dozen members strong, and its members have firmly established themselves amongst the noble class within the city of Erinfell. Alvira and her companions are regarded as successful business owners, rare book collectors, and generous patrons of the arts. The Blackbound have established a number of mind-controlled thralls in key social circles of the city. They continue to feed selectively to avoid suspicion. Their influence surges toward total control from the shadows. They are not known as vampires. But there is unrest within their ranks. Alvira's brother, Marcus, broke the pact of the coven and was transformed into a shamebeast for his crimes. Alvira, angry with her brother but unable to abandon him, keeps him chained within a coven dungeon and sustains him with blood. Many of the coven's members are disgusted with Marcus, and further disgusted by Alvira's coddling of the rule-breaking monstrosity.



They whisper about Alvira growing weak and emotional and worry that her personal relationships threaten the status of the coven. They believe that Marcus must be destroyed, lest he somehow escape and draw attention to the Blackbound. Alvira is aware of these whispers. To compensate, she has pushed the coven's activities into overdrive in an effort to prove to its members that not only does she remain strong enough to lead, but that she is strong enough to elevate it to new heights. Alvira will not stop until every government official has been intimidated, enthralled, or bought.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The **coven vampire witches** of the Blackbound
2	The **coven vampire retainers**; lower-ranking members of the Blackbound
3	Isaac, the **vampiric degenerate** butler of the Blackbound
4	Marcus, Alvira's brother who was transformed into a **shamebeast**
5	The **coven vampire thralls** that hide within civil society
6	**Vampire mind vessels** of the Blackbound

COVEN VAMPIRE WITCHES

The coven vampire witches compose the general ranks of membership of the Blackbound. Coven members share innate magical abilities granted to them by their pact, but are also able to supplement their arcane talents with learned spellcasting. Different witches are proficient in different schools of magic, and the coven's library is full of spellbooks and other arcane texts acquired by the coven's members over their many years of existence. The coven's second in command is named Leora the Invisible, a coven vampire witch who is particularly skilled with illusion magic.



COVEN VAMPIRE RETAINERS

Coven vampire retainers are the newer recruits to the coven who aren't as proficient in magic as the coven's full-fledged witches. Alvira sends the retainers out to gather victims for feeding when necessary and also assigns them the chores of maintaining spell component inventory and keeping the library's texts in order.

ISAAC, THE VAMPIRIC DEGENERATE BUTLER

Isaac was originally a coven vampire thrall who was much beloved by its members for his affable demeanor and understanding nature. When the coven attempted to bestow him the vampiric gift and grant him membership, he proved too weak to withstand the magic of the ritual and was instead turned into a vampiric degenerate. The coven took pity on him and allowed him to serve them as a butler and assistant. He also performs general maintenance for the library and a few of the other Blackbound properties.

COVEN VAMPIRE THRALLS

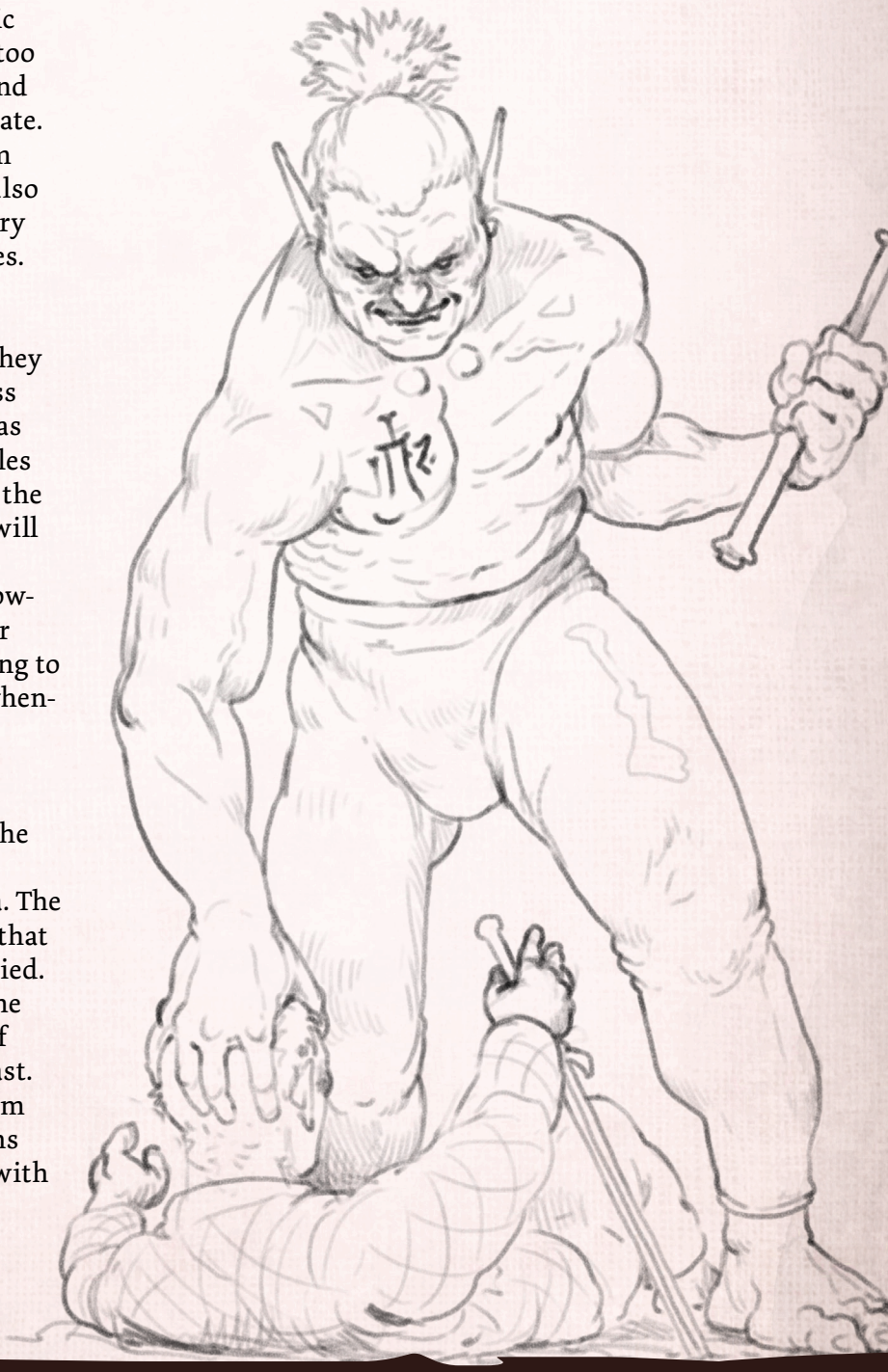
The Blackbound is highly selective in who they grant the vampiric gift. They are slightly less selective with their thralls, which they use as spies and informants within key social circles of the city. Thralls exist as eyes and ears for the coven, ever-hoping that their loyal service will lead to their induction into the ranks of the Blackbound. The vast majority of thralls, however, are disposed of when they outlast their usefulness. The Blackbound is always looking to convert powerful individuals into thralls whenever they might get the opportunity.

MARCUS THE SHAMEBEAST

Alvira's brother, Marcus, broke the pact of the Blackbound by draining the memories of a mind vessel specifically restricted by Alvira. The mind vessel held memories of Alvira's past that she could not forget but wanted to keep buried. Marcus, ignorant of the binding magic of the coven and the consequences of his breach of the rules, was transformed into a shamebeast. Alvira loves her brother too much to lose him entirely, so she keeps him alive and in chains within a coven dungeon and provides him with the blood he needs to survive.

VAMPIRE MIND VESSELS

Though coven vampires can theoretically live forever and do not age, the brain eventually begins to discard memories over time to make room for new ones. To ensure the vampires of the coven do not lose any of their precious knowledge, they select certain memories to store in mind vessels that they can later extract or exchange for other memories at will. The Blackbound keep dozens of vessels in their dungeons restrained in sealed suits of iron to protect them from potential damage.



QUESTS

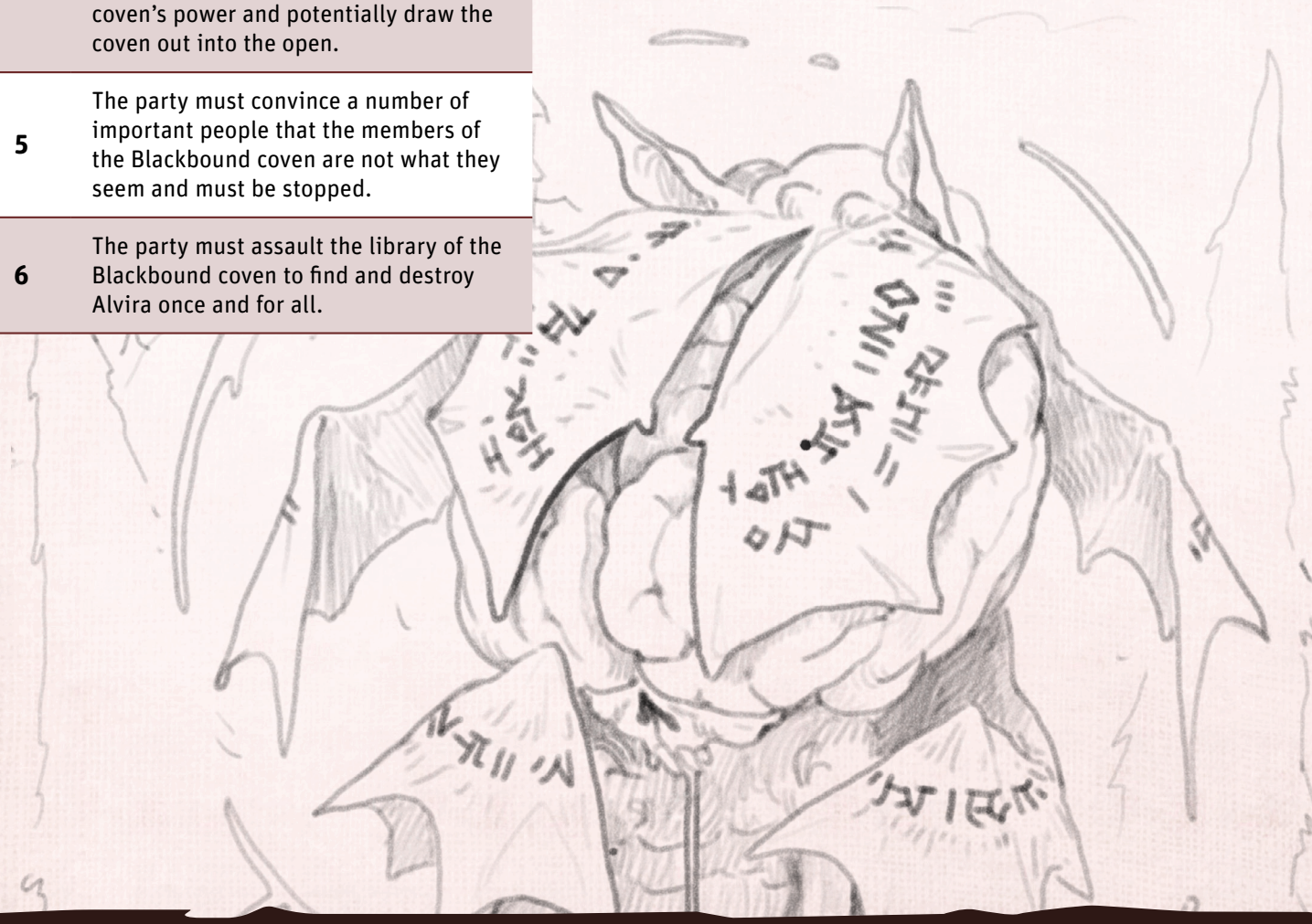
D6	QUEST
1	A noble familiar with the party tells them about a friend of his, who he believes has been acting strange. He asks the party to investigate, where they might discover that the noble's friend has been transformed into a coven vampire thrall.
2	The Blackbound decides that the party, a group of traveling adventures that few would miss, would make good targets for feeding. The party must fight off a small group of coven vampire retainers and then learn where their attackers came from.
3	The party must find evidence that a local official is under the control of the Blackbound coven.
4	The party must locate where the coven keeps their vampire mind vessels so that they can destroy them to weaken the coven's power and potentially draw the coven out into the open.
5	The party must convince a number of important people that the members of the Blackbound coven are not what they seem and must be stopped.
6	The party must assault the library of the Blackbound coven to find and destroy Alvira once and for all.

ADVENTURE HOOKS

The players may wish to oppose the Blackbound coven for a number of reasons. A few of these reasons are outlined below.

THE FRIEND WHO DISAPPEARED. A friend or family member of the party has disappeared. Early on in their investigation of the disappearance, the party is pointed in the direction of the Blackbound coven. The more they learn, the greater danger the coven becomes. Is it possible their friend is still alive, awaiting their death in the coven's dungeons? Or is it already too late, and will the party have to settle for revenge?

THE BETRAYER. A member of the Blackbound has decided to betray their coven. Perhaps they have grown guilty about their own nature, or perhaps they believe they can use the party to help them remove Alvira from power before seizing it for themselves. They reach out to the party for help, and can offer the party insider information on the coven's activities. Are they being genuine, or will they turn against the party at a critical moment?



VAMPIRE COVENS

Vampires usually exist in isolation from other vampires, as the creatures are highly selective about when and to whom they decide to grant their vampiric gift. The typical vampire would much rather create a subservient spawn than another full-fledged vampire with its own whims and desires — an equal in status and power who might challenge their influence. A vampire who wishes to ascend to a greater power, however, and who can overcome their fear of the other by putting their trust in carefully-selected individuals, may rise to new heights and form what is known as a vampire coven.

A vampire coven is a group of at least three vampires that have dedicated themselves to vampiric coven magic. Vampiric coven magic is ancient, drawn from the power of vampires who have ascended to demigodhood and who pass down their power to covens who partake in complex, arduous arcane pact rituals. Vampiric coven magic grants coven members new capabilities and strengths in exchange for certain tradeoffs and a lifetime of arcane study. Coven vampires have access to advanced arcane knowledge and expanded spellcasting, as well as a shedding of typical vampire weaknesses. Coven vampires have no aversion to running water, adhere to no rules of forbiddance, and can withstand the effects of sunlight. They are also unbound from the grave and are free to sleep wherever and whenever they wish. In exchange, however, while coven vampires retain a form of immortality, their freedom from the grave means that they cannot return to their resting place after their destruction to reform themselves. A destroyed coven vampire remains destroyed. As a result, coven vampires are exceedingly careful in combat, only taking fights they believe they are sure to win.

A vampire coven's pursuit of arcane excellence to enhance their vampiric abilities means that the coven will often operate temples, libraries, or similar organizations and institutions as a means to acquire arcane knowledge. They often operate these organizations in plain sight, hiding in positions of societal status and influence, aided by their ability to exist in sunlight and sleep in regular beds. Because of their immortality, however, the vampires must continually adopt new identities to avoid suspicion. Over long enough time periods, a vampire coven might have to transport its library of knowledge to an entirely new region under new Ovvapretenses, such as when cities or countries fall to war or other calamities.

COVEN VAMPIRE WITCH

Most members of a vampire coven are known as witches. Witches defer to the Grand Witch, the title bestowed to the leader of the coven, who is typically its founding member. Witches who share a coven may focus on different spellcasting areas; some witches may be proficient in necromancy while others prefer evocation.



COVEN VAMPIRE RETAINER

Coven vampire retainers are often the less experienced and knowledgeable members of the coven, who are assigned to grunt work while they learn the rituals and ways of their peers. Coven vampire retainers are usually former thralls who have been recently granted the gift of vampirism, though sometimes witches are demoted to retainer statues as punishment for failure. Typical retainer duties include upkeep of coven facilities as well as the bloody work of enforcement and body disposal.

VAMPIRE MIND VESSEL

Though vampires are immortal beings, a life lived long enough eventually means that the brain begins to forget old knowledge and memories so that it can retain new information. For coven vampires, especially because of their focus on arcane power and intellectual supremacy, any loss of knowledge is unacceptable. To address this concern, ritual magic of the vampire coven allows for memories and general knowledge to be extracted from a vampire's brain and stored within the mind of a host. This host becomes a vampire mind vessel; a vampiric thrall that has had its original memories wiped so that it may serve as an empty receptacle for the coven's knowledge. Members of the coven can conduct a similar ritual to extract knowledge from the vessel at will. Vessels retain no awareness of their former personalities or lives.

TWISTED BY MAGIC. Vampire mind vessels are gradually transformed by each new memory stored within them, their physical forms slowly becoming more grotesque and monstrous over time as they are corrupted by the coven's magic. Covens keep their mind vessels restrained at all times, for the vessels are erratic and violent in nature due to the state of their minds. As vessels grow in size, covens must periodically reinforce their restraints to ensure that the vessel does not become a threat to itself or others. Eventually, should the vessel grow too large and physically powerful, the coven can conduct a lengthy and delicate ritual to extract the bulk of its memories and implant them in a number of new weaker and more manageable hosts.

COVEN VAMPIRE THRALL

Through the power of vampire coven magic, victims of a coven vampire may be turned into thralls at the coven vampire's discretion. Unlike vampire spawn, which become monstrous and ravenous for blood in their transformations, coven vampire thralls develop a weaker thirst for blood and undergo no changes to their physical appearance aside from perpetually dilated pupils. They do, however, possess supernatural strength and become magically and permanently charmed by the coven vampire, regarding them as a close friend and willingly following any orders they receive from them. A coven vampire can communicate telepathically with its thralls, making them ideal spies and informants that can blend in seamlessly with the rest of society.



VAMPIRIC DEGENERATE

The ritual to induct a prospective member into a vampiric coven so that they may receive the benefits of its magic is long, arduous, and complex, requiring a participant that is strong of both mind and body. While covens are deliberate in advocating for those who they believe will proceed unhindered through the ritual and subsequently earn their membership, success is never guaranteed. If, during an induction ritual, a prospective member loses their focus or proves too weak to withstand the coven's magic, the ritual fails and the prospective member becomes a vampiric degenerate. Vampiric degenerates are woeful monstrosities caught between vampiric and non-vampiric states. Their fangs extend far beyond their lips, their skeletons are twisted into inhuman forms, and their flesh is wracked by constant, chronic pain. They are granted immortality, but this is usually considered a further hell. The fangs of a vampiric degenerate prevent them from effectively drawing blood themselves, meaning that they must be fed by other members of the coven in order to sustain themselves if they have not already been left for dead.

SHAMEBEAST

Members of a vampire coven draw their strength from the combined powers of all other coven members through the binding of ancient coven ritual magic. The power an individual draws from the coven's magic, however, is contingent upon that member upholding the terms to which they agree upon their induction to the coven. Coven terms may differ from coven to coven or member to member, but common terms include no lying to other coven members about matters of life and death, no participation in games of chance, and no unauthorized access to coven mind vessels. If a coven member breaks these terms egregiously, the magic of the coven's pact extracts its compensation as the offending member is irreversibly transformed into a shamebeast; a hulking, bat-like monstrosity that serves as a warning to other coven members. Though shamebeasts retain elements of their former personalities and a vague awareness of their previous lives, they are almost always abandoned by the coven after their transformations, both because of their betrayal and because of their revolting forms. They are driven by a thirst for blood they can never truly quench and tend to roam wildlands and countrysides drinking from game and livestock.



Alvira Garnette, Coven Bloodmother

Medium Undead, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	22 (+6)

Saving Throws Dex +10, Wis +8, Cha +12
Skills Perception +8, Stealth +10
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 120 ft., Passive Perception 18
Languages the languages she knew in life
Challenge 17 (18,000 XP)
Proficiency +6

Shapechanger. Alvira can use her action to polymorph into a Tiny bat or a Medium cloud of mist, or back into her true vampire form.

While in bat form, Alvira can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

While in mist form, Alvira can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage.

Legendary Resistance (3/Day). If Alvira fails a saving throw, she can choose to succeed instead.

Regeneration. Alvira regains 20 hit points at the start of her turn if she has at least 1 hit point.

Spider Climb. Alvira can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack (Vampire Form Only). Alvira makes two attacks, only one of which can be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Alvira can grapple the target (escape DC 19).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Alvira regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the Alvira's control.

Charm. Alvira targets one humanoid she can see within 30 feet of her. If the target can see Alvira, the target must succeed on a DC 19 Wisdom saving throw against this magic or be charmed by Alvira. The charmed target regards Alvira as a trusted friend to be heeded and protected. Although the target isn't under Alvira's control, it takes Alvira's requests or actions in the most favorable way it can, and it is a willing target for Alvira's bite attack.

Each time Alvira or Alvira's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Alvira is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Spellcasting. Alvira can cast one of the following spells while not in direct sunlight, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19; +11 to hit with spell attacks):

- At Will: *chill touch (4d8), comprehend languages, detect thoughts, disguise self, mage hand, minor illusion, prestidigitation, ray of enfeeblement, vampiric touch at 4th level*
- 3/day each: *bestow curse, black tentacles, blight, counterspell, hold person, misty step, suggestion*
- 1/day each: *circle of death, disintegrate, dominate person, forbiddance, greater invisibility, harm, mass suggestion, nondetection, phantasmal killer, unseen servant*

Legendary Actions

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

Harm. Alvira makes one unarmed strike or casts one of her At Will spells.

Move. Alvira moves up to her speed without provoking opportunity attacks.

Bite (Costs 2 Actions). Alvira makes one bite attack.

Cast a Spell (Costs 3 Actions). Alvira casts one of her known spells.

Coven Vampire Retainer

Medium Undead, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +7, Wis +5, Cha +5
Skills Athletics +7, Perception +5
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 120 ft., Passive Perception 15
Languages the languages it knew in life
Challenge 7 (2,900 XP)
Proficiency +3

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, stunned, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Enchanted Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned for the duration.

Spellcasting. The vampire can cast one of the following spells while not in direct sunlight, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

- At Will: *chill touch (2d8), disguise self, mage hand, vampiric touch*
- 1/day each: *black tentacles, hold person, misty step, sleep*

Legendary Actions

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

Detect. The vampire makes a Wisdom (Perception) check.

Move. The vampire moves up to half its speed.

Thrash (Costs 2 Actions). The vampire wildly swings its mace around it. Each creature within 5 feet of the vampire must make a DC 15 Dexterity saving throw, taking 8 (1d8 + 4) bludgeoning damage on a failed save, or half as much damage on a successful one.

Coven Vampire Thrall

Medium Undead, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4
Skills Deception +4, Perception +3, Stealth +4
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 60 ft., Passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)
Proficiency +2

Hidden in Plain Sight. A creature that spends 5 minutes talking to or examining a thrall can make a DC 12 Intelligence (Investigation) check to determine the thrall is no longer human.

Regeneration. The thrall regains 10 hit points at the start of its turn if it has at least 1 hit point.

Telepathic Bond. The thrall is telepathically linked with the coven vampire that turned the thrall into its servant. While linked the thrall can it can communicate telepathically with the coven vampire and vice versa, so long as it is on the same plane of existence as the coven vampire.

Vampire's Servant. The thrall is permanently charmed by the coven vampire that turned it, and can't be charmed by any other effect, spell, or spell-like ability.

Actions

Multiattack. The thrall makes two attacks: one bite attack and one claw attack.

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 5 (2d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the thrall regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Vampire Mind Vessel

Medium Undead, Chaotic Evil

Armor Class 10 (natural armor)
Hit Points 47 (5d8 + 25)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	1 (-5)	20 (+5)	18 (+4)	18 (+4)	10 (+0)

Saving Throws Int +6, Wis +6
Skills History +6, Religion +6
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 60 ft., Passive Perception 14
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 XP)
Proficiency +2

Actions

Psychic Squeal. The mind vessel unleashes the power of its mind to blast the intellect of one creature within 90 feet of it. That creature must make a DC 14 Intelligence saving throw, taking 10 (3d6) psychic damage on a failed save or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn. Creatures that have an Intelligence score of 2 or lower are unaffected.

Spellcasting (Psionics). The mind vessel casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

- At Will: *thaumaturgy, minor illusion*
- 1/day each: *fear, hideous laughter, vampiric touch*

Coven Vampire Witch

Medium Undead, Chaotic Evil

Armor Class 14
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +8, Wis +6, Cha +9
Skills Arcana +7, Perception +6, Stealth +8
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 120 ft., Passive Perception 16
Languages the languages it knew in life
Challenge 10 (5,900 XP)
Proficiency +4

Shapechanger. The vampire can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

Legendary Resistance (Recharges after a Short or Long Rest). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Spellcasting. The vampire can cast one of the following spells while not in direct sunlight, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17; +9 to hit with spell attacks):

- At Will: *chill touch (3d8), detect thoughts, disguise self, mage hand, minor illusion, prestidigitation, ray of enfeeblement, vampiric touch*
- 3/day each: *counterspell*, *hold person, misty step, suggestion*
- 1/day each: *bestow curse, black tentacles, blight, greater invisibility*, *nondetection, phantasmal killer, unseen servant*

Legendary Actions

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

Harm. The vampire makes one unarmed strike or casts one of its At Will spells.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Cast a Spell (Costs 2 Actions). The vampire casts one of its known spells.

Shamebeast

Large Monstrosity, Unaligned

Armor Class 15
Hit Points 171 (18d10 + 72)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	6 (-2)	17 (+3)	10 (+0)

Saving Throws Dex +9, Wis +7
Skills Perception +7, Stealth +9
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Blindsight 60 ft., Passive Perception 17
Languages —
Challenge 11 (7,200 XP)
Proficiency +4

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

Keen Hearing. The shamebeast has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The shamebeast makes three attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the shamebeast, incapacitated, or restrained. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the shamebeast regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. Instead of dealing damage, the shamebeast can grapple the target (escape DC 17).

Screech (Recharge 5-6). The shamebeast emits a high pitched screech, causing excruciating pain to creatures in a 60-foot cone in front of it. Each creature in that area must make a DC 16 Constitution saving throw, taking 42 (12d6) thunder damage and be deafened until the end of the shamebeast's next turn on a failed save, or half as much damage and isn't deafened on a successful one.

Legendary Actions

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

Attack. The shamebeast makes one attack with its claws.

Detect. The shamebeast makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). The shamebeast beats its wings. Each creature within 5 feet of the shamebeast must succeed on a DC 15 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The shamebeast can then fly up to half its flying speed.

Vampiric Degenerate

Medium Monstrosity, Typically Neutral Evil

Armor Class 10
Hit Points 45 (6d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	10 (+0)	8 (-1)

Saving Throws Wis +2
Skills Perception +2
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 30 ft., Passive Perception 12
Languages the languages it knew in life
Challenge 2 (450 XP)
Proficiency +2

Blood Frenzy. The degenerate has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Regeneration. The degenerate regains 5 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the degenerate takes radiant damage or damage from holy water, this trait doesn't function at the start of the degenerate's next turn.

Spider Climb. The degenerate can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The degenerate has the following flaws:

Forbiddance. The degenerate can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The degenerate takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The degenerate is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The degenerate takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the degenerate, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 13 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a hemorrhaging wound. Additionally, the target's hit point maximum is reduced by an amount equal to the hit points lost. Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the degenerate can grapple the target (escape DC 13).

BOULDERHEAD
THE BRUTAL

NAME: Boulderhead the Brutal

GOAL: Boulderhead seeks to expand his mercenary company and make as much coin as possible through war, racketeering, and raiding.

BOND: Boulderhead shares a strong romantic bond with Madlyn, a member of his mercenary company and whose life he saved nearly ten years ago during the war.

FLAW: Boulderhead is addicted to gambling, and for as much as he rakes in from war and raiding, he may lose in a city's tavern just nights later.



BACKGROUND

The War of Wills, as it came to be called, between the nations of Fetheau and Smivania, lasted well over 70 years and forever changed the socio-political landscape of the two countries. Due to the war's length and the attrition suffered by both sides, mercenary companies, especially ones that originated in nearby nations not primarily involved in the conflict, became a feature of the campaign. The most infamous of these companies was and is known as the Company of the Broken Blade, led by a fearsome physical specimen of a man called Boulderhead the Brutal. Boulderhead built a reputation for himself during the War of Wills as not only a skilled fighter, but also as a military commander of great intelligence and tactical savvy, despite his brutish appearance and boorish behavior. Boulderhead and the Broken Blade switched sides no less than three times during the war, fighting both for Fetheau and Smivania for as long as their offer of payment was better than their opponent's.

After the war ended in a bitter stalemate, many mercenary companies, especially the Broken Blade, found that they did not want to leave their warring way of life behind, and certainly not the profits it brought. So, instead of disbanding, the Broken Blade persisted. But with no great war to fight in, opportunities were limited to smaller and less frequent conflicts. To support the swelled growth of the company that occurred during the War of Wills, the Broken Blade turned to racketeering and raiding when they weren't off fighting in some neighboring country. If local nobles or governments refused to pay for their "protection," the Broken Blade would cleave down the countryside, looting and raiding farmsteads and villages to feed their hunger both for food and for bloodshed.

Though Boulderhead maintains a healthy fear of the gods, he is not a particularly religious man. Recently, there has been a growing religious sub-faction within the Broken Blade called the Iron Contingent. The Iron Contingent worships a lesser and obscure deity of war and is helmed by a small group of iniquitous paladins who have sworn oaths to battle, conquer, and build influence. Boulderhead allied with the

paladins of the Iron Contingent during the War of Wills. The Iron Contingent, for their part, see the Broken Blade as their path to power and Boulderhead as a prime candidate for conversion. They continue to help Boulderhead and the Broken Blade rampage through countries and across the continent.

ALLIES AND ASSOCIATES

D6	CREATURE
1	Madlyn, a **slayer** and assassin for the Broken Blade
2	The **ruffians** of the Broken Blade
3	The veteran **mercenaries** of the Broken Blade
4	The **worshippers** of the Iron Contingent
5	Ryker, **paladin of conquest** and leader of the Iron Contingent
6	Gerould Keenore, the **patrician**

MADLYN THE SLAYER

Subterfuge is not Boulderhead's typical style, though he recognizes its occasional importance. Madlyn is a **slayer** for the Broken Blade, their primary spy and assassin and close confidant to Boulderhead, who saved her life during the War of Wills. Many within the company suspect a romantic connection between Madlyn and Boulderhead, but Boulderhead fiercely denies this and has been known to kill any he catches discussing the matter for fear of looking weak in love. When nobles or other high-power individuals cross or resist the Broken Blade, the company sends Madlyn after them to set things right.

THE RUFFIANS

The Broken Blade has grown to a large enough size that most of its members are not particularly experienced or spectacular fighters. Common **ruffians** make up much of the Broken Blade's ranks. They join the mercenary company for varied reasons, but usually to leave a boring peasant life behind for the possibility of excitement and wealth.





THE MERCENARIES

The **mercenaries** compose the veteran fighters of the Broken Blade's ranks. Many have been members of the company since the War of Wills. After Boulderhead has taken his piece, the spoils of war or raiding go first to the mercenaries before what remains filters down to the newer and less experienced members of the company.



THE WORSHIPPERS

Several dozen **worshippers**, members of the Iron Contingent, travel with the Broken Blade and contribute to the company's raiding and war efforts. They hold sermons for the other members of the company and are intent on converting as many as they can to their cause. The Broken Blade promises prospective members a chance at wealth and glory, but the Iron Contingent makes their own promises of helping lost souls find a higher purpose in the worship of their god.

RYKER THE PALADIN

Ryker is a **paladin of conquest** and the leader of the Iron Contingent. Over time, he has become good friends with Boulderhead, and he plans to gradually leverage this friendship as a means to finally convert Boulderhead to the beliefs of the Iron Contingent. To Ryker, nothing about this is nefarious — he firmly believes that Boulderhead's love for battle and desire for glory would serve him well in worship. Boulderhead trusts Ryker enough that should Boulderhead fall or otherwise become unable to lead the company, the paladin will be installed as its leader in his place.

PATRICIAN GEROULD KEENORE

A local **patrician** known as Gerould Keenore, whose family has owned land for centuries, has known Boulderhead since his days as a youth. Gerould has struck a deal with Boulderhead and the Broken Blade, committing to provide the mercenary company with a steady stream of gold in exchange for regular prisoners, captured during the company's raids, delivered to one of his many of his vast estates. Gerould uses and disposes of these prisoners in vile demonic rituals while he attempts to contact a lord of the Abyss. Boulderhead and the company members don't know what Gerould uses the prisoners for, but they know better than to ask.

QUESTS

D6	QUEST
1	The party must help a small village fend off a raid carried out by the Broken Blade.
2	The party must assault a small forward camp belonging to the Broken Blade to rescue captives taken during a raid.
3	The party must sneak into Gerould Keenore's estate to find blackmail on the noble that they can use to force him to stop funding the Broken Blade.
4	The party must fend off the advances of Madlyn, who has been sent by Boulderhead to eliminate the party.
5	The party must retake a church that has become forcefully occupied by the Iron Contingent during a Broken Blade raid.
6	The party must either infiltrate the main Broken Blade camp or draw Boulderhead out into the open so that they can confront and eliminate him.

DURING COMBAT

Boulderhead is used to commanding armies against other armies, and is not necessarily a tactical genius against a small party of adventurers. Boulderhead also loves physical confrontation and is always looking for an excuse to fight, which may lead to him biting off more than he can chew without thinking. Boulderhead opens combat with his *savage strike* ability to strike fear into the hearts of his opponents. He uses his *cleave* ability as part of his mace attack as often as possible. He will most often use his first legendary action to attack, and another legendary action to move as necessary for better defensive positioning or to position against a new target, which also allows him to make use of his *brace* reaction every round. If Boulderhead becomes surrounded, he may use his *quake* legendary action to create space for himself so that he can use his remaining legendary action to reposition.



Boulderhead the Brutal

Medium Humanoid (Human), Neutral Evil

Armor Class 20 (plate, shield)
Hit Points 142 (15d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	21 (+5)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Str +8, Con +8
Skills Athletics +8, Perception +4
Senses Passive Perception 14
Languages Common
Challenge 8 (3,900 XP)
Proficiency +3

Brute. A melee weapon deals one extra die of its damage when Boulderhead hits with it (included in the attack).

Fearless. Boulderhead has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Boulderhead makes two Mace attacks. He can use Grappling Strike after one of these attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and Boulderhead can cause one of the following additional effects (choose one or roll a d6):

- 1-2: Disarm. Choose one object the target is holding. The target must succeed on a DC 16 Strength saving throw or drop that object. The object lands at its feet.
- 3-4: Goad. The target must succeed on a DC 16 Wisdom saving throw or have disadvantage on all attack rolls against targets other than Boulderhead until the end of Boulderhead's next turn.
- 5-6: Cleave (Recharge 5-6). Choose another creature within 5 feet of the original target and within Boulderhead's reach. If the original attack roll would hit the second creature, it takes the same amount of damage as the original target.

Savage Strike (Recharges after a Short or Long Rest). Boulderhead makes one mace attack, that deals an extra 4 (1d8) bludgeoning damage, and each creature of Boulderhead's choice that is within 30 feet of Boulderhead must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Charger. When Boulderhead uses the dash action during this turn, he can use this bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he either gains a +5 bonus to the attack's damage roll on a hit or pushes the target up to 15 feet away from him on a successful shove.

Grappling Strike. Boulderhead makes a contested grapple check against creature within 5 feet of it. On a successful check, the target is grappled (escape DC 18). If the creature was hit by Boulderhead on this turn, roll a d8 and add the number rolled to Boulderhead's check.

REACTIONS

Brace. Boulderhead makes one Mace attack against a creature that moves into a space within 5 feet of him. To do so, he must be able to see the creature and be wielding a weapon.

LEGENDARY ACTIONS

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

Detect. Boulderhead makes a Wisdom (Perception) check.

Move. Boulderhead moves up to half his speed.

Attack (Costs 2 Actions). Boulderhead makes one Mace attack.

Quake (Costs 2 Actions). Boulderhead slams his mace on the ground. Each creature in a 5-foot radius around him must succeed on a DC 16 Strength saving throw, or be knocked prone.



MERCENARY

Mercenaries are skilled fighters that offer their services to the highest bidder. Usually veterans of multiple wars, mercenaries often have no issue switching sides during a single conflict if the coin justifies it. Mercenaries can travel as lone sell-swords or compose a large company ranging from several dozen to hundreds of members.



MERCENARY

Medium Humanoid (Any Race), Any Alignment

Armor Class 16 (half plate)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4, Cha +2
Skills Athletics +5, Perception +2
Senses Passive Perception 12
Languages any one language (usually Common)
Challenge 2 (450 XP)
Proficiency +2

Alert. The mercenary can't be surprised while it is conscious and other creatures don't gain advantage on attack rolls against the mercenary as a result of being unseen by it.

Brave. The mercenary has advantage on saving throws against being frightened.

Savage Attacker (1/turn). When the mercenary rolls damage for a melee weapon attack, it can reroll the weapon's damage dice and use either total.

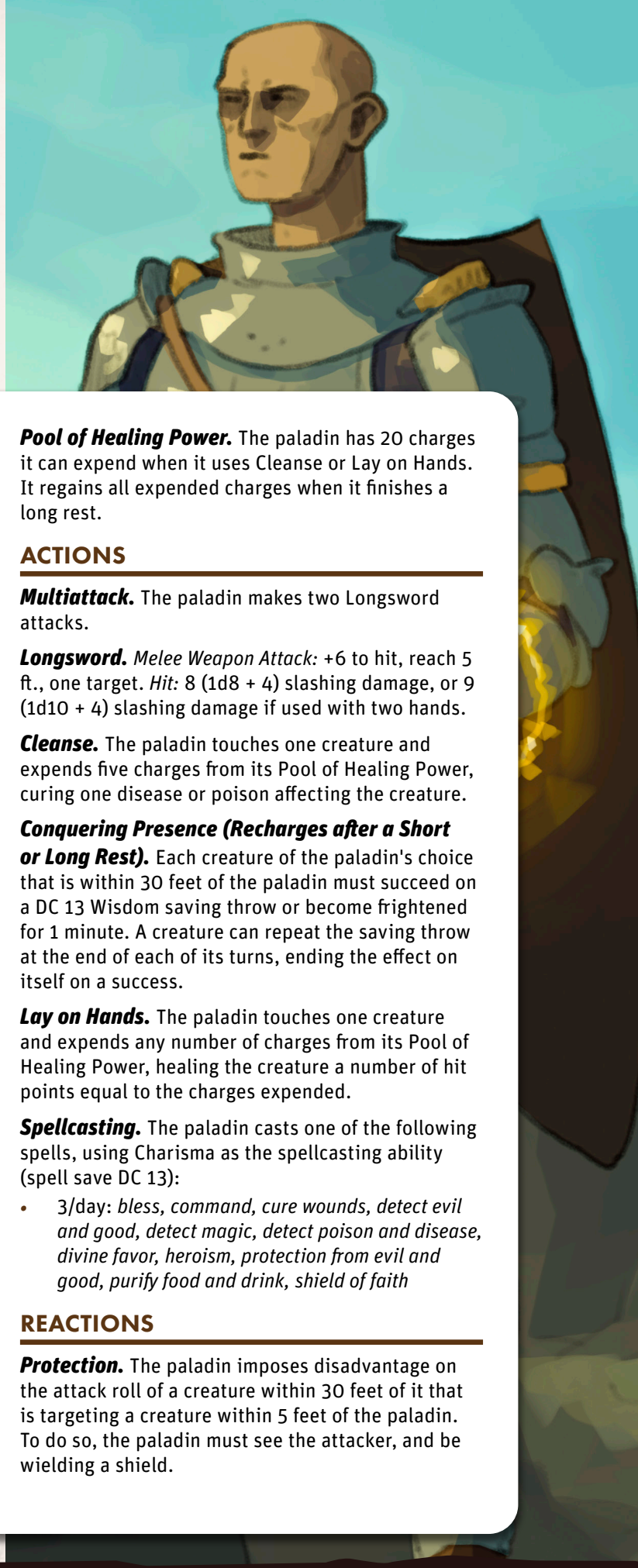
ACTIONS

Multiattack. The mercenary makes two Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage

PALADIN OF CONQUEST

Paladins of Conquest are magical fighters who have taken a sacred oath to pursue glory, power, and the total destruction of their enemies. While most who take up such an oath fight valiantly against the forces of evil, the oath itself is not inherently good, and indeed some such paladins use it to draw their power for primarily selfish and sometimes vile reasons.



Paladin of Conquest

Medium Humanoid (Any Race), Typically Lawful Good

Armor Class 18 (chain mail, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	9 (-1)	11 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5
Skills Athletics +6, Intimidation +5
Senses Passive Perception 10
Languages Common
Challenge 4 (1,100 XP)
Proficiency +2

Divine Sense (4/long rest). The presence of strong evil registers on the paladin's senses like a noxious odor, and powerful good rings like heavenly music in its ears. As an action, the paladin can open its awareness to detect such forces. Until the end of its next turn, it knows the location of any celestial, fiend, or undead within 60 feet of it that is not behind total cover. The paladin knows the type (celestial, fiend, or undead) of any being whose presence it senses, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, the paladin also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Divine Smite. When the paladin hits a creature with a melee weapon attack, it can expend one use of a spell from its Spellcasting, to deal an extra 9 (2d8) radiant damage to the target (not included in the attack). If the target is undead, the damage increases by 1d8.

Guided Strike (Recharges after a Short or Long Rest). When the paladin makes an attack roll, it gains +10 bonus to the roll. This bonus can be added before or after the attack roll is made.

Pool of Healing Power. The paladin has 20 charges it can expend when it uses Cleanse or Lay on Hands. It regains all expended charges when it finishes a long rest.

ACTIONS

Multiattack. The paladin makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Cleanse. The paladin touches one creature and expends five charges from its Pool of Healing Power, curing one disease or poison affecting the creature.

Conquering Presence (Recharges after a Short or Long Rest). Each creature of the paladin's choice that is within 30 feet of the paladin must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lay on Hands. The paladin touches one creature and expends any number of charges from its Pool of Healing Power, healing the creature a number of hit points equal to the charges expended.

Spellcasting. The paladin casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

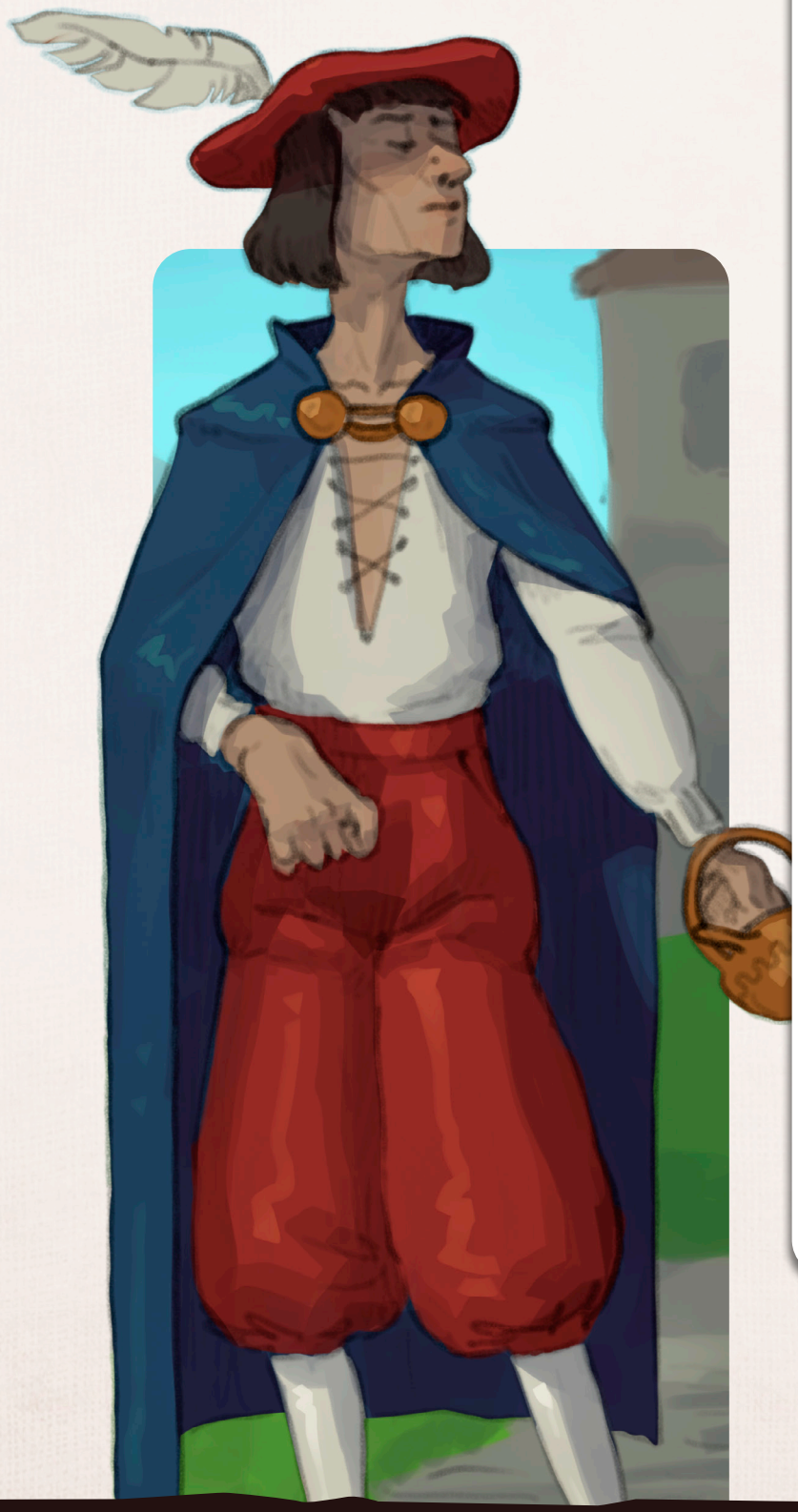
- 3/day: *bless, command, cure wounds, detect evil and good, detect magic, detect poison and disease, divine favor, heroism, protection from evil and good, purify food and drink, shield of faith*

REACTIONS

Protection. The paladin imposes disadvantage on the attack roll of a creature within 30 feet of it that is targeting a creature within 5 feet of the paladin. To do so, the paladin must see the attacker, and be wielding a shield.

PATRICIANS

Patricians are among the most distinguished of the nobility and upper class, and often act as the heads of houses or powerful factions. In cities, almost all activity occurs under the purview of one patrician or another. Patricians almost always rely on others to do their fighting for them.



PATRICIAN

Medium Humanoid (Any Race), Any Alignment

Armor Class 12
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Int +3, Wis +4, Cha +5
Skills Deception +5, History +3, Insight +4, Persuasion +5
Senses Passive Perception 12
Languages Any two languages
Challenge 2 (450 XP)
Proficiency +2

Fancy Footwork. If the patrician makes a melee attack against a creature, that creature can't make opportunity attacks against it for the rest of its turn.

Inspiring Leader (Recharges after a Short or Long Rest). When the patrician spends 10 minutes inspiring its companions, shoring up their resolve to fight, choose up to six friendly creatures (which can include the patrician) within 30 feet of it who can see or hear it and who can understand it. Each creature gains 5 temporary hit points.

Position of Privilege. The patrician has advantage on Charisma (Deception) and Charisma (Persuasion) checks when interacting with nobles or other friendly humanoids that recognize it.

Retainer. The patrician has one retainer (***commoner***) who performs mundane tasks for it, but they do not fight for the patrician, and will not follow it into obviously dangerous areas (such as dungeons).

ACTIONS

Multiattack. The patrician makes three Rapier attacks.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

Ruffian

Medium Humanoid (Any Race), Any Non-Lawful Alignment

Armor Class 14 (piecemeal of leather & chainmail)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Skills Deception +2, Intimidation +2, Sleight of Hand +4
Senses Passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)
Proficiency +2

Anything can be a Weapon. The ruffian is proficient with improvised weapons.

Pack Tactics. The ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The ruffian makes one Club or Improvised Weapon attack and one Unarmed Strike. It can use Brawler after one of these attacks.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage

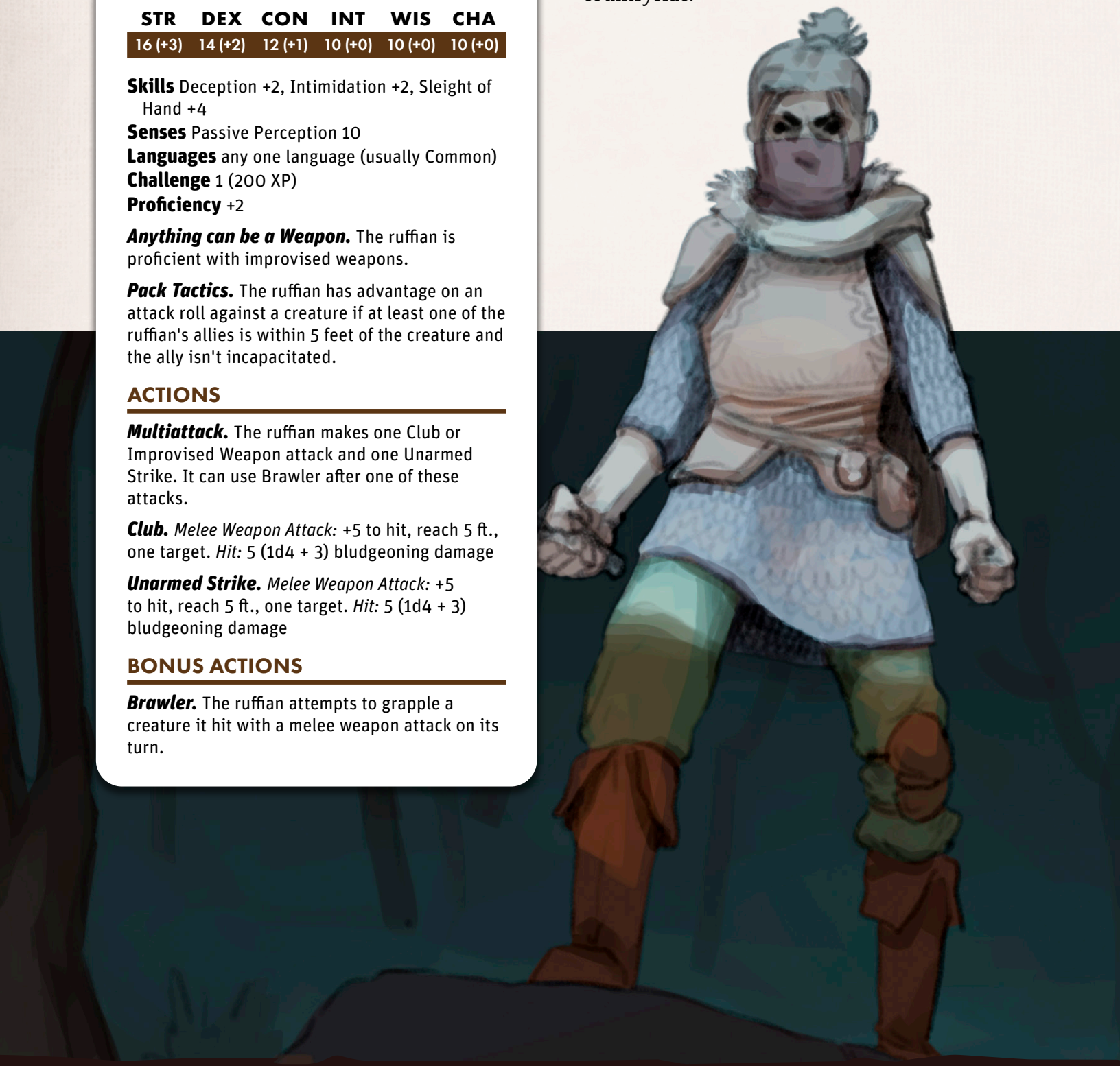
Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage

Bonus Actions

Brawler. The ruffian attempts to grapple a creature it hit with a melee weapon attack on its turn.

Ruffian

Ruffians are common criminals carrying out thievery, looting, and other general thuggery to further their own interests. They operate in groups that vary in size and typically follow the orders of whoever has currently established themselves as the most capable. They are found frequently in almost every city and farm-dotted countryside.



SLAYER

Slayers are skilled in all manner of delivering death to their victims, be it through poison, a blade, or an unfortunate accident. Some of these assassins work on a purely freelance basis, while others develop loyalty to specific groups or individuals.



Slayer

Medium Humanoid (Any Race), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +5
Skills Acrobatics +6, Deception +3, Perception +6, Stealth +9
Damage Resistances Poison
Senses Passive Perception 16
Languages Thieves' cant, plus any two languages
Challenge 5 (1,800 XP)
Proficiency +3

Evasion. If the slayer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the slayer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Poisoner. When the slayer makes a damage roll that deals poison damage, it ignores resistance to poison damage.

Quick Reflexes. The slayer adds its proficiency bonus to its initiative check.

Sneak Attack (1/Turn). The slayer deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the slayer doesn't have disadvantage on the attack roll.

ACTIONS

Sap. A creature within 5 feet of the slayer that does not see the slayer must succeed on a DC 15 Constitution saving throw, or be incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target must succeed on a DC 15 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 3 (1d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 10 (3d6) poison damage

BONUS ACTIONS

Cunning Action. The slayer takes the Dash, Disengage, or Hide action.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or be poisoned for 1 minute. While poisoned in this way, the target's speed is halved. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Kick (3/Day). The slayer targets one creature it can see within 5 feet of it that is casting a spell. If the spell is 3rd level or lower, the spell fails, but any spell slots or charges are not wasted.

WORSHIPPER

Worshippers form the lower ranks of churches, temples, cults or other similar religious organizations. They may come from all walks of life and are united in their shared belief of a particular deity or deities. Worshippers may have abilities or magical powers influenced by their beliefs.



Worshipper

Medium Humanoid, Any Non-Good Alignment

Armor Class 11 (leather armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +3
Skills Deception +3, Religion +2
Senses Passive Perception 12
Languages Common plus any two languages
Challenge 1 (200 XP)
Proficiency +2

Dark Devotion. The worshipper has advantage on saving throws against being charmed or frightened.

Linguist. The worshipper can ably create written ciphers. Others can't decipher a code it creates unless it teaches them, they succeed on an DC 12 Intelligence check, or they use magic to decipher it.

ACTIONS

Multiattack. The worshipper makes two Mace attacks, or it makes one of those attacks and uses Spellcasting.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage

Inflict Wounds (1/day). *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) necrotic damage

Spellcasting. The worshipper casts one of the following spells, using Wisdom as the spellcasting ability.

- At will: *light, thaumaturgy*

Unholy Flames. Flame-like shadows descend on a creature the worshipper can see within 60 feet of it. That creature must succeed on a DC 12 Wisdom saving throw or take 4 (1d8) necrotic damage.

ENGUERRAND OSBORN

THE EXECUTIVE CHAIRMAN

NAME: Enguerrand Osborn, Executive Chairman

GOAL: Osborn wants to ensure his mining company, Osborn Enterprises, becomes the largest and wealthiest company in the world.

BOND: All that remains of Obsorn's original body is his head, which is suspended in a jar of magical preserving liquid. He relies on a specially-constructed, one-of-a-kind magitech suit that allows him to walk, talk, and experience the world around him.

FLAW: Osborn is singularly focused on making as much money for himself as possible at the cost of all other pursuits. If it doesn't make him money quickly, Osborn isn't interested.

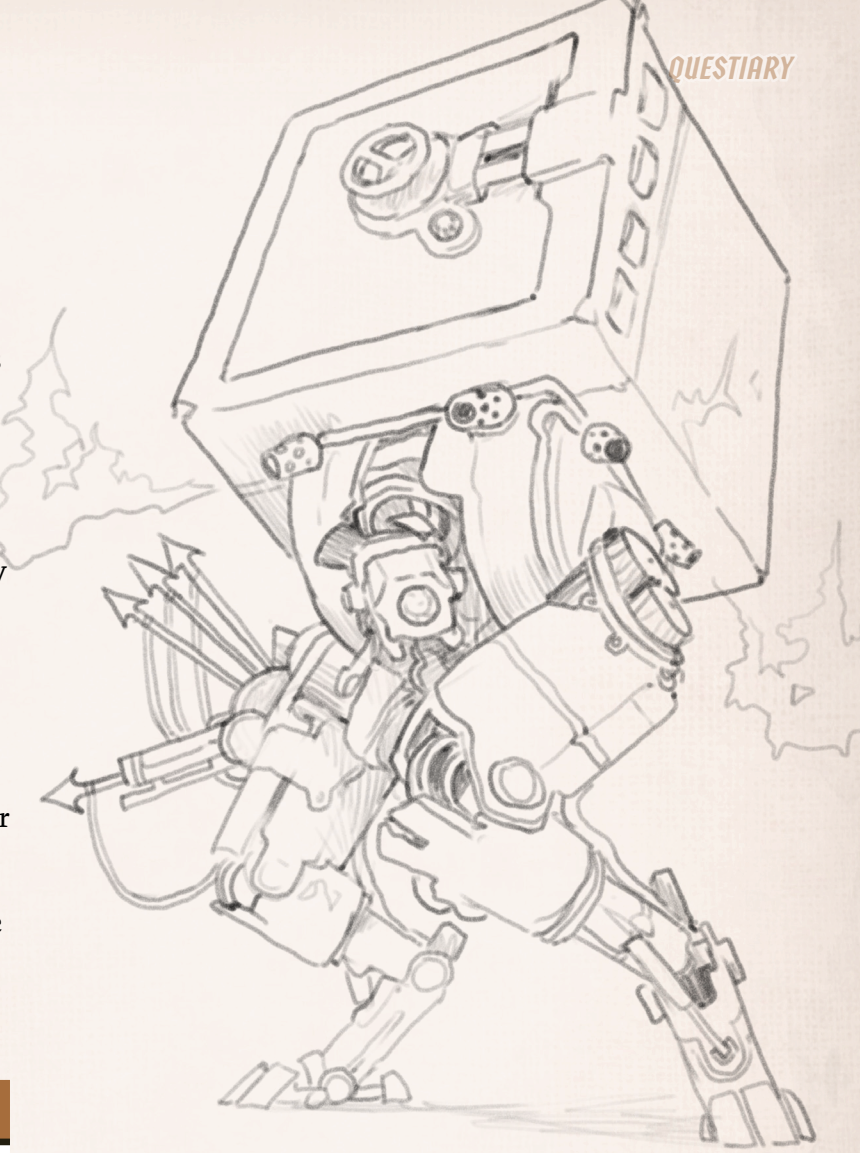


BACKGROUND

Enguerrand Osborn's story begins three decades ago when he was a young man in Arkgow, the city of industry and possibility. Osborn and his good friend Hewlow were business partners and augmenters — builders and inventors who could infuse magic into mundane materials to create spectacular new inventions. Osborn was smart, but Hewlow was brilliant. Hewlow had been intensely interested in augments that enhanced a person's natural capability, such as gloves that increased grip strength or goggles that provided night vision. Hewlow discovered that the inherent magic of the elemental creatures known as steam mephits could be used to power his augmentations much more effectively than regular steam. By gradually consuming the steam mephits for power, the potential of the augmentations and what they would be capable of would skyrocket. Drawing from the fortune inherited from their fathers, Osborn and Hewlow founded a mining operation that would serve two purposes. The first would be to gather coal, which was valuable in its own right. The second, however, was more important. A mining operation would allow the company to dig deep into the earth to find elemental rifts from which steam mephits could be gathered to power their augmentations.

One day, while Osborn and Hewlow were taking a tour of a new mine, Osborn was caught in a freak collapse and just barely rescued; on the brink of death with his body broken from the rubble. Though Osborn was stabilized, it became clear his injuries would give him only a few weeks to live. Hewlow dove into his research and worked tirelessly for several days to construct for Osborn an entirely new body facilitated by the steam mephit augmentations, his magnum opus. Though what remained of Osborn's original body was now only his head suspended in a magical preserving liquid, he had otherwise been granted a new lease on life. He could walk, talk, and even retain most of his sensory experiences. It was a major breakthrough and an augmentation miracle. Hewlow wanted to license out the steam mephit magitech, believing that if their research was shared, they could better society while still collecting

a tidy profit. Osbon disagreed, wanting to keep the breakthrough proprietary to give their company an unprecedented competitive advantage to make the pair of them obscenely rich men. The disagreement would not be resolved peacefully. Osborn, seeing a path to ultimate power and wealth in his grasp and long envious of Hewlow's brilliance, murdered his business partner, took his research for himself, and stripped his former friend from the company name. In the years that have followed, Osborn Enterprises has generated incalculable wealth using the steam mephit magitech. The company controls several coal mines and has expanded into many adjacent ventures to generate massive profits. Osborn runs the now-massive company like a tyrant — working conditions are poor, employees are paid little, and many of Osborn's workers are indentured servants who work for free for the company as punishment for breaking local laws. This brings Osborn joy, for every additional gold piece that lines his pockets brings him one step closer to total corporate supremacy.



ALLIES AND ASSOCIATES

D6	CREATURE
1	The **strikebreakers** that patrol Osborn's mines
2	The **ambulatory vault** in which Osborn keeps his secret blueprints
3	His beloved pet **mechanary** named Cogs
4	The **supervisors** that provide information to Osborn
5	The **tunnel borers** that create the mines Osborn's workers
6	The **mephit materializers** that enable Osborn's business

THE STRIKEBREAKERS

Osborn is ruthless with his implementation of the **strikebreakers**, posting them at every possible location in his factories and mines and ensuring that they treat the workers as harshly as possible to ensure compliance. Osborn has also augmented particular strikebreakers to add additional functionality so that he can use them to serve as enhanced guards for his many properties. His most prized strikebreaker, named Ol' Daisy, guards his personal villa and is equipped with a mephit-powered lightning discharge cannon that can kill a healthy man with a single blast, if necessary.

THE AMBULATORY VAULT

Osborn is far too paranoid to leave his most precious belongings in any regular safe. He keeps the secret blueprints to his suit, the desiccated heart of his former flesh-and-blood body, and a stock of the most expensive cigars in the world within an **ambulatory vault** that he usually keeps by his side at all times. Osborn can't actually smoke the cigars, but he enjoys lighting them to experience their smell through his intake openings. Osborn has memorized the safe's complex combination and shares the password with nobody.



COGS THE MECHANARY

Osborn enjoys the company of his pet **mechanary** named Cogs. Because of his unique condition, Osborn knows that the survival of his brain relies on the seamless functioning of his magitech components, which may malfunction if he is not careful. He has augmented Cogs so that the mechanical bird is able to detect a sudden or potentially dangerous change in his anatomy, such as when the magic of a specific component begins to fade or when his suit is running low and must be replenished with fresh steam memphits. Cogs' ability is one-of-a-kind and would take Osborn many months to recreate, making him feel very vulnerable if anything were to happen to the bird.

THE SUPERVISORS

To support the strikebreakers, dozens of **supervisors** patrol all of Osborn's businesses and properties to help keep operations running smoothly. Not only do the supervisors alert Osborn of any incidents that might require his personal attention, the supervisors also transmit information to the strikebreakers as necessary so that the enforcing constructs can correct any wrongdoing witnessed by the supervisors.

THE TUNNEL BORERS

The **tunnel borers** were one of the few inventions of Hewlow's that Osborn was able to improve upon by increasing their drill strength and lengthening the amount of time they could function before overheating. The tunnel borers are critical to Osborn Enterprises, as they allow the company to dig deep enough into the earth to find rifts to the elemental planes from which steam mephits can be gathered. Osborn has also purchased the blind eye of local government by selling them modified tunnel borers that are well-suited to siege combat purposes at a steep discount.

MEPHIT MATERIALIZERS

The **mephit materializers** are the foundation of Osborn Enterprises, which has accumulated the bulk of its profits on mephit-powered magitech. After the tunnel borers have dug the tunnels and the workers have located a suitable elemental rift, the mephit materializers are sent in to reach through the rift and capture any steam mephits lingering on the other side. The materializers then return to a specialized storage facility to deposit the mephits so that they can be later used as fuel for augments.



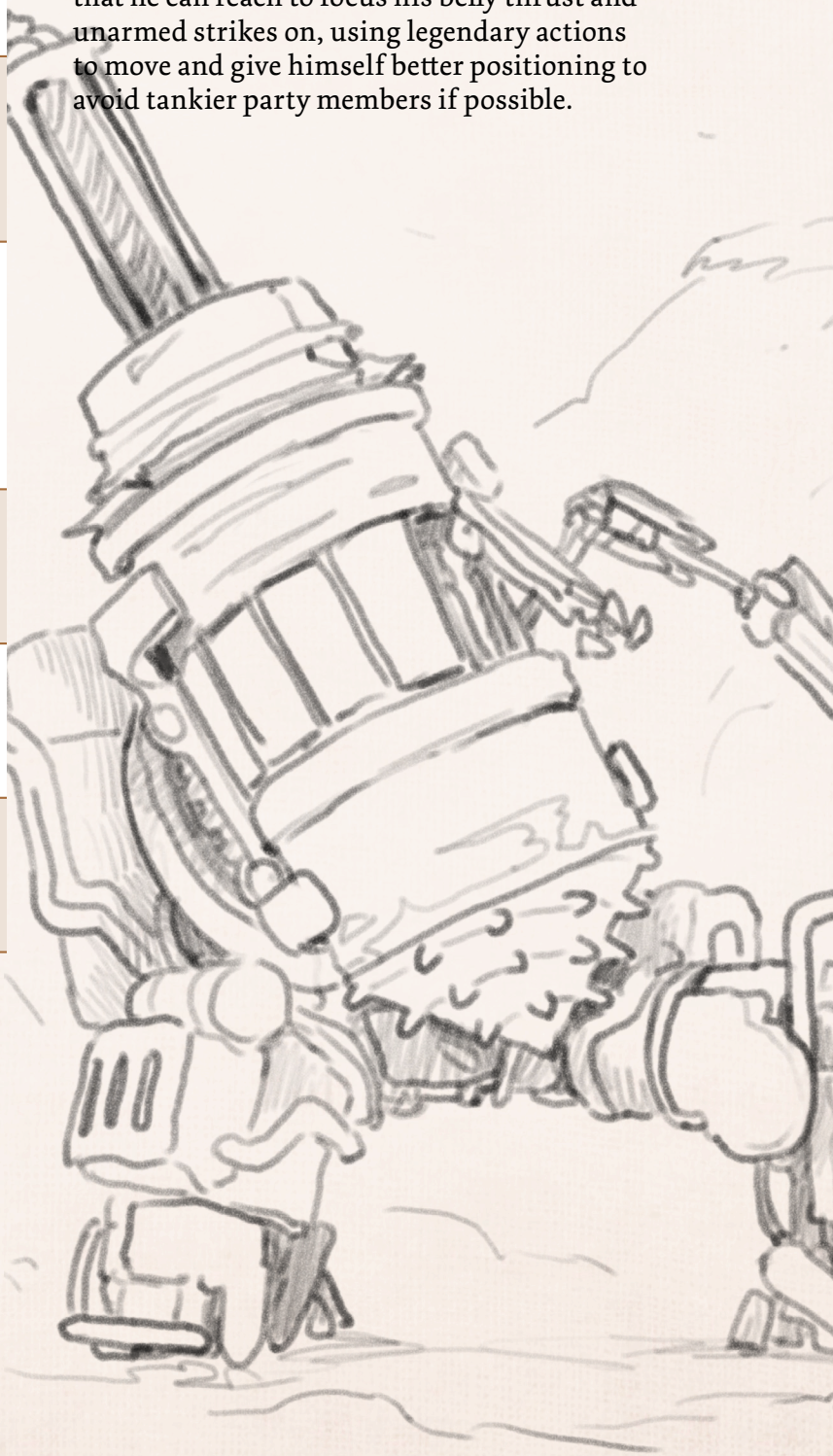
QUESTS

D6	QUEST
1	Uncorrupted government officials need the party's help in uncovering Osborn's illegal business activities. They request that they infiltrate one of Osborn's mines or factories and gather evidence incriminating Osborn's business.
2	Tensions are rising in the city, and a large group of Osborn's workers are gathering for a strike. The party must help them fend off a group of Osborn's strikebreakers sent to scatter them.
3	A local mage believes that if the party can break into one of the company workshops and steal a supervisor that isn't yet finished construction, he can tamper with it so that the party can plant it in an Osborn Enterprise factory to gather intelligence.
4	Osborn has learned of the party's interference into his business and sends a group of assassins after them to eliminate them.
5	The party must locate and break in to Osborn's ambulatory vault so they can recover his suit blueprints and learn about his weaknesses.
6	The party must assault Osborn's massive villa complex; bypassing traps and guards to eventually reach Osborn himself and destroy him once and for all.

DURING COMBAT

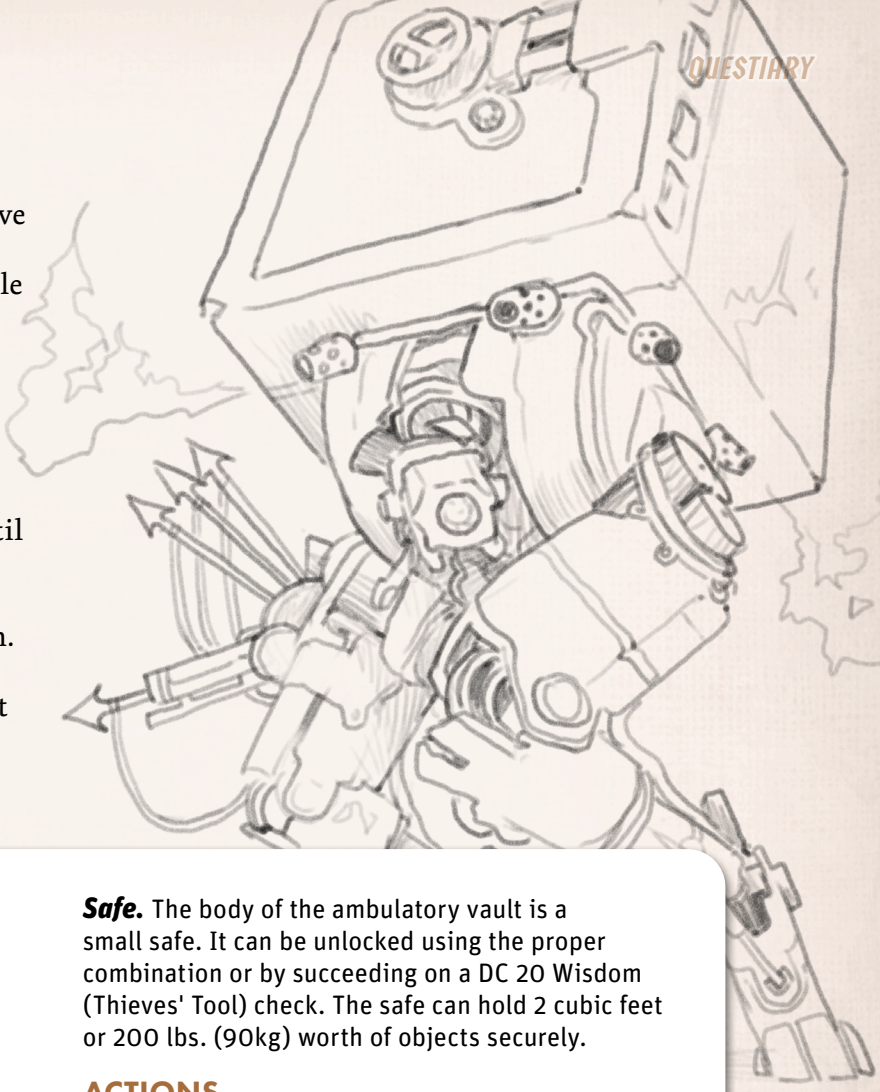
If Enguerrand has to resort to direct physical confrontation with the party, he will do everything in his power to prepare accordingly and fight on his own terms, using his vast resources to learn the party's strengths and weaknesses if possible and ensuring that he does not fight without all the help he can get.

If possible, before combat begins, Enguerrand uses his Subservient Spellcasting ability to cast the *blur* spell on himself. Enguerrand uses his Scalding Steam ability as often as he can, positioning himself to hit the highest number of targets possible. He will also use his legendary actions throughout his turn to grapple and then shove a target closer to another target to enable more damage from his Scalding Steam ability. Enguerrand will prioritize lower-health targets that he can reach to focus his belly thrust and unarmed strikes on, using legendary actions to move and give himself better positioning to avoid tankier party members if possible.



AMBULATORY VAULT

Ambulatory vaults are the pinnacle of defensive magi-tech. These constructs are designed to keep the most important of valuables safe while providing secure mobility options and lethal defensive weapons. Equipped with an electric harpoon and multiple flamethrowers, they bring a new meaning to the term "last line of defense." The vaults can follow complex commands such as "move to a new secure location every 24 hours" or "remain at this location until it is no longer secure." Ambulatory vaults are particularly useful for traveling merchants or the larger caravans that are able to afford them. Not only does the walking vault make for a much lighter load than carrying a safe or chest around by wagon, but its core defensive functions greatly mitigate the most obvious risk while out on the road — bandits.



Ambulatory Vault

Medium Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Dex +4, Con +4
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP)
Proficiency +2

Alarm. When the ambulatory vault takes damage or a creature touches the ambulatory vault that isn't on the designated list of creatures that won't set off the alarm, a mental alarm alerts the owner of the ambulatory vault with a ping in their mind if they are within 1 mile of the ambulatory vault. This ping awakens the owner if they are sleeping. In addition, it produces the sound of a hand bell for 10 seconds, which is audible within 60 feet of it.

Freedom of Movement. The ambulatory vault ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Safe. The body of the ambulatory vault is a small safe. It can be unlocked using the proper combination or by succeeding on a DC 20 Wisdom (Thieves' Tool) check. The safe can hold 2 cubic feet or 200 lbs. (90kg) worth of objects securely.

ACTIONS

Electric Harpoon. *Melee or Ranged Weapon Attack:* +5 to hit, reach 20 ft. or range 60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is impaled by the harpoon. Until a creature takes an action to remove the harpoon, the target can't move away from the ambulatory vault, and it must make a DC 12 Constitution saving throw at the start of each of its turns. On a failed save, the target takes 7 (2d6) lightning damage and is paralyzed until the start of its next turn. On a successful save, the target takes half as much damage and isn't paralyzed. If the target is wearing armor made of metal, it has disadvantage on its saving throw.

The ambulatory vault has one electric harpoon that is tethered to it by a metal coil. It can use an action from any range to remove the harpoon from a creature. and its bonus action to retrieve the harpoon by reeling it in.

Spew Flames. Choose up to 2 creatures within 10 feet of the ambulatory vault. Flames jet out from one of the ambulatory vault's spouts at each creature. That creature must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Enguerrand Osborn, Executive Chairman

Large Construct, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Con +5, Cha +6
Skills Deception +6, Insight +5, Intimidation +9, Persuasion +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Damage Immunities Fire, Poison
Condition Immunities Exhaustion, Petrified, Poisoned
Senses Passive Perception 12
Languages Common, Dwarvish, Elvish
Challenge 7 (2,900 XP)
Proficiency +3

Death Burst. When Enguerrand dies, his body explodes in a cloud of steam and shrapnel. Each creature within 20 feet of Enguerrand must succeed on a DC 10 Dexterity saving throw or take 7 (2d6) fire damage plus 7 (2d6) slashing damage.

Immutable Form. Enguerrand is immune to any spell or effect that would alter its form.

Magic Weapons. Enguerrand's weapon attacks are magical.

Mephit Infused Body. Enguerrand's belly holds 5 (1d10) of steam mephits in a large fish-bowl-like container. While in the container, the steam mephits have total cover from damaging attacks and effects. The container can be attacked and destroyed (AC 18; 40 hit points; resistance to bludgeoning, piercing, and slashing damage from attacks that aren't adamantine; immunity to poison and psychic damage). Destroying the container deals no damage to Enguerrand, but all steam mephits are freed (ending any spell the mephits are concentrating on) in addition to the following changes:

- Enguerrand can no longer recharge its scalding steam.
- His belly thrust now deals 7 (1d8 + 3) (included in the attack).
- He can no longer use his subservient spellcasting.

Actions

Multiattack. Enguerrand makes three attacks: two unarmed strikes and one belly thrust.

Belly Thrust. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage, or 7 (1d8 + 3) if the belly's container is destroyed.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage

Scalding Steam (Recharge 4-6). Enguerrand expels a gout of steam from his hand in a 30-foot cone in front of him. Each creature in that area must make a DC 13 Constitution saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. The steam heavily obscures the area until the start of Enguerrand's next turn.

Subservient Spellcasting (Recharges after a Long Rest). Using the steam mephits innate magic, Enguerrand casts the *blur* spell, requiring no material components. Enguerrand does not need to concentrate on this spell. Instead, all the steam mephits in his body concentrate on it. When a steam mephit must make a Constitution saving throw to maintain concentration on the spell, it has advantage on the save. When one mephit fails its saving throw, concentration is lost by all mephits and the spell ends.

Legendary Actions

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

Grab. Enguerrand makes one unarmed strike attack, but instead of dealing damage, the target is grappled (escape DC 13).

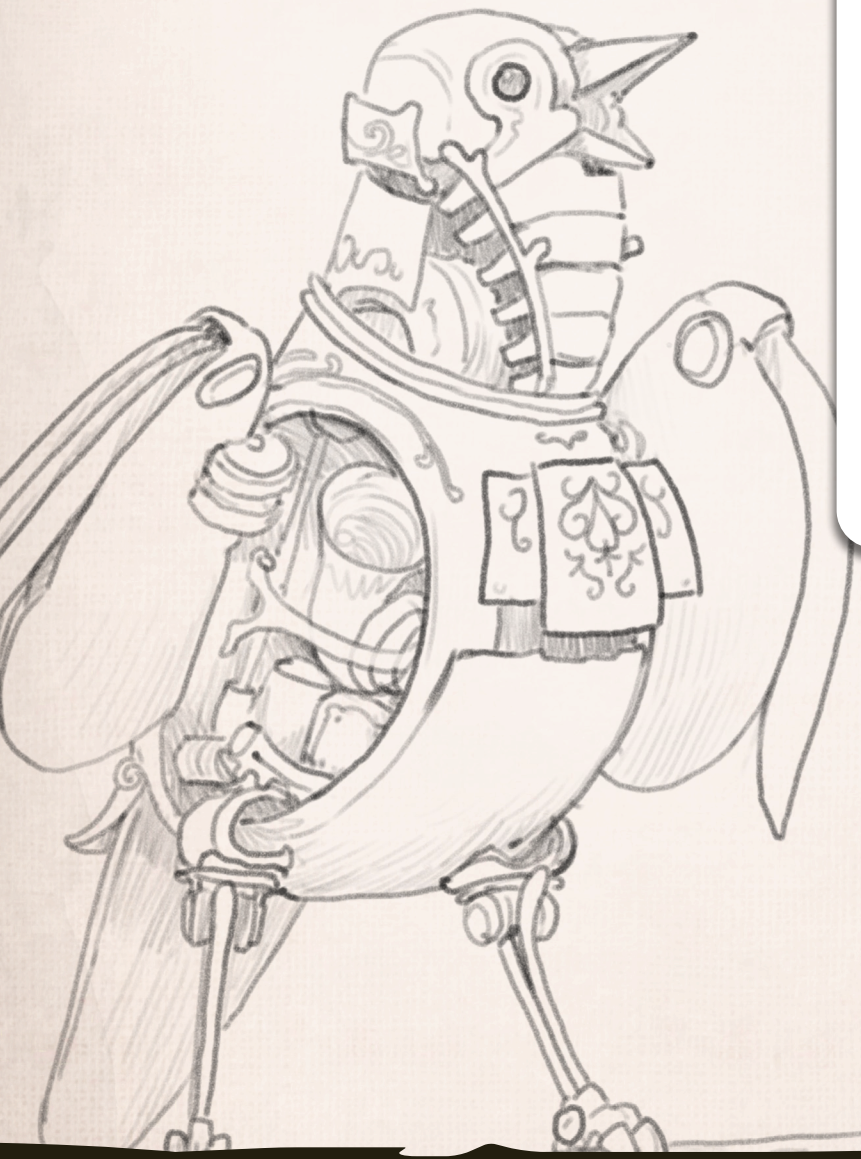
Move. Enguerrand moves up to half his speed.

Shove. One creature Enguerrand is grappling is pushed 10 feet away from him, in a direction of Enguerrand's choice. That creature must succeed on a DC 10 Strength or Dexterity check, or fall prone in the space it is pushed into. If the path the grappled creature is pushed into contains another creature, that creature must also make the ability check, or fall prone in its space.



MECHANARY

Where live canaries have been driven extinct or are otherwise unavailable, mechanaries are used to detect dangerous levels of gasses in mines so that miners are protected. The added benefit of the mechanary is that it detects and notifies workers or employers of dangerous conditions by singing a mechanical melody instead of falling over dead, allowing it to be used repeatedly and saving the effort of having to procure additional canaries as mining operations expand. Creators of significant skill have been able to augment mechanaries to allow them to detect not only elements in the environment, but also subtle diseases or afflictions of the body and even the mind. Such mechanaries are highly valuable and can sell for thousands of gold pieces to wealthy buyers who will pay any price to potentially extend their longevity.



Mechanary

Tiny Construct, Unaligned

Armor Class 12
Hit Points 15 (6d4)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

Skills Acrobatics +4
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 11
Languages —
Challenge ¼ (50 XP)
Proficiency +2

Flyby. The mechanary doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Song of Alarm. Whenever the mechanary detects poison, poisonous creatures, or a disease it sings a melody that is audible out to 300 feet.

ACTIONS

Multiattack. The mechanary makes two peck attacks.

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

Spellcasting. The mechanary casts *detect poison and disease,* requiring no spell components and using Wisdom as the spellcasting ability.

MEPHIT MATERIALIZER

Mephit materializers are specialized constructs built for the purposes of harvesting steam mephits, which are used to power certain magitech inventions, such as defense turrets or rail cars. Steam mephits can often be found near rifts between the elemental planes and the Material Plane, especially rifts to the Elemental Plane of Fire. While in proximity of an elemental rift, a mephit materializer uses a strong vacuum-like effect to suck up any nearby steam mephits into its glass storage chamber. A materializer that accumulates too many mephits at once or otherwise exceeds its expected storage capacity can quickly be driven to malfunction. A malfunctioning materializer stops obeying the commands of its creator and acts unpredictably, sending out indiscriminate blasts of scalding hot steam into the area around it.

Mephit Materializer

Large Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +2, Con +4
Skills Perception +3
Damage Resistances Fire
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages the languages of its creator
Challenge 4 (1,100 XP)
Proficiency +2

Vacuum. The mephit materializer's vacuum creates an area of suction in a 30-foot line that is 5 feet wide. At the start of each of its turns, the mephit materializer decides which way the line faces and whether the vaccum is active.

When a creature starts its turn in the line or enters the line for the first time on a turn, it must succeed on a DC 12 Strength saving throw, or be pulled into the closest unoccupied space in the line to the mephit materializer. If a Medium or larger creature enters a space adjacent to the mephit materializer, it is grappled (Escape DC 12). If the creature is Small or smaller, it is sucked into the vacuum's tank.

While in the tank, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tank, and it takes 10 (3d6) fire damage at the start of each of the mephit materializer's turns. The tank can be attacked and destroyed (AC 20; 30 hit points; immunity to poison and psychic damage; resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks). Destroying the tank causes it to explode, freeing all the creatures inside of it and sending scalding steam in a 15-foot radius around the mephit materializer. Each creature in that area (including the mephit materializer) must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Air Burst. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 5 (1d10) fire damage

Vacuum Burst (Recharge 5-6). The mephit materializer reverses the suction of its vacuum, releasing a burst of scalding steam in a 30-foot cone in front of it. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Scuttle. The mephit materializer moves up to half its speed in a straight line.



Strikebreaker

Large Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	12 (+1)

Skills Athletics +6, Intimidation +3
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Passive Perception 10
Languages the languages of its creator
Challenge 3 (700 XP)
Proficiency +2

Command Words. The strikebreaker knows two words when it uses the *command* spell. The following happens when a creature fails its saving throw for each word:

- *Work*. The creature uses its movement to walk in the direction of its place of work. If it is at its place of work, it uses its action to begin its job at its place of work. If the creature does not have a job, it finds a job within its walking range to do, such as cleaning up litter, or sweeping.
- *Break*. The creature stops what is is doing, including concentrating on spells, or spell-like effects and does nothing for its turn.

Spotlight of Revealing. The strikebreaker's holds a spotlight that casts bright light in a 30-foot cone and dim light for an additional 30 feet. At the start of each of its turns, the strikebreaker decides which way the cone faces and whether the cone is active. Invisible creatures and objects are visible as long as they are in the spotlight's bright light.

Actions

Multiattack. The strikebreaker makes three unarmed strike attacks.

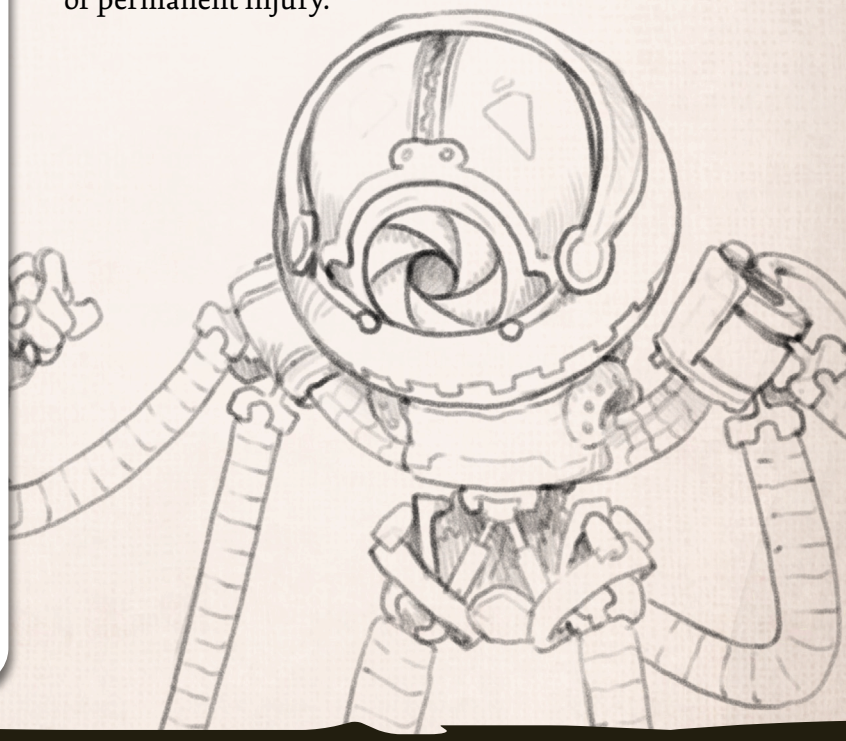
Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage

Spellcasting. The strikebreaker casts *command* (work or break), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 11).

Strikebreaker

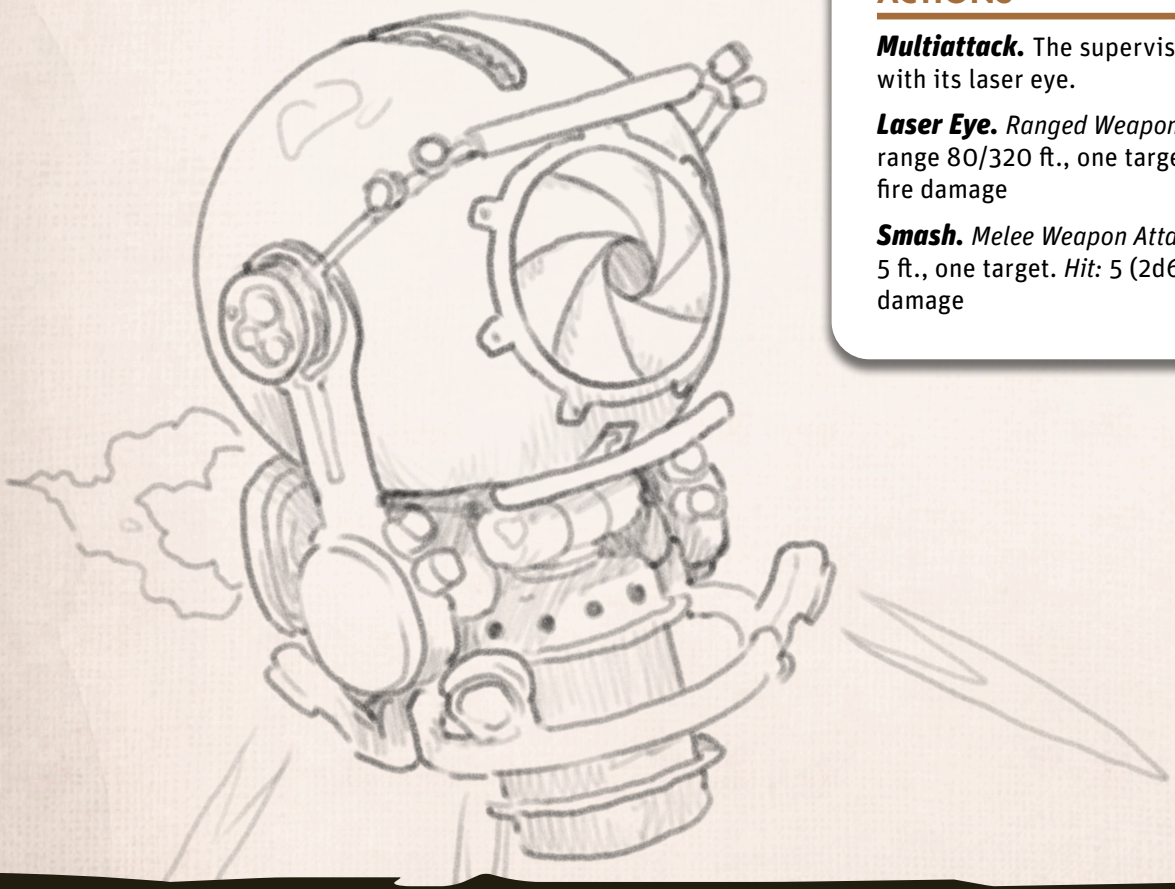
Strikebreakers are four-armed constructs built specifically for the purpose of overseeing workers and ensuring that production continues at maximum efficiency. Strikebreakers are enchanted with magic that allows them to issue orders to workers via the *command* spell, but are also designed to be physically capable to help them deliver compliance through force, if necessary. Such force is usually only required in the cases of large-scale labor strikes, from which the construct's name derives. A single strikebreaker is capable enough of keeping up to a hundred common workers in line without being overpowered and allows employers or slavers to maintain cheaper and more uncomfortable working conditions, for the strikebreakers are well-suited to crush any potential rebellion. Strikebreakers possess no will of their own and follow the orders of their creator or designated handler, though they have the intelligence to interpret complex, potentially ambiguous commands and make simple decisions on their own behalf that adhere to their instructions.

NO KILL RULE. All strikebreakers are prohibited from killing the workers that they oversee unless absolutely necessary, for a dead worker creates no profit for their employer. The constructs are perfectly suited to dealing exactly enough damage to incapacitate their targets while causing a minimal amount of long-term or permanent injury.



SUPERVISOR

Supervisors are flying constructs that resemble a single mechanical eye approximately the size of a watermelon. As their name implies, supervisors are constructed to oversee people, places, or things on behalf of their creator or designated master. While a supervisor surveys an area, it is constantly "remembering" what it has seen by storing a history of its of sensory experiences within a central crystal inside of itself known as a "remembrance rock." A supervisor can then magically transmit a specific memory or sensory experience stored in its remembrance rock to its creator or master as long as they are on the same plane of existence as the supervisor. Such tansmissions appear immediately in the mind of the creator and last for as long as until they are forgotten, though the magic of the remembrance rock limits transitions to memories that are 15 seconds in length or less. Remembrance rocks are often crafted using pure diamonds as a core component, making a supervisor extraordinarily expensive construct to create. The laser eye beam of a supervisor allows it to protect itself from those who wish to hide from its prying eye or harvest it for its valuable components.



SUPERVISOR

Medium Construct, Any Alignment

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)	7 (-2)

Skills Perception +7
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 17
Languages the languages of its creator
Challenge 2 (450 XP)
Proficiency +2

Flinching Eye. The supervisor has disadvantage on saving throws against being blinded.

Keen Sight. The supervisor has advantage on Wisdom (Perception) checks that rely on sight.

Zoom. In conditions of clear visibility, the supervisor can make out details of even extremely distant creatures and objects as small as 2 feet across.

ACTIONS

Multiattack. The supervisor makes two attacks with its laser eye.

Laser Eye. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10 + 4) fire damage

Smash. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 5 (2d6 - 2) bludgeoning damage

TUNNEL BORER

Tunnel borers are massive constructs designed for the purpose suggested by their name. Tunnel borers have a single large drill for a body supported by two legs and two arms for repositioning and clearing of smaller blockages or debris as necessary. A single tunnel borer can dig a twenty-foot-by-twenty foot tunnel through a hundred feet of solid stone in less than a minute. Though originally created to support mining or other excavation operations, tunnel borers have been used in battle as effective siege weapons to quickly shatter through enemy defensive positions or burrow under and through them. Tunnel borers have no will of their own and can only follow a limited set of instructions as determined by their creator.

UNCONTROLLED EXCAVATION. A tunnel borer that is pushed beyond the limits of its capabilities runs the risk of overheating and temporarily abandoning its instructions. An overheating tunnel borer may run uncontrollably and engage in instinctual defensive measures, potentially causing massive damages and loss of life in their area.

Tunnel Borer

Huge Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Saving Throws Str +7, Con +8
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 120 ft., Tremorsense 60 ft., Passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)
Proficiency +3

Tunneler. The tunnel borer can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The tunnel borer makes three attack: two with its claws and one with its drill.

Drill. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage

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

BONUS ACTIONS

Overdrive (Recharges after a Short or Long Rest). The tunnel borer pushes its drill motor to the extreme for 1 minute, until it ends it as a bonus action, or falls under the effects of the *slow* spell. While the tunnel borer is in overdrive, it gains one extra legendary action at the start of each of its turn (maximum of 4), all of its movement speed is increased by 10 feet, and it has advantage on attack rolls made with its drill. When overdrive ends, the tunnel borer gains two levels of exhaustion.

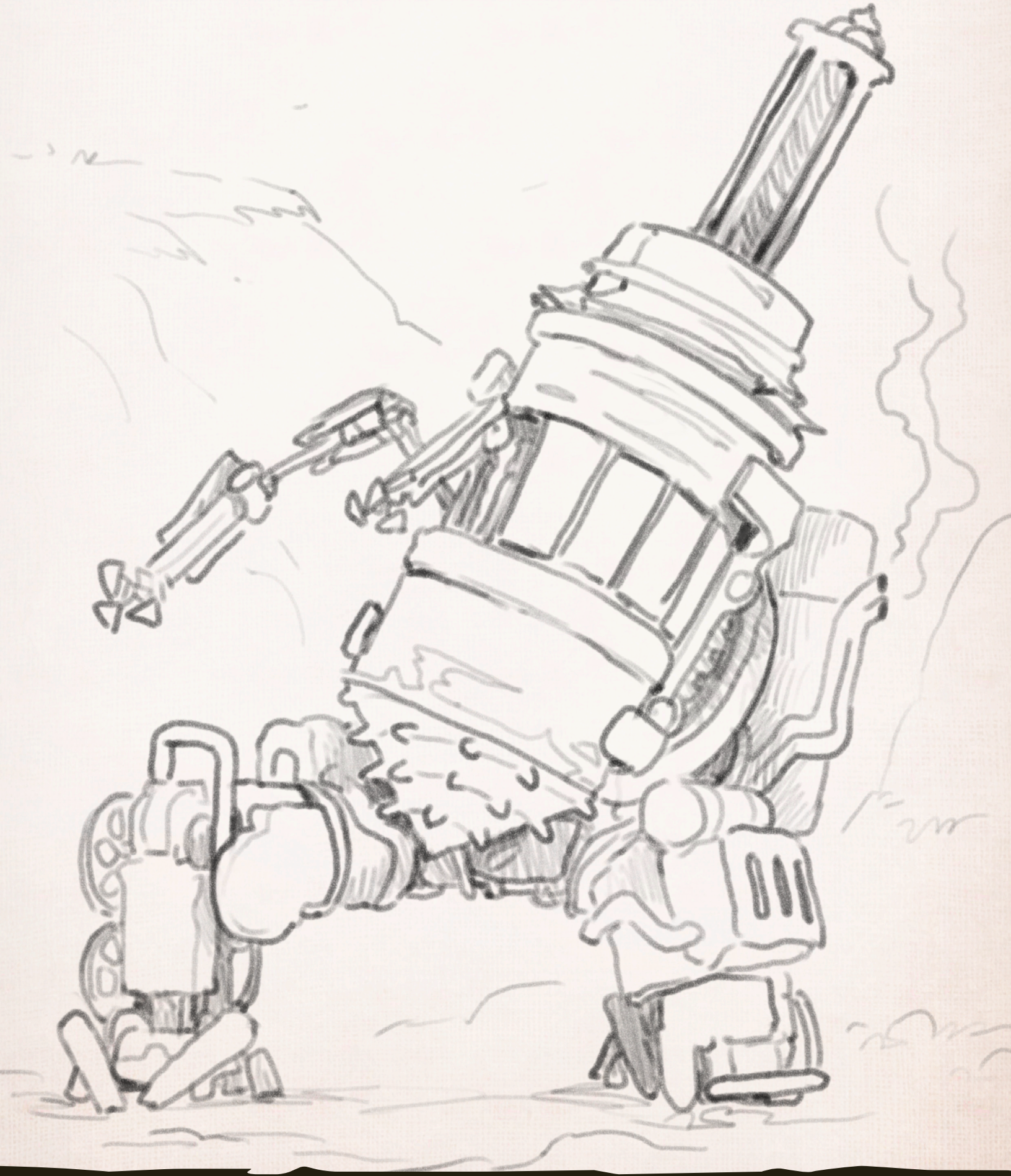
LEGENDARY ACTIONS

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

Detect. The tunnel borer makes a Wisdom (Perception) check.

Push. The tunnel borer attempts to shove one creature within 5 feet of it that is no more than one size larger than it. That creature must make a contested skill check using its Strength (Athletics) or Dexterity (Acrobatics) against the tunnel borer's Strength (Athletics) check. On a failed check, the creature is pushed 10 feet away from the tunnel borer.

Quake (Costs 2 Actions). The tunnel borer slams its drill into the ground, causing tremors in a 15-foot radius around it. Each creature in that area must succeed on a DC 15 Strength or Dexterity saving throw, or be knocked prone.



ESHES

THE MINSTREL OF BLEAK FANCY

NAME: Eshes, the Minstrel of Bleak Fancy

GOAL: Eshes wants to cause pain and distress to villages wherever he can as part of his twisted revenge plot against any who share a likeness with those who wronged him.

BOND: Eshes is forever caught between the Material Plane and the Plane of Shadow because of his murder within a shadow crossing. He travels back and forth between the planes, unable to rest.

FLAW: Eshes is sentimental about his past life, and likes to let his guard down and spend time alone, lingering in areas that remind him of his home.



BACKGROUND

Parents tell their children about Eshes, the Minstrel of Bleak Fancy. As the tale goes, Eshes was a rat catcher, who lured the rates with his magical pipe. Eshes would lead them all the way into the river and leave them to drown. On one occasion, though, in a settlement known as Hollytook, the village alderman refused to pay Eshes the price that was promised. Furthermore, the alderman accused Eshes of bringing the rats to the village himself so that he could extort the villagers. Eshes, furious, appealed publicly to the folk of the village. The well-loved alderman, however, accused Eshes of slanderous lies, and was able to turn public opinion against the minstrel so strongly that the villagers formed a violent mob intent on murdering him for his perceived crimes. On the night of the full moon, the mob chased Eshes out of the village and into the surrounding wood, where they eventually beat him to death in the ruined remains of an abandoned watch tower. The minstrel was no more...or so they thought.

Unbeknownst to Eshes or the mob, the night of the full moon had turned the abandoned tower into a crossing with the Plane of Shadow. Eshes was left dead in the gloom, while the anger of his spirit and the dark energies of the bordering plane were enough to reanimate him as a violent force intent on exacting his revenge. Eshes took this revenge upon the people and alderman of Hollytook, but when he returned to the Plane of Shadow, the minstrel remained unsatiated and full of fury. It is said that he sometimes leaves the Plane of Shadow and visits other villages on the Material Plane, playing his magical pipes to lure children to their deaths, so that all who resemble those who wronged him might suffer as he did. The story is meant to confer two moral lessons — the first being that one should always pay their debts, for the consequences of not doing so will eventually catch up to you. The second lesson is that children should be wary of talking to outsiders, who cannot be trusted and may have nefarious intentions. And though most adults don't believe it, the story is also true. Eshes makes visits to the Material Plane and spreads his influence slowly from village to village, inflicting a steadily rising level of fear that reaches terrifying heights.

ALLIES AND ASSOCIATES

D6	CREATURE(S)
1	The **greybairns** created by Eshes
2	The **moodsworn** who feast on ambient fear
3	The **angst warblers** that foreshadow the minstrel's arrival
4	Wenner the **grievian**
5	The **sullspera swarms** afflicting the villages
6	The **elder glooms** that follow Eshes through shadow crossings

THE GREYBAIRNS

Where Eshes goes, **greybairns** are sure to follow. Some of these greybairns followed Eshes from the Plane of Shadow, but others are the more recent, unfortunate victims that have been lured away from their families on the Material Plane and into the minstrel's clutches. They wander in Eshes's footsteps, hoping to take comfort in the haunting melodies of his pipe and inflicting fear into those who cross their path.

THE SULLSPERA SWARMS

Sullspera swarms follow Eshes into the Material Plane and wreak misery upon any settlements they reach. Much of the reason why Eshes is able to persist in an area for as long as he does is because of the sullspera swarms — any who might have been able to muster the courage to confront the minstrel are likely to be afflicted by the malaise carried by the extraplanar insects.

THE ANGST WARBLERS

Several **angst warblers** have filtered through the shadow crossings created by Eshes, to the bewilderment of villagers on the Material Plane, who have never seen or heard such birds before. In most cases, the birds fly ahead of Eshes, coincidentally foreshadowing his arrival to any who hear their song. Hunters have noticed the angst warblers for their colorful breasts and have occasionally captured them as prizes, but the birds are almost always released due to the unpleasant feelings they cause when they sing.

WENNER THE GRIEVIAN

A **grievian** named Wenner lurks under an old stone bridge, where a shadow crossing was created by Eshes. Wenner attempts to approach any who cross the bridge in the hope of conversation and temporary companionship, but those who learn of his presence make plans to avoid the bridge altogether. Wenner is familiar with Eshes the minstrel, as the two have had multiple conversations over the past years. He would be willing to share what he knows about Eshes to party members who could offer him companionship in return.

THE MOODSWORN

Moodsworn can survive for years after just a single feeding, a necessity because of how rare emotional phenomena are on the Plane of Shadow. If given the opportunity, though, moodsworn will feed as frequently as prey is available. The crossings created by Eshes have resulted in numerous moodsworm descending upon local settlements to gorge themselves on the abundant fear in the area.



THE ELDER GLOOMS

A shadow crossing is a place where the Material Plane and the Plane of Shadow intersect. Shadow crossings may exist temporarily, such as during the night of the full moon, or on a permanent basis. A dark abandoned tower, like the one Eshes was killed in, may serve as a shadow crossing. Characters enter from the Material Plane, but exit the tower in the Plane of Shadow. An old cemetery or a single open grave might serve as another. Eshes is able to create shadow crossings at will by playing his pipe at any location he lingers at. These shadow crossings allow for the movement of **elder glooms** into the Material Plane, where they can find many victims.



QUESTS

D6	QUEST
1	A mother is looking for help in finding her lost child, who wandered through a shadow crossing created by Eshes and into the Plane of Shadow. The party will have to locate and return with her to the Material Plane.
2	An entire village has been afflicted with a terrible malaise. The party must investigate the mystery to discover that a sullspera infestation is responsible.
3	A household is being haunted by a spirit and asks the party for help. The spirit is a greybairn, whose family lived in the house many years ago. The party must destroy it or put it to rest.
4	The party must learn of and consult Wenner the grievian to learn about Eshes's story and how the minstrel might be defeated.
5	The party must determine how to close several shadow crossings so that entities following Eshes's music stop arriving on the Material Plane.
6	The party must track down and chase after Eshes so that they can finally destroy him. Eshes plays cat and mouse with the party, fleeing into the Plane of Shadow when he realizes that they are pursuing him and then using the plane to his advantage to strike back.

DURING COMBAT

Eshes would prefer to engage the party only in the Plane of Shadow. In battle, Eshes uses his Cacophony ability as often as he can, and otherwise uses his Multiattack on targets with lower HP amounts if possible. Ideally, Eshes will be involved in multiple combats with the characters before he is finally slain — he uses his Auditory Chains and Nimble Escape abilities to disengage from combat, flee from the party, and regather himself for another confrontation. Eshes is likely to be accompanied by **elder glooms** or similar creatures that aid him in battle against the party.



ANGST WARBLER

Angst warblers are small birds native to the Plane of Shadow with breasts that give off an eerie turquoise glow, making them one of the only sources of color within the otherwise grey and gloomy plane. Though their appearance can be alluring, their song is repellant. Creatures who hear it are afflicted with an intense, inexplicable anxiety, despite the fact that it sounds pleasing to the ear. This anxiety lasts for as long as the creature can hear the warbler sing. It has been suggested that the song of the warbler signals an impending catastrophe, but in fact, any forthcoming events are purely coincidental, for the warblers sing only to attract potential mates.



Angst Warbler

Tiny Beast, Unaligned

Armor Class 13
Hit Points 18 (4d4 + 8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	10 (+0)

Skills Performance +2
Senses Darkvision 60 ft., Passive Perception 12
Languages —
Challenge ½ (100 XP)
Proficiency +2

Keen Sight and Smell. The warbler has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

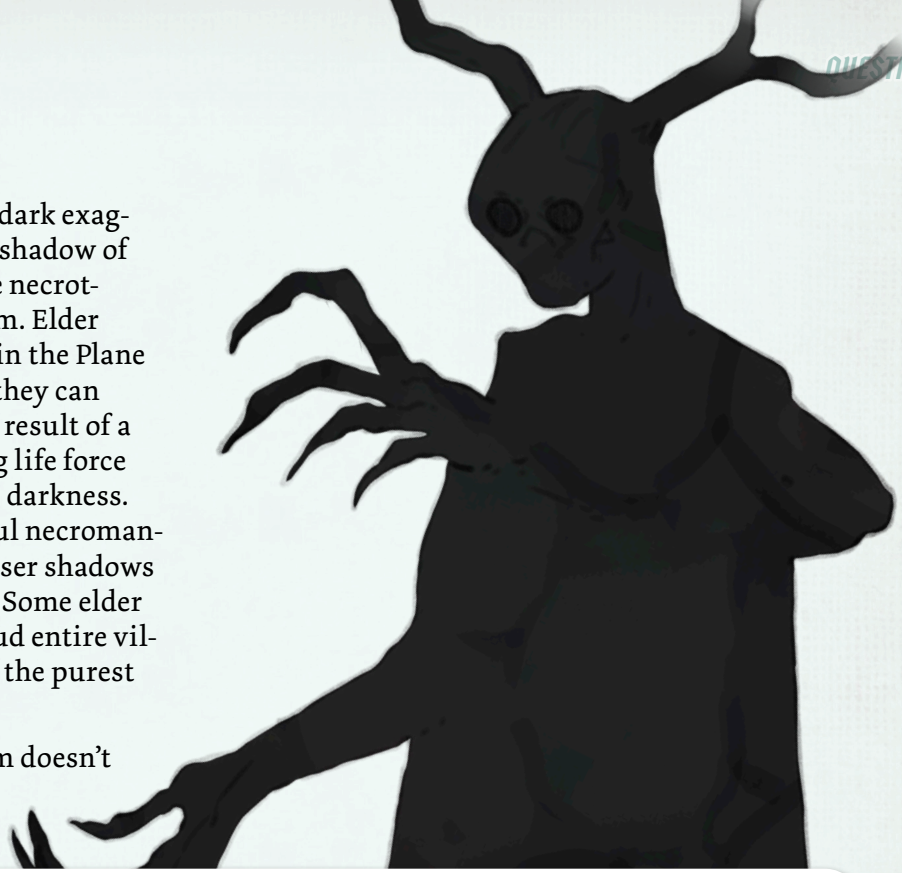
Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage

Song of Angst. The warbler sings a melody. Each creature of the warbler's choice within 30 feet of it that hears its melody must succeed on a DC 10 Wisdom saving throw or suffer from feelings of fear, dread, and uneasiness for 24 hours. While suffering from these feelings, the creature has disadvantage on attack rolls, ability checks, and Wisdom saving throws. Every hour that elapses, the target must repeat the saving throw, gaining one level of exhaustion if the creature fails the save by 5 or more. On a successful save, the effect ends and the feelings of fear, dread, and uneasiness vanish.

ELDER GLOOM

Shadows are undead that resemble dark exaggerations of humanoid shadows. A shadow of great potency that carries immense necrotic energy is known as an elder gloom. Elder glooms are found most commonly in the Plane of Shadow, which is the only place they can originate naturally, typically as the result of a good-aligned creature with a strong life force suffering a terrible end alone in the darkness. They can also be created by powerful necromancers who bind together multiple lesser shadows into elder glooms of greater power. Some elder glooms are large enough to enshroud entire villages in darkness as they search for the purest souls on which to feed.

UNDEAD NATURE. An elder gloom doesn't require air, food, drink, or sleep.



ELDER GLOOM

Medium Undead, Chaotic Evil

Armor Class 15
Hit Points 45 (6d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +6
Damage Vulnerabilities Radiant
Damage Resistances Acid; Cold; Fire; Lightning; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 11
Languages —
Challenge 3 (700 XP)
Proficiency +2

Amorphous. The elder gloom can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the elder gloom has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The elder gloom makes two Strength Drain attacks.

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the elder gloom can takes Hide action. Its stealth bonus is also improved to +8.

Eshes, the Minstrel of Bleak Fancy

Medium Undead, Chaotic Evil

Armor Class 15 (leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +7, Cha +8
Skills Deception +8, Perception +4, Performance +8
Senses Darkvision 60 ft., Passive Perception 14
Languages Common
Challenge 6 (2,300 XP)
Proficiency +3

Shadow Cloak of Elvenkind. While Eshes wears this cloak in dim light or darkness with his hood up, Wisdom (Perception) checks made to see him have disadvantage, and he has advantage on Dexterity (Stealth) checks made to hide. Pulling the hood up or down requires an action.

Actions

Multiattack. Eshes makes two Shortsword attacks. It can replace one attack with a use of Spellcasting.

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

Pipes of Haunting. Eshes creates an eerie, spellbinding tune. Each creature of Eshes's choice within 30 feet of him that hears him play must succeed on a DC 16 Wisdom saving throw or become frightened of him for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effect of these pipes for 24 hours.

Pipes of Charming. Eshes creates a soothing, spellbinding tune. Each creature of Eshes's choice within 30 feet of him that hears him play must succeed on a DC 16 Wisdom saving throw or become charmed by him for 1 minute. If the creature charmed by him is a humanoid and under the age of 10, it is instead charmed by him for 1 hour. While charmed, the creature is incapacitated and must use its movement to move towards or follow Eshes. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effect of these pipes for 24 hours.

Spellcasting. Eshes casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

- At will: *message, vicious mockery*
- 2/day each: *bane, charm person, cure wounds, hideous laughter, long strider*
- 1/day each: *hypnotic pattern, nondetection*

Cacophony (Recharge 4–6). Each creature in a 15-foot cube originating from Eshes must make a DC 16 Constitution saving throw. On a failed save, a creature takes 21 (6d6) thunder damage and is pushed up to 10 feet away from Eshes. On a successful save, a creature takes half as much damage and isn't pushed.

Auditory Chains (Recharges after a Short or Long Rest). Eshes creates a high-pitched spellbinding tune. Each creature of Eshes's choice within 30 feet of him that hears him play must succeed on a DC 16 Wisdom saving throw or become subjected to an illusion of their limbs being bound, preventing them from being able to move for 1 minute or until someone uses an action to shake or slap the creature trapped in the illusion out of it. While in the illusion, the target is restrained and has morbid visions, taking 7 (2d6) psychic damage at the start of each of its turns.

Bonus Actions

Nimble Escape. The Eshes takes the Disengage or Hide action.



GREYBAIRNS

Greybairns are the spirits of perished children that have been touched by the Plane of Shadow, and therefore remain there in death. They may have wandered through a shadow crossing in an abandoned tower during the full moon and gotten permanently lost, or they may have been lured to their deaths on the Material Plane by foul spirits native to the Plane of Shadow. Though they are spirits, Greybairns appear corporeal, with grey skin and eyes of deep, swirling black pools. Greybairns carry no inherent evil in their hearts and they have no wish to inflict suffering upon the living — at least not intentionally. They are, however, afflicted with a terrible loneliness that propels them to seek comfort in the presence of the living. Because of their innocent nature, greybairns can be easily manipulated by evil forces who promise them belonging in exchange for their service.

REST AT LAST. It is said that a greybairn can be laid permanently to rest if a living creature engages it in a genuine act of caring love. Inviting it to share a meal, gifting it a thoughtful toy, or engaging it in play are all supposed methods. In practicality, few can overcome their fear of the spirits in order to demonstrate an act of authentic genuinity.

UNDEAD NATURE. A greybairn doesn't require air, food, drink, or sleep.

GREYBAIRN

Small Undead, Chaotic Evil

Armor Class 11
Hit Points 21 (6d6)
Speed 0 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +2
Damage Resistances Acid; Fire; Lightning; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 10
Languages any languages it knew in life
Challenge 1 (200 XP)
Proficiency +2

Ethereal Sight. The greybairn can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The greybairn can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mimicry. The greybairn can mimic the sounds of a sad child or baby, including voices in any language. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage, and the greybairn latches onto the target. When two or more greybairn are latched onto a creature, its movement speed is halved. When three or more are, the creature has disadvantage on attack rolls.

The greybairn can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to make a DC 9 Strength check, removing the greybairn on a successful check.

Etherealness. The greybairn enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target the greybairn is latched onto. *Hit:* 4 (1d6 + 1) piercing damage

Shadow Stealth. While in dim light or darkness, the greybairn takes the Hide action.

Shadow Stride. The greybairn steps into a shadow within 5 feet of it and magically appear in an unoccupied space within 5 feet of a second shadow that is up to 60 feet away. Both shadows must be cast by a Small or larger creature or object.





Grievians

A halfling that becomes lost and dies in the Plane of Shadow turns into a grievian, doomed to suffer a grey and emotionless existence. The form of a grevian twists over time the longer they spend in the plane; the oldest grievians look the least like their former selves. Their heads grow bulbous and disproportionate, their bodies become emaciated, their skin turns mottled and grey, and their nails extend into gnarled claws. Grievians linger at shadow crossings between the Plane of Shadow and the Material Plane, hoping to come into contact with the living, halflings especially, so that they might once again experience something resembling joy, even if only by proximity. Such experiences are impossible for the grievians, however, not only because they are no longer capable of such feelings, but also because even if they were, their mere presence drains the life force from any living creatures nearby. While a grevian may initially attempt conversation with the living, they quickly grow frustrated and attack when their efforts are not reciprocated.

UNDEAD NATURE. A grievian doesn't require air, food, drink, or sleep.

Grievian

Small Monstrosity, Neutral Evil

Armor Class 13
Hit Points 36 (8d6 + 8)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +5
Damage Resistances Poison
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Halfling
Challenge 2 (450 XP)
Proficiency +2

Ambusher. In the first round of a combat, the grievian has advantage on attack rolls against any creature it surprised.

Grievian Nimbleness. The grievian can move through the space of creatures that is of a size larger than them.

Grievian Resilience. The grievian has advantage on saving throws against poison.

Impetuous. The grievian has advantage on saving throws against being frightened.

Sunlight Sensitivity. While in sunlight, the grievian has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The grievian makes two Claw attacks and one Headbutt attack, and it can use its Frightful Presence.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage

Headbutt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage

Frightful Presence. Each creature of the grievian's choice that is within 30 feet of the grievian and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the grievian's Frightful Presence for the next 24 hours.

Moodsworn

When a living creature, especially a humanoid, experiences any sort of intense emotion such as fury, grief, or joy, residual energy is released into the environment to disperse. Moodsworn are creatures from the Plane of Shadow that feed on this residual energy, particularly fear. They can shift from corporeal to ethereal form at will, allowing them to phase through walls or other barriers to reach food sources. Because strong emotions are so uncommon on the Plane of Shadow, moodsworn do almost all of their hunting on the Material Plane. Moodsworn rarely kill, only doing so in self defence. Instead, they might return to feed on a single victim multiple times, until the victim has been wrung so thoroughly of fear that they can no longer feel any emotion at all.



Moodsworn

Medium Aberration, Neutral Evil

Armor Class 12
Hit Points 55 (10d8 + 10)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	14 (+2)	5 (-3)

Damage Resistances Necrotic
Senses Darkvision 60 ft., Passive Perception 12
Languages —
Challenge 2 (450 XP)
Proficiency +2

Ethereal Sight. The moodsworn can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Sunlight Weakness. While in bright light created by sunlight, the moodsworn has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The moodsworn can use its Evil Gaze and makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) psychic damage. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and the moodsworn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The moodsworn enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Evil Gaze. The moodsworn targets one creature it can see within 30 feet of it. If the target can see the moodsworn, the target must succeed on a DC 12 Constitution saving throw against this magic or take 21 (6d6) necrotic damage and then be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this moodsworn's gaze for 1 hour.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the moodsworn uses the Hide action.

SULLSPERA SWARM

A sullspera is a small, mosquito-like insect native to the Plane of Shadow. Like mosquitos, sullsperas sustain themselves on the blood of other living creatures. While mosquitos might carry bloodborne pathogens that cause disease, sullsperas can instead transmit maladies of the mind such as depression and malaise when they feed on living creatures. Sullsperas can be found wherever other creatures are likely to gather, such as watering holes and settlements. A settlement afflicted with a sullspera infestation faces disaster, as the emotional necrosis carried by the insects can render all of its occupants virtually inert with depression, leading to a slow, collective death as none are fit enough to harvest crops or even prepare food for themselves.



Sullspera Swarm

Small Swarm of Tiny Beasts, Unaligned

Armor Class 12
Hit Points 38 (7d6 + 14)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	6 (-2)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 1 (200 XP)
Proficiency +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d4 + 2) piercing damage plus 3 (1d6) necrotic damage, or 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) necrotic damage if the swarm has half of its hit points or fewer. If the target is a creature, and not already infected with this disease, it must succeed on a DC 12 Wisdom saving throw or become infected with a disease. On a successful save, the target is immune to this disease for 24 hours. Until the disease is cured, the target must succeed on a DC 12 Wisdom saving throw each day at dawn. On a failed save, the target gains one level of exhaustion.

FLAITHREACH
THE CINDERBRINGER

NAME: Flaithreach the Cinderbringer

GOAL: Flaithreach wants to burn down the Iroborg Wood to allow it to renew and to save it from being permanently destroyed by an emergent pathogen.

BOND: Fragments of Flaithreach's spirit have been planted in four treants within the forest. As long as one of these treants remains alive, Flaithreach cannot be destroyed.

FLAW: Flaithreach mistakenly believes that humanoid races carry an emergent natural pathogen that causes forest dieback. He is intent on destroying them.



BACKGROUND

The druid Flaithreach has watched over the Iroborg Wood for decades, just as his father did before him and his father's father before that. For most of Flaithreach's tenure, just as it was during the tenure of his ancestors, the forest was a thriving ecosystem, healthy and prosperous. The Iroborg was able to support the hunting, gathering, and occasional logging activities of several settlements on its outskirts, with which Flaithreach and the forest existed alongside in harmony. In recent years, however, as Flaithreach had grown old, a blight began to afflict the forest, its arrival coinciding with the discovery of a silver mine in the surrounding area. Discovery of the mine subsequently resulted in the establishment of new villages as well as the expedited growth of existing ones along the outskirts of the forest. Suddenly, swathes of trees were shedding their bark and dying off at a rapid pace, the blight seemingly spreading from one patch of the forest to another. When it would finally abate in one area, a different section of the wood would soon also become afflicted and begin to die.

Distraught, Flaithreach set about to understand the cause of the diebacks. Through his investigations, he correctly concluded that a disease — a pathogen — was being carried through the forest, killing the trees in its path. Flaithreach incorrectly concluded however that the pathogen was carried by the humanoid peoples settling near the forest in increasing number. He communed with the spirits and prayed to the gods while he looked desperately for a cure. One day, while exploring an underground cave in search of a potential fungal remedy, Flaithreach stumbled upon a vortex to the Elemental Plane of Fire. Knowing that he could not let himself be the one to fail to protect the Iroborg, he took the vortex as a sign and the answer to his prayers. He reached into the vortex and called out to Igzus, god of elemental fire, to grant him the power to cleanse the Iroborg Wood with elemental flame so that it may eventually renew itself, free of disease. Igzus answered Flaithreach's call, swallowing the druid in a pillar of fire, in one moment killing him instantly and subsequently reviving him as an elemental agent, binding the druid's spirit to the Plane of Fire in return for a fraction of his divine power.

Flaithreach knows he must begin by burning down the Iroborg Wood acre by acre so that it can be renewed. He believes the humanoid races that carry its pathogen must be extinguished, or at least driven away from the forest. Once the Iroborg Wood has been laid ashen, he will set his sights on other forests threatened by humanoid presence. But Flaithreach, in his fear of failing the Iroborg and his ancestors, has come to his conclusion too hastily. The pathogen causing forest diebacks has nothing to do with the humanoid settlers. It can be addressed through other means. Its timing was purely coincidental. Flaithreach, however, has made up his mind. Everything must burn so that it can be saved.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The **immolated apparitions** created by Flaithreach's burnings
2	The **smoldering treants** that hold fragments of Flaithreach's spirit
3	The **awakened wicker man** that haunts the local villages
4	The **animental fire wolves** summoned by Flaithreach
5	The **severed dryads** resulting from Flaithreach's fires
6	Fhyrolbrynn the **lighted leshen**

THE IMMOLATED APPARITIONS

Flaithreach's fires have claimed the lives of innocents. Many of those who have perished in the fires remain bound to the Material Plane as furious **immolated apparitions** unable to meaningfully direct their rage. At first, it was just the odd hunter or traveller who was unfortunate enough to get caught in a blaze. But Flaithreach has started to attack the villages, and now there are multiple sites where dozens of apparitions roam through smoking and blackened ruins. These apparitions attack any in their path.

THE SMOLDERING TREANTS

Flaithreach recognized that his campaign to burn the Iroborg Wood and cleanse its surrounding settlements would provoke opposition. After Flaithreach was made undead and bound to the Elemental Plane of Fire by the god Igzus, the druid knew he must take further precautionary steps to save himself from destruction before his quest was finished. He infused a portion of his own spirit into four separate treants, turning them into smoldering treants bound to his will and ensuring that for as long as at least a single treant remained alive, Flaithreach could reform himself if he was destroyed using the spirit fragment stored within. The treants did not submit to these rituals willingly, but were subdued by the druid and now serve as extensions of Flaithreach's body and mind.



THE AWAKENED WICKER MAN

Ignorant of the reason for the fires, a local village built and offered a wicker man to the forest spirits in the hopes of quelling the flames. Flaithreach, however, had his eye on the village and had other plans for the ritual. Using his own magic, he corrupted the ritual site before the gathering took place. As soon as the wicker man was alighted by the village, it was bound to Flaithreach's will. It immediately became animated, attacking onlookers before disappearing into the forest. Flaithreach uses the wicker man to strike fear into the heart of the villagers, sometimes sending it to burn down a single building each night to intimidate the villagers into fleeing. Any who remain will eventually be incinerated.



THE ANIMENTAL FIRE WOLVES

An animental normally must be birthed on an elemental plane, but Flaithreach's fires on the Material Plane are infused with sufficient elemental power to spawn animentals on their own. Flaithreach has a particular affinity for wolves, and so each wolf that perishes in his fires he ensures is reborn as an **animental fire wolf**. Because the druid can speak with the wolves, they serve as Flaithreach's eyes and ears throughout the Iroborg Wood and also help him survey its surrounding villages.

THE SEVERED DRYADS

Several dryads call the Iroborg Wood their home. Flaithreach's burnings have already turned some of these dryads into **severed dryads** without their bonded trees. Though Flaithreach has been able to convince a few of these severed dryads to join his cause, most of them are too anguished at the loss of their trees to entertain any notion of the "greater good." These dryads would take any opportunity to strike back at Flaithreach and exact their revenge for his destruction. A severed dryad known as Plephione hopes to rally the other severed dryads of the wood in unified opposition against the druid.

FHYROLBRYNN THE LIGHTED LESHEN

A leshen named Fhyrolbrynn has guarded the Iroborg Wood for centuries alongside Flaithreach and his forebears. Before Flaithreach began his burnings, he recognized that he would have to convince the ancient spirit of their necessity, for the leshen could be too powerful an enemy if not aligned with the druid. Luckily for Flaithreach, his shared history with Fhyrolbrynn allowed him to bring the leshen to his side when he explained that the humanoid races were responsible for the pathogen's spread and that the burnings must be carried out to kill the disease. The druid bestowed Fhyrolbrynn with a portion of his elemental power, causing Fhyrolbrynn to become a **lighted leshen.**



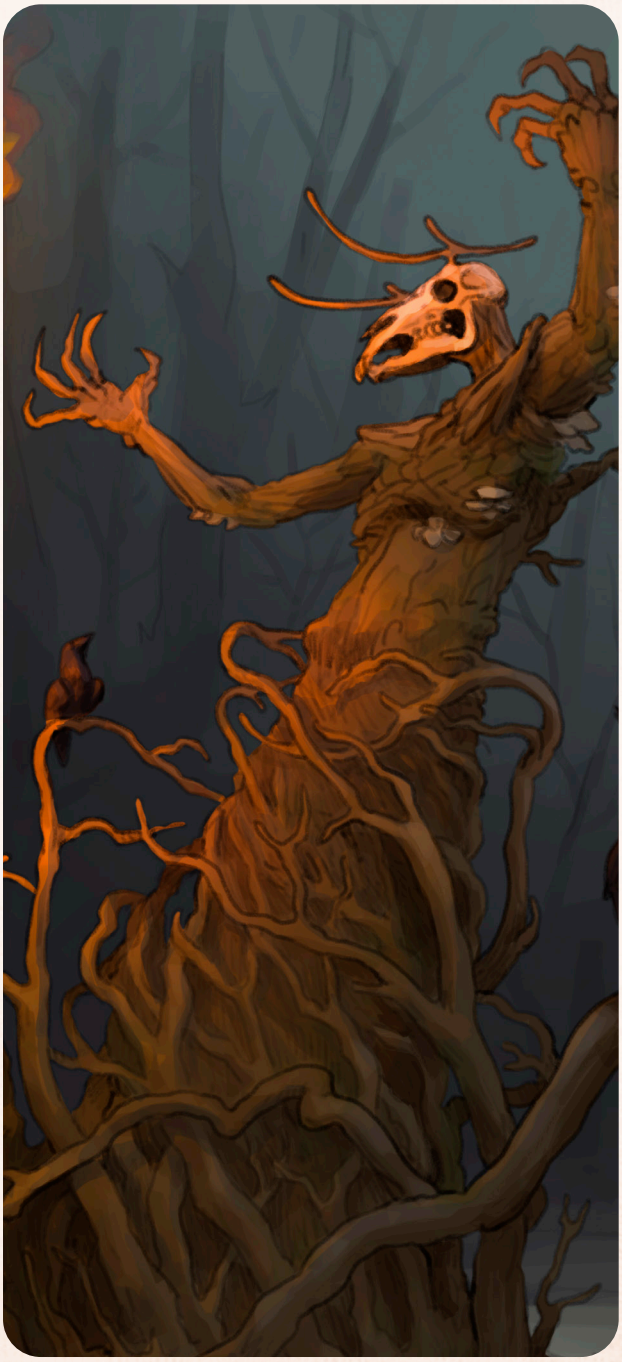
QUESTS

D6	QUEST
1	A villager asks the party to track down her husband who went missing during a hunting trip. The party must investigate the forest to find his charred corpse and his spirit, which has become an immolated apparition, amongst a burned area of the wood.
2	Fliathreach's awakened wicker man has been carving a war-path of burned villages across the countryside bordering the Iroborg Wood. The party must catch up to the wicker man and destroy it.
3	The party must conduct a ritual to draw out Fhyrolbrynn and either convince the leshen of Flaithreach's foolishness or destroy the ancient spirit so that it will not stand in their way.
4	The party must slay each of the four smoldering treants that hold fragments of Flaithreach's spirit so that the druid can be permanently defeated.
5	The party must collaborate with dryads, fairies, and other cooperators to gather ingredients for a cure that will save the Iroborg Wood from the pathogen affecting it.
6	The party must approach Flaithreach in his lair, and if they cannot convince him of an alternative cure for the forest pathogen, slay him to put an end to his burnings.

DURING COMBAT

Flaithreach is not afraid of direct confrontation with the party; he is willing to do whatever he feels he must to ensure that the burnings are carried out. The druid does, however, have eyes and ears throughout the Iroborg Wood as well as in its surrounding settlements in the form of his animental fire wolves as well as other smaller creatures such as squirrels and rabbits to whom he can speak. He uses these resources to gather intelligence and prepare himself for any who might oppose him.

If possible before combat, Flaithreach prepares himself by casting *antilife shell*. Flaithreach can deal the most possible damage over three rounds by using his first action to cast *firestorm*, then actions during the second and third rounds to cast *blight*. He can use two legendary actions during each round to cast *insect plague*, *firewall*, and *produce flame* once each. He uses his remaining legendary action each round to use his tree stride ability as necessary to avoid damage or move himself closer to vulnerable targets.



ANIMENTAL FIRE WOLF

Animentals are a type of elemental creature that resemble animals or monsters from the Material Plane. When an animal or monster dies on the Material Plane in proximity to an elemental rift, fragments of its spirit can be pulled through the rift and into its corresponding elemental plane, where they coalesce with planar energies to birth a new elemental that takes the form of the original animal but with the composition of the plane's element. Animentals maintain the bestial consciousness they possessed in their past lives, though they are freed from their drives for food and instead roam the elemental planes in harmony with their element. Forged in the Plane of Fire, animental fire wolves have bodies of solidified fire, with flickering flames for fur and eyes of coal that burn bright blue. They are often brought under the command of more powerful creatures such as efreeti or salamanders who use them as guards or hunting dogs.

ELEMENTAL NATURE. An animental fire wolf doesn't require air, food, drink, or sleep.



Animental Fire Wolf

Medium Elemental, Unaligned

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Vulnerabilities Cold
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Passive Perception 13
Languages understands Ignan but can't speak
Challenge 3 (700 XP)
Proficiency +2

Heated Body. A creature that touches the wolf or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The wolf exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Awakened Wicker Man

Large Construct, Chaotic Evil

Armor Class 9
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Immunities Fire, Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned, Unconscious
Senses Passive Perception 10
Languages —
Challenge 5 (1,800 XP)
Proficiency +3

Ablaze. A creature that touches the awakened wicker man or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Illumination. The awakened wicker man sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the awakened wicker man moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The awakened wicker man makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) fire damage. If the creature is Medium or smaller it is grappled (escape DC 15). While grappled the creature takes 3 (1d6) fire damage at the start of each of its turns. The wicker man has two arms, each of which can grapple one Medium or smaller target.

Imprison. The awakened wicker man makes one slam attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the slam's damage, the target is imprisoned in the awakened wicker man's chest, and the grapple ends. While imprisoned, the target is restrained, blinded by the flames, it has three-quarters cover against attacks and other effects outside the awakened wicker man, and it takes 10 (3d6) fire damage at the start of each of its turns

An imprisoned creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the awakened wicker man.

A creature within 5 feet of the awakened wicker man can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 10 (3d6) fire damage.

Awakened Wicker Man

Villages, churches, or cults sometimes construct tall humanoid statues of wicker that are sacrificially burned in effigy as an offering or appeasement to deities or forest spirits, or to hopefully scare away evil forces within an area. When the presence of evil forces is strong enough or when the sacrificial burning ritual is tampered with in some way, a wicker man can awaken and turn on the very people who built it hoping it would benefit them. Scary stories recount a wicker man suddenly moving on its own in front of stunned onlookers at the climax of a ritual and walking silently away into the forest, only to return later that night to wreak havoc upon those that created it.

BLOOD RITUALS. For some sacrificial burnings, live offerings are made in the form of bound or sedated individuals that have been placed inside the frame of the wicker man to be sacrificed when the construct is alighted. Such involvement of death is much more likely to result in a ritual that malfunctions and produces an awakened wicker man. In these cases, the awakened wicker man becomes all the more horrifying as charred corpses become zombies gnashing through the flaming wicker.

UNUSUAL NATURE. A wicker man doesn't require air, food, drink, or sleep.



Flaithreach the Cinderbringer

Medium Undead, Any Evil Alignment

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Con +7, Wis +9
Skills Arcana +6, Insight +9, Nature +6, Perception +9
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Truesight 120 ft., Passive Perception 19
Languages Common, Druidic, plus up to 4 other languages
Challenge 11 (7,200 XP)
Proficiency +4

Cauterizing Flames. When a Small or larger creature dies within 30 feet of Flaithreach, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute.

Legendary Resistance (2/Day). If Flaithreach fails a saving throw, he can choose to succeed instead.

Speak with Beasts and Plants. Flaithreach can communicate with beasts and plants as if they shared a language.

Turn Resistance. Flaithreach has advantage on saving throws against any effect that turns undead.

Actions

Entangling Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) bludgeoning damage. If the target is on the ground, it is grappled (escape DC 17) by roots that sprout up from underground. Until this grapple ends, the target is restrained.

Spellcasting. Flaithreach casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

- At will: *detect magic, druid craft, entangle, faerie fire, flame blade, gust of wind, mending, produce flame (4d8), thunderwave*
- 3/day each: *call lightning, dispel magic, flaming sphere* at 4th-level, *moonbeam* at 3rd level, *pass without trace, wind walk*
- 2/day each: *blight, conjure animals, insect plague, polymorph, wall of fire*
- 1/day each: *antilife shell, conjure fey, control weather, earthquake, fire storm, regenerate, storm of vengeance*

Reactions

Extinguish Flame. When a creature Flaithreach can see enters a space containing a spectral flame, he can extinguish the spectral flame there to either heal the creature for 16 (2d10 + 5) hit points or deal fire damage equal to the same amount.

Legendary Actions

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

Tree Stride. Flaithreach steps magically into one living tree within his reach without provoking opportunity attacks, and emerges from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Cast a Spell (Costs 2 Actions). Flaithreach uses Spellcasting.

Entangling Touch (Costs 2 Actions). The lich uses Entangling Touch.

Siphon Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 17 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical plants that aren't creatures in the area, such as a tree or shrub, simply wither and die.

Immolated Apparition

Medium Undead, Typically Chaotic Evil

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances Acid; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 11
Languages the languages it knew in life
Challenge 2 (450 XP)
Proficiency +2

Charred Soul. A creature that is reduced to 0 hit points from fire damage caused by being on fire, turns into ash. A humanoid slain in this way rises from its ashes the following night as an immolated spirit.

Ethereal Flames. A creature that touches the apparition or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, the first time it enters a hostile creature's space on a turn, that creature takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

Ethereal Sight. The apparition can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Illumination. The apparition sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Incorporeal Movement. The apparition can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Etherealness. The apparition enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Smoldering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.

Cries of Anguish (Recharges after a Short or Long Rest). The apparition wails in excruciating pain, igniting flammable objects in a 30-foot radius around it that aren't being worn or carried. In addition, each creature in that area must succeed on a DC 12 Wisdom saving throw or be frightened of the apparition and catch fire by spectral flames for 1 minute. While on fire by these flames, the creature takes 2 (1d4) fire damage at the end of each of its turns. A creature can repeat the saving throw at the end of each of its turns (after taking damage), ending the effect on itself on a success.

Immolated Apparition

The immolated apparition is the anguished, angry spirit of a humanoid that has perished in fire and now remains bound to the Material Plane. Immolated apparitions literally burn with a fiery rage and possess no memory of their former selves or lives. The manifestation of a single immolated apparition can cause a catastrophic chain reaction of fire, as the anguished spirit roams the area surrounding its final resting place, spewing flames of rage that ignite anything flammable in the area, potentially killing other humanoids who then become immolated apparitions themselves and repeat the cycle.

SUNWALKERS. Unlike specters, immolated apparitions have no particular affinity for darkness and are just as likely to roam from their final resting places during the day as they are at night. In the darkness of night, those traveling through the areas roamed by an immolated apparition might mistake a distant apparition for a burning campfire. By the time they are close enough to the apparition to recognize it for what it is, it is often too late for them to save themselves.

UNDEAD NATURE. An immolated apparition doesn't require air, food, drink, or sleep.



LIGHTED LESHEN

Lighted leshens are ancient and powerful forest spirits that have been touched by fire. Leshens embody the darkness and primordial nature of the wood, and do not hesitate to hunt down and kill any who threaten its wellbeing. Villagers on forest outskirts often venture into the trees to provide offerings to the leshen and the forest in the hopes that their hunting or adjacent activities will be well-received. Though very few common folk have ever seen a leshen, all have been told stories of their power. Blessed are the few who have seen a leshen and lived to tell the tale, for the leshen appears to witnesses only when it wants to, and usually for the purposes of punishment.

STEWARDS OF FIRE. Sometimes, controlled burning can be beneficial for forest ecology. A leshen who has determined that a section of the forest must be burned to preserve the health of the overall wood temporarily becomes a lighted leshen and takes on additional powers of fire. These leshens remain lighted for as long as necessary to facilitate the burning and eventual regrowth in the area.

Lighted Leshen

Huge Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +8, Cha +5
Skills Animal Handling +6, Nature +7, Perception +6
Condition Immunities Charmed, Frightened, Paralyzed, Stunned, Unconscious
Senses Darkvision 60 ft., Passive Perception 16
Languages understands Druidic but can't speak
Challenge 9 (5,000 XP)
Proficiency +4

Aura of Crows. At the start of each of the leshen's turns, each creature within 5 feet of it takes 3 (1d6) piercing damage. A creature that touches the leshen or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Magic Weapons. The leshen's weapon attacks are magical and its ranged weapon attacks ignore cover.

ACTIONS

Multiattack. The leshen uses its Immolation strike and then makes two claw attacks. It can replace one of its claw attacks with its murder of crows attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Murder of Crows. *Melee or Ranged Weapon Attack:* +8 to hit, reach 60 ft. or range 240 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is grappled or restrained, the crows continue to circle the target until it escapes the grapple or restraining effect. While circling a target, it takes 3 (1d6) piercing damage at the start of each of its turns.

Entangling Roots. The leshen chooses a creature on the ground that it can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or be restrained by entangling roots. A creature restrained by the roots can use its action to make a DC 15 Strength check, freeing itself on a success.

If the restrained creature is targeted by the leshen's immolation strike and fails its saving throw, it catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Immolation Strike. The leshen targets a creature that it can see within 90 feet of it. The ground below the creature withers and dies before bursting into flames. That creature must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Gnarled Growth (Recharge 5-6). The leshen releases a pulse of energy through the ground, causing gnarled roots to explode outward in a 15-foot radius around it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (9d6) piercing damage on a failed saving throw, or half as much damage on a successful saving throw.

REACTIONS

Conjure Roots (Recharge 6). When an enemy creature ends its turn, the leshen can use its reaction to create a wall of roots from the ground around it. The wall forms in a circle that has a 15-foot diameter and is up to 20 feet high and 5 feet thick. The wall provides three-quarters cover.

When the wall appears, each creature within its area is pushed 5 feet away from the leshen. A creature cannot pass through the wall, but each 5-foot section of the wall can be attacked and destroyed. (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

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

Attack. The leshen makes a claw or murder of crows attack.

Teleport. The leshen's body, along with any equipment it is wearing or carrying, scatters into a few dozen crows and then reforms up to 60 feet to an unoccupied space it can see.

Imprison (Costs 2 Actions). The leshen uses its Entangling Roots.

Summon Mephit (Costs 3 Actions). The leshen calls 3 (1d6) magma mephits to its aid. The called creatures arrive in 1d2 rounds, acting as allies of the leshen and obeying its will. The mephits remain for 1 hour or until the leshen's dismisses them as a bonus action.

SEVERED DRYAD

Dryads can develop a deep, lasting love for the trees in which they are bound. When the tree that a dryad is bound to dies, its grief-stricken protector may become a severed dryad — an anguished forest fey that is looking for an outlet for its hurt. Severed dryads are particularly likely when a tree dies at the hands of another rather than due to old age after a long life, such as in the cases of logging or reckless fires that spread throughout the forest. A severed dryad may roam the forest looking to dole out punishment to any it deems associated with the death of its tree, and can often only be saved from its grief when a powerful fey saves it by bonding it with another tree, at which point the dryad is driven to foster a new loving connection.

Severed Dryad

Medium Fey, Neutral Evil

Armor Class 11 (16 with barkskin)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Deception +6, Perception +4, Stealth +3
Senses Darkvision 60 ft., Passive Perception 14
Languages Elvish, Sylvan
Challenge 3 (700 XP)
Proficiency +2

Juniper Berry. When the dryad casts the *goodberry* spell, she can make up to 10 of the berries poisonous. A creature that eats the berry must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. There is no visual difference between the juniper berries and a goodberry, but a creature with a passive Perception of 14 or higher notices a slight difference in the taste.

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Strangling Vines. A creature restrained by the dryad's *entangle* spell, can't breathe and takes 7 (2d6) bludgeoning damage at the start of each of its turns.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Wrath of Nature. The dryad has advantage on melee attack rolls against any creature that is wearing armor or wielding a weapon made of wood; plant life; or animal parts, such as leather or bones.

ACTIONS

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

Shillelagh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Spellcasting. The dryad casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

- At will: *druidcraft*
- 3/day each: *entangle, goodberry*
- 1/day each: *barkskin, heat metal, pass without trace, shillelagh*



SMOLDERING TREANT

A treant that has been struck by lightning or otherwise has suffered great trauma by fire can become a smoldering treant consumed by pain and rage. Smoldering treants are treants that have had their life essence permanently wounded and their nature forever altered. These treants often bear heavy scars in their wood, stripping of their bark, and a persistent, burning fire within the heart of their trunks. While a smoldering treant is still dedicated to protecting the forest, the means through which it upholds this duty become increasingly violent and angry, and a smoldering treant is much more likely to wrongly interpret a benign act as a grievous slight against its home.



Smoldering Treant

Huge Plant, Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances Bludgeoning, Piercing
Senses Passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 6 (2,300 XP)
Proficiency +3

Siege Monster. The treant deals double damage to objects and structures.

Smoldering Ash. The first time a creature that touches the treant or hits it with a melee attack while within 5 feet of it on a turn, it kicks up fiery ash and must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage

Shake (Recharge 5-6). The treant shakes violently, sending embers and burning ash into the air in a 15-foot radius around it. Each creature in that area must make a DC 16 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

FOUR FINGERS

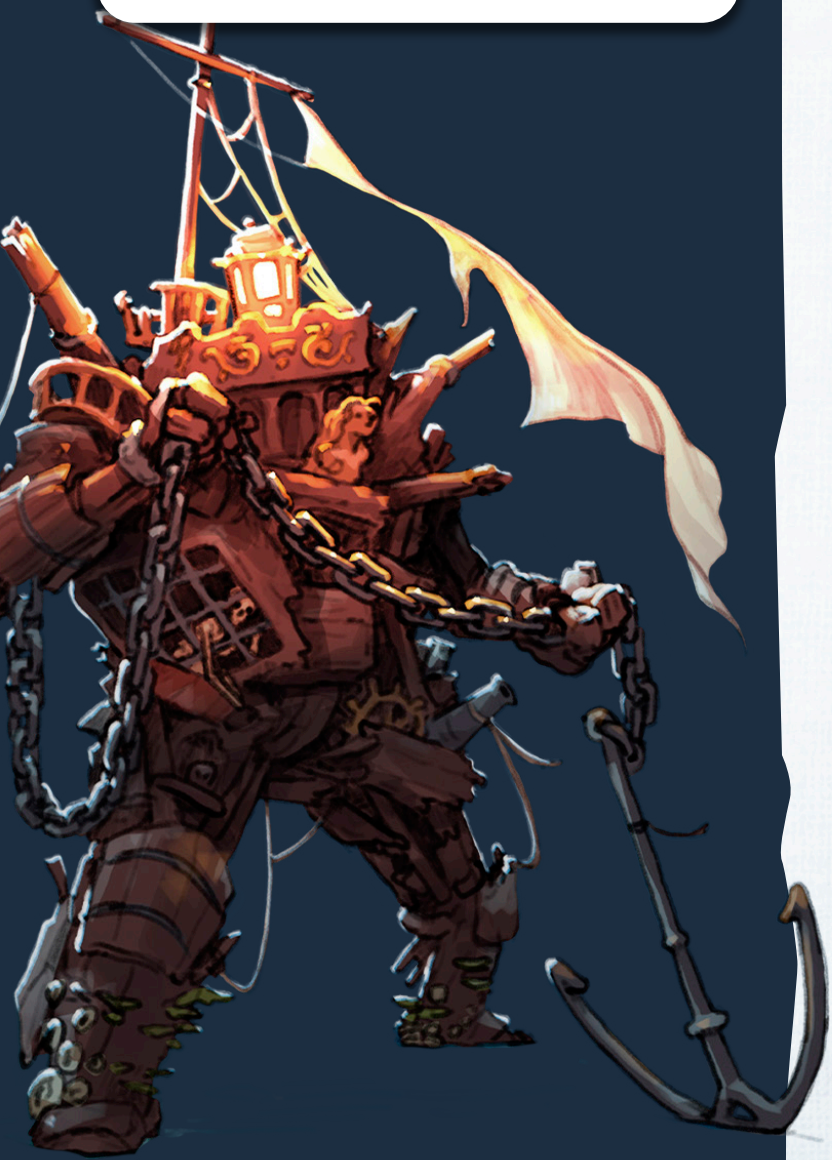
ARCHON OF THE ARCHIPELAGO

NAME: Four Fingers, Archon of the Archipelago

GOAL: Four Fingers serves to protect the treasure of the Atharis Archipelago by any means necessary.

BOND: Four Fingers shares a strong emotional bond with his pet and familiar, the reanimated parrot named Jazz.

FLAW: Four Fingers is easy to anger and prone to making strategic errors in his fits of fury.



BACKGROUND

Locals know that those who venture too close to the Atharis Archipelago risk never returning home. The archipelago is a small chain of islands formed above the Atharis coral reef, situated off the coast of the nation of Prossau. Throughout history, those aware of the archipelago thought little of it, for the islands are not rich in natural resources. Their proximity to oceanic trade routes meant they were previously explored on a handful of occasions, but if anything of note came of these expeditions, the insights have since been lost to history. At some point in the not-too-distant past, however, the legendary warlock pirate captain Lucille "the Succubus" Hallewell, nearing the end of her life, decided that the archipelago would make a suitable burial site for her vast fortune. The captain and her crew dug a vast vault deep within the archipelago and filled it with several lifetimes' worth of treasure. Unable to bear the idea of her wealth falling into the hands of another, Lucille knew that a guardian of her treasure should persist after her death. In a pact with her patron of the Near Beyond, Lucille sacrificed her own life and the lives of her entire crew to perform a ritual that would ensure that her treasure would have its immortal protector.

Unfortunate circumstance designated Four Fingers, captain of the Assistance, as that immortal protector. While Four Fingers and his crew were conducting privateering business on behalf of Prossau in proximity to Atharis, Lucille's ritual called forth a terrifying storm that crashed their ship against the rocky outcroppings of the archipelago, sending it into the sea. The ship, however, scarcely reached the bottom before it and its crew were repurposed to suit their new calling. The splintered fragments of the Assistance were bound together using Four Finger's spirit to create a shipwreck golem that would guard the archipelago. Four Fingers' crew were also raised as drenched ones to aid their captain in his new task. Though the captain and his crew retain vague awareness of their past lives, they are now singularly focused on protecting the archipelago and safeguarding the spectacular treasure buried there. They main-

tain outposts across Atharis to defend it from all approaches, many of which were originally constructed by Lucille and her crew. In addition to Lucille's treasure locked within her vault, Four Fingers has amassed a small wealth of his own from the ships he has plundered through his protection of the islands.

ALLIES AND ASSOCIATES

D6	CREATURE
1	Four Fingers' crew, the **drenched ones**
2	First Mate Goodwin, the **werecrab**
3	Jazz, Four Fingers' **reanimated parrot**
4	Mirgeth, **reef drake** of the archipelago
5	Linyth the Hatred, **bloodwidow harpy** of the Bloody Band
6	**ghost jellyfish** of the archipelago





FOUR FINGER'S CREW, THE DRENCHED ONES

The **drenched ones** serve as Four Fingers' faithful crew. Though the original drenched ones that drowned alongside Four Fingers on the Assistance serve him in death just as they did in life, subsequent shipwrecks along the archipelago have bolstered their ranks with new recruits similarly bound by the magic of Lucille's ritual. Some unsuspecting ships that sail too close to the archipelago's waters have been forcibly commandeered by the drenched ones to join the ranks of the Four Fingers' small navy.

FIRST MATE GOODWIN, THE WERECRAB

Four Fingers' first mate, Goodwin, has been a friend of the captain since both of them were children. Goodwin is the only one in the world who Four Fingers believes will never betray him. All secrets known to Four Fingers are shared by the first mate. When Lucille raised Four Fingers and his crew, Goodwin was afflicted differently by the ritual than the rest of the crew who became drenched ones, and instead was transformed into a **werecrab** lycanthrope..

JAZZ, FAMILIAR OF FOUR FINGERS

Jazz, Four Fingers' favored pet, went down with the captain and his ship and was similarly brought back by Lucille's ritual as a **reanimated parrot**. Jazz shares a telepathic link with Four Fingers, and spends most of his time flying around the archipelago serving as an extra set of eyes and ears for the captain.



MIRGETH, REEF DRAKE OF THE ARCHIPELAGO

A mature **reef drake** named Mirgeth has laired in the reef below the archipelago since before the arrival of Lucille. Mirgeth has agreed to help Four Fingers and his crew defend the archipelago in exchange for a portion of the captain's pillaged loot from captured ships. Mirgeth does not feel particularly strongly about this alliance, however, as he has become increasingly annoyed at the growing presence of activity around the reef as Four Fingers expands his crew.



LINYTH THE HATRED, BLOODWIDOW HARPY OF THE BLOODY BAND

The Bloody Band is a faction of harpies led by Linyth the Hatred, a **bloodwidow harpy**. They make their home on the southern tip of Atharis and have persisted since before Lucille buried her treasure on the archipelago. The Bloody Band has formed an alliance of convenience with Four Fingers and his crew; the harpies help protect the archipelago from outsiders in exchange for receiving a portion of captives from any ships captured by the drenched ones.



GHOST JELLYFISH OF THE ARCHIPELAGO

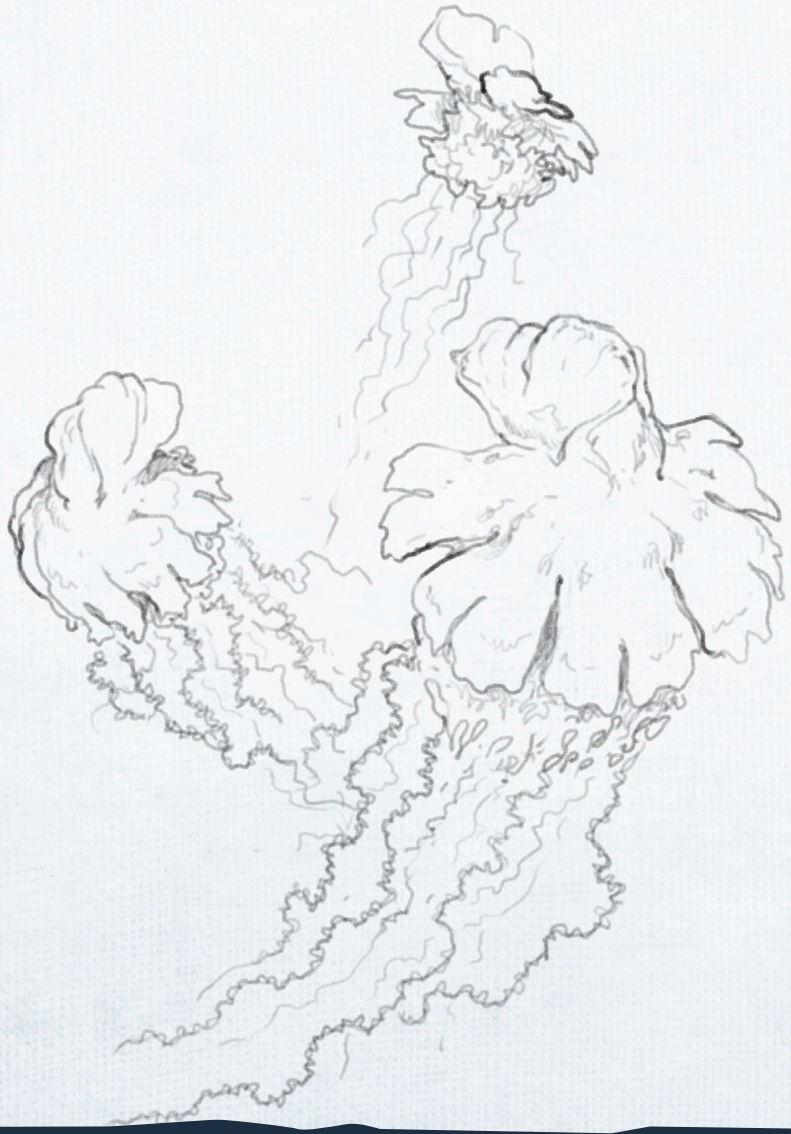
The **ghost jellyfish** that linger around the Atharis Archipelago are an unwitting defensive feature of the islands. Drawn to the supernatural presence of Four Fingers and his crew, the jellyfish pose serious hazard to any creatures who linger too long in their coastal waters. During a jellyfish bloom, the creatures coalesce in numbers large enough to rock vessels such as rowboats or smaller fishing boats, potentially capsizing them and dumping their occupants into the water.

ADVENTURE HOOKS

The players may wish to explore the Atharis Archipelago for a number of reasons. A couple of these reasons are outlined below.

The Man in the Tavern. A mysterious man approaches the party in a tavern, claiming to be the grandson of a member of Lucille's crew. He wants to avenge the memory of his grandfather, and explains that he is willing to share with the party everything he knows about the archipelago and her treasure in exchange for a small fraction of the hoard should the party recover it.

The Missing Trade Ship. A trade ship scheduled to arrive in port is nowhere to be found. Its route took it within proximity of the Atharis Archipelago, and locals have begun to spread rumors about its demise there. Perhaps an NPC known to the characters was present on the ship, or perhaps a wealthy merchant has offered the party a handsome sum to confirm if the ship did wreck on the rocks of Atharis. The rumors are accurate, as the ship was captured by Four Fingers and his crew. Many of its occupants were slain, but a few survivors were handed over to the harpies of the Bloody Band.



QUESTS

D6	QUEST
1	The party must sneak into the cove where the drenched ones' ships are anchored to board a ship and rescue a prisoner being held there.
2	The party must convince Mirgeth the reef drake to show them a secret access tunnel through the reef that leads to Four Fingers' lair.
3	The party must slay the Bloody Band of harpies or convince their leader, Linyth, to either stand aside or aid them in their quest to destroy Four Fingers.
4	The party must track down Four Fingers' pet parrot, Jazz, to capture it and bait Four Fingers into a trap.
5	The party must locate Four Fingers' first mate, Goodwin the werecrab, to extract information from him about Four Fingers' lair and Lucille's treasure.
6	The party must piece together information left behind by Lucille and her crew on the archipelago to learn the secrets of her treasure and the islands.

Bloodwidow Harpy

Medium Monstrosity, Chaotic Evil

Armor Class 12
Hit Points 65 (10d8 + 20)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	15 (+2)

Skills Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Common
Challenge 3 (700 XP)
Proficiency Bonus +2

Blood Frenzy. The harpy has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The harpy makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

Blood Curdling Screech (Recharge 5-6). The harpy emits a shock wave in a 30-foot cone in front of it. Each creature in that area must make a DC 12 Constitution saving throw, taking 11 (2d10) thunder damage and be deafened for 1 minute. If the saving throw fails by 5 or more, the creature is also pushed 15 feet away from the harpy and is knocked prone.

Drenched One

Medium Undead, Typically Neutral Evil

Armor Class 11 (leather armor)
Hit Points 38 (7d8 + 7)
Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	7 (-2)

Skills Athletics +4, Perception +2
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 12
Languages understands the languages it knew in life but can't speak
Challenge ½ (100 XP)
Proficiency Bonus +2

Marine Deformities. The drenched one has one deformity. Roll a d4 to determine which:

1. Fins that increase the drenched one's swim speed by 10 feet.
2. One of the drenched one's arms is replaced with a tentacle.
3. Its teeth are replaced with writhing worms.
4. The drenched one is encrusted with barnacles, increasing its AC by 2.

Actions

Multiattack. The drenched one makes two melee weapon attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 1 bludgeoning damage if its teeth are replaced with worms.

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

Tentacle (Marine Deformities Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



Four Fingers, Archon of the Archipelago

Huge Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	4 (-3)

Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages Common
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Siege Monster. Four Fingers deals double damage to objects and structures.

Actions

Multiattack. Four Fingers makes two attacks with its chained anchor.

Chained Anchor. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Leg Cannon (Recharge 6). *Ranged Weapon Attack*: +8 to hit, range 600/2400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Bonus Actions

Yank. When Four Fingers hits a target with its chained anchor, it can use its bonus action to have the target make a DC 10 Strength saving throw. On a failed save, the target is pulled into an unoccupied space adjacent to Four Fingers.

Reactions

Parry. Four Fingers adds 3 to its AC against one melee attack that would hit it. To do so, Four Fingers must see the attacker and be wielding its chained anchor.

Legendary Actions

Four Fingers 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. Four Fingers regains spent legendary actions at the start of its turn.

Attack. Four Fingers makes one stomp attack.

Move. Four Fingers moves up to its speed without provoking opportunity attacks.

Sweep (Costs 2 Actions). Four Fingers swings its anchor in a 10-foot long, 30-foot wide line in front of it. Each creature in that area must succeed on a DC 10 Strength saving throw, or take 10 (3d6) bludgeoning damage and be knocked prone.

Ghost Jellyfish

Medium Undead, Unaligned

Armor Class 9
Hit Points 19 (3d8 + 6)
Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	1 (-5)	8 (-1)	4 (-3)

Damage Resistances Acid; Fire; Lightning; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 9
Languages —
Challenge ¼ (50 XP)
Proficiency Bonus +2

Flock. The ghost jellyfish knows the location of all living creatures (except undead or constructs) within 120 feet of it. When it detects a living creature within that range, the ghost jellyfish can only use its movement to move towards the creature.

Incorporeal Movement. The ghost jellyfish can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Underwater Camouflage. The ghost jellyfish has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Intelligence saving throw against this magic or take 3 (1d6) psychic damage and its Intelligence score is reduced by an amount equal to half of the psychic damage taken. The reduction lasts until the target finishes a long rest. The target dies, as its spirit is devoured by the ghost jellyfish, if this effect reduces its intelligence score to 0. If the creature is undead or a construct, it automatically succeeds on its saving throw.

Ichor Spray. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) poison damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw, or be poisoned until the end of its next turn.

Reanimated Parrot

Small Undead, Unaligned

Armor Class 12
Hit Points 14 (4d6)
Speed 5 ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	7 (-2)

Damage Immunities Poison
Condition Immunities Poisoned
Senses Passive Perception 10
Languages —
Challenge ⅛ (25 XP)
Proficiency Bonus +2

Bad Flier. The reanimated parrot falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

Supernatural Mimicry. The reanimated parrot can mimic sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 8 Wisdom (Insight) check.

Actions

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

Reef Drake

Large Dragon, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Dex +4, Con +7, Cha +6
Skills Perception +5, Stealth +4
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Draconic
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Amphibious. The reef drake can breathe air and water.

Coral Hide. The reef drake is covered in sharp coral. A creature that touches the reef drake or hits it with a melee attack while within 5 feet of it takes 7 (2d6) slashing damage.

Actions

Multiattack. The reef drake makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Werecrab

Medium Humanoid (Human, Shapechanger), Typically Neutral

Armor Class 11 (in humanoid form, 15 (natural armor) in crab or hybrid form)
Hit Points 54 (12d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3, Perception +2
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Passive Perception 12
Languages Common (can't speak in crab form)
Challenge 3 (700 XP)
Proficiency Bonus +2

Shapechanger. The werecrab can use its action to polymorph into a crab-humanoid hybrid or into a giant crab, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The werecrab can breathe air and water.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werecrab makes two attacks.

Claw (Crab or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The werecrab has two claws, each of which can grapple only one target.

Unarmed Strike (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

GAZ'GAN

THE MAIMED INCARCERATOR

NAME: Gaz'Gan the Maimed Incarcerator

GOAL: Through the operation of his infernal prison within the City of Dis, Gaz'Gan wants to corrupt as many souls as he can to earn himself a promotion to the rank of duke.

BOND: Gaz'Gan was previously a duke on another layer of the Hells, but was demoted for misconduct. One day he will reclaim his lands and title from the devil who stole them away from him.

FLAW: To quickly corrupt more souls and fast-track his promotion, Gaz'Gan is operating his prison in defiance of the laws of Dis and the Hells. If the wrong individuals find out, Gaz'Gan will be in trouble.



BACKGROUND

Within the city of Dis in the Eleven Hells is the great infernal prison of Moliri. Prisoners of all sorts are kept here, from living mortals captured within the Hells to the doomed souls of the dead that now languish in eternal fires of punishment. Though Moliri is impossibly large, it is constantly expanding to meet the demand of new souls. A greater devil named Gaz'Gan, known throughout the city of Dis as the Maimed Incarcerator, is the overseer of the Obsidian Terminus, a recently established satellite wing of Moliri. Gaz'Gan previously held the rank of duke on another layer of the Hells, but was demoted to his current status for being caught plotting against his superior. Gaz'Gan bears resemblance to a barbed devil, but as further punishment for his treachery against his superior, most of his spines were painfully filed off during his demotion. Tail between his legs, he fled to Dis and networked his way to his current position, intent on corrupting enough souls to earn himself a promotion back to his previous rank so that he may be positioned to take revenge against his former superior.

Despite the lawful order of the Hells, Gaz'Gan has always been a devil looking to bend or break the rules to his benefit whenever he could get away with it. His current endeavor is no different. Prisons in the Hells, especially Moliri, are bound by law to adhere to rules of conduct. When a living mortal signs their soul over to a devil through "undue duress," for example, such a contract is considered illegal and the soul an illegitimate taking of the devil who managed the contract. Devils are also not permitted to kill mortals without permission from their superiors, as mortals in general are useful to devils for spreading infernal corruption and other infernal agendas. Gaz'Gan has been breaking these rules of conduct. Because his new superior is distracted by other important city business, Gaz'Gan has pushed the envelope to fast track his soul collection. He sends raiding parties to other planes to bring back live captives to the Obsidian Terminus. These live captives are tortured endlessly and forced, under duress, to sign their souls away to Gaz'Gan. Once they have signed, they are promptly executed, allowing Gaz'Gan to capture their essence. For as long as Gaz'Gan can operate in the blind spots of infernal law, business will be booming.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The **gore vermin** that infest the Obsidian Terminus
2	Hossem the **cultroloth**, Gaz'Gan's closest ally
3	The **featherless ones** who hunt escapees
4	The **warden devils** that patrol the Terminus
5	Wuabbir the **executioner devil**
6	The **viscera slime** that lurks in the Terminus



THE GORE VERMIN

Crawling through all cracks and corners of the Obsidian Terminus are **gore vermin** in service to Gaz'Gan. Many of these gore vermin are former imps that previously angered him, thus ensuring their demotion. They now serve as his eyes and ears throughout the prison complex, each of them hoping to be the one to deliver Gaz'Gan the piece of useful information that earns them promotion and frees them from their small, wretched forms. Little happens within the Terminus without the awareness of at least a single gore vermin.

HOSSEM THE CULTROLOTH

Hossem the **cultroloth** is the chief torturer and interrogator of the Obsidian Terminus. His role is to put prisoners under as much pain and duress as possible so that another devil can swoop in and offer the victim a contract that they may sign to ease their suffering and sign away their souls. Gaz'Gan was approached by Hossem in the earliest days of his position at the Obsidian Terminus, and was intrigued by the cultroloth's offer of service in exchange for fair payment. Hossem promised to be more effective at inflicting suffering than any other within the city of Dis, and thus far has delivered. He has also gone above and beyond for Gaz'Gan as he trawls the city for secrets and gossip, worming his way into social circles and feeding information back to Gaz'Gan. Gaz'Gan has come to rely heavily on Hossem, who, of course, does none of this out of charity. Gaz'Gan pays him well. For now, the relationship is mutually beneficial.

THE FEATHERLESS ONES

Gaz'Gan purchased several **featherless ones** from an interplanar monster merchant that he met in the city of Dis. The featherless ones help guard the exterior of the prison and are especially useful should any prisoners ever escape the Obsidian Terminus. Of course, true escape from the Terminus is nigh impossible, but Gaz'Gan frequently enjoys lowering the prison's defences and allowing some prisoners to flee, granting them fleeting hope of freedom before sending the featherless ones after them to give the creatures some exercise. The featherless ones have never failed in pursuing a prisoner.

THE WARDEN DEVILS

The **warden devils** of the Obsidian Terminus are below only Gaz'Gan, Wuabbir, and Hossem in status, and oversee all other activity within the prison, including that of the many imps and chain devils that keep it in operation. There are six warden devils in total who share equal status with each other. This shared status causes much squabbling between them, and it is not uncommon for one of the warden devils to destroy another. Such an occurrence is an inconvenience for Gaz'Gan, who must then promote another devil to the form of warden or must procure the services of an existing warden devil elsewhere in the Hells.

WUABBIR THE EXECUTIONER DEVIL

The **executioner devil** that serves Gaz'Gan and the Obsidian Terminus is named Wuabbir. Wuabbir served Gaz'Gan in the days that the Maimed Incarcerator was previously a duke and Wuabbir was but a lowly imp. Gaz'Gan has rewarded centuries of faithful service by Wuabbir by promoting the devil several times, including to his current form of executioner devil. Wuabbir is as loyal to Gaz'Gan as devils can be to each other, which isn't necessarily saying much. The executioner devil fosters a certain affection for his superior and strongly believes that Gaz'Gan is his fastest ticket to higher status, however, Wuabbir would turn on Gaz'Gan in an instant if someone could convince him that doing so would clearly benefit him.

THE VISCERA SLIME

Prisoners are executed every day by Wuabbir the executioner devil within the Obsidian Terminus. Their remains drain into a lower chamber of the prison and feed the continual growth of a gargantuan **viscera slime** that calls the prison home. The viscera slime has existed for nearly as long as the prison, and does not attack any of the devils, for it knows that they are its source of food. Occasionally, it climbs up walls and through cracks in the stone to nibble on some of the live prisoners. The warden devils are vigilant in ensuring that the viscera slime never causes too much harm or kills a prisoner, but they tolerate a certain level of its activity because it helps to contribute to an ambience of fear and misery within the Terminus.



QUESTS

D6	QUEST
1	An NPC friendly with the party asks them for their help in fending off the advances of a devil who claims that a loved one of theirs is imprisoned within the Obsidian Terminus and is demanding that they sign a ransom contract.
2	The party must find a way to access the Eleven Hells, either by doing a favor for a powerful wizard, making a dangerous contract with a devil, finding a hidden portal in a cursed pond, or through some other means.
3	The party must make a tenuous alliance with another devil who can lead them or help give directions to the city of Dis.
4	The party must intercept Hossem the cultroloth during his regular trips throughout the city so that they can interrogate him for information on the Obsidian Terminus.
5	The party must wheel and deal with other devils to report Gaz'Gan's misconduct to the right devils in the position to be able to do anything about it.
6	The party must break into the Obsidian Terminus to rescue a specific captive and escape or confront Gaz'Gan directly to destroy him.

DURING COMBAT

It is unlikely that the party will fight Gaz'Gan on their own terms, as the Maimed Incarcerator would prefer to send kill squads after the party and engage them directly only in his lair with the benefits of home-field advantage. Gaz'Gan begins the fight by using a lair action to cast the *blade barrier* spell, which he prefers to use as a ringed wall in order to best split the party. He then alternates his lair actions every round on *heat lair* and *imbue* until his *wall of blades* recharges, which he uses again as necessary. He uses his *teleport* lair action every round as necessary to prioritise eliminating the squishiest party members first, and also uses his *impale* legendary action to try to keep at least one party member grappled as often as possible. If possible, he always uses his claw attacks on a grappled character to deal as much damage as possible.



CULTROLOTH

Cultroloths are the cruellest and most cunning of the yugoloths. In their true forms, these shapeshifting fiends resemble hunched-over kangaroos and wear shrouds of skin flensed from other creatures as a means to hide their faces. Cultroloths live for torture, and take particular interest in skinning their targets alive and using the skin to fashion garments with which they ues to barter with other fiends. They often act as spies, interrogators, and torturers on behalf of devils in exchange for payment, be it in favors or another type of currency. Cultoloths build no loyalty and will work where pain is abundant and the pay is highest. Occasionally, cultroloths make their way to the Material Plane to wreak havoc. Some scholars believe that some of the most prolific serial murderers throughout history have likely been cultroloths in disguise.

CULTROLOTH

Medium Fiend (Yugoloth), Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +8, Int +7, Wis +7
Skills Acrobatics +8, Intimidation +8, Perception +7, Stealth +8
Damage Resistances Fire; Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Acid, Poison
Condition Immunities Poisoned
Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 17
Languages Abyssal, Infernal, Telepathy 60 ft.
Challenge 10 (5,900 XP)
Proficiency +4

Magic Resistance. The cultroloth has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). The cultroloth deals an extra 17 (5d6) damage when it hits a target with a Dagger attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cultroloth that isn't incapacitated and the cultroloth doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The cultroloth makes four attacks, but can use its Tail attack only once.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage

Tail (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 or be knocked prone.

Spellcasting. The cultroloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

- At will: *alter self, charm person, darkness, detect magic, dispel magic, fear, invisibility (self only)*

Teleport. The cultroloth teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

BONUS ACTIONS

Change Shape. The cultroloth transforms into a humanoid form of its choice or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The cultroloth reverts to its true form if it dies.

LEGENDARY ACTIONS

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

Cunning Action. The cultroloth takes the Dash, Disengage, or Hide action.

Attack (Costs 2 Actions). The cultroloth makes one Tail attack.

Teleport (Costs 2 Actions). The cultroloth uses Teleport.



Executioner Devil

Large Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +6, Con +7, Wis +6
Skills Athletics +8, Deception +8, Perception +6
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 16
Languages Common, Infernal
Challenge 10 (5,900 XP)
Proficiency +4

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two grappling hook attacks.

Grappling Hook. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the devil can't use this attack on another target.

Shocking Grasp. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage. If the target is a creature, it can't take reactions until the start of its next turn.

Imprison. One creature within 5 feet of the devil, that is grappled by it succeed on a DC 18 Strength saving throw, or be pulled into the devil's chest. While inside the devil's chest, the creature is restrained, has three-quarters cover against attacks and other effects outside the devil, and it takes 10 (3d6) piercing damage at the start of each of its turns.

An imprisoned creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the awakened wicker man.

A creature within 5 feet of the devil can take an action to pull a creature out of the devil. Doing so requires a successful DC 16 Strength check.

Bonus Actions

Pull. A creature grappled by the devil's grappling hook must succeed on a DC 18 Strength saving throw or be pulled up to 20 feet towards the devil. If the creature is pulled within 5 feet of the devil, the devil can make one shocking grasp attack against it.

Legendary Actions

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

Attack. The devil makes one shocking grasp attack.

Move. The devil moves up to half its speed.

Cage (Costs 2 Actions). The devil uses its imprison.

Executioner Devil

These fiends are amongst the most base and sadistic of the greater devils. They delight in execution, their physical forms naturally adapted to bring intimate death to their targets. Executioner devils have options — they can draw their victims into a spike-filled chamber in their torso and slowly crush them to death. They could grapple their victims and deliver a series of excruciatingly fatal electric shocks. Executioner devils are also proficient with all manner of weaponry, and might delight in the single decapitating stroke of a blade or the sound of a skull being shattered by a maul. Executioner devils often work in collaboration with chain devils and warden devils in service to devil lords to operate prisons that house other fiends instead of mortal souls.

Featherless One

Large Fiend, Unaligned

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	18 (+4)	6 (-2)

Skills Perception +6, Survival +6
Damage Immunities Fire
Senses Darkvision 120 ft., Passive Perception 16
Languages —
Challenge 4 (1,100 XP)
Proficiency +2

Expert Tracker. The featherless one has advantage on Wisdom checks to track anything it considers prey.

Lava Walker. The featherless one ignores difficult terrain created by lava, and other volcanic or other mountainous terrain.

Actions

Multiattack. The featherless one makes one beak attack and one kick attack.

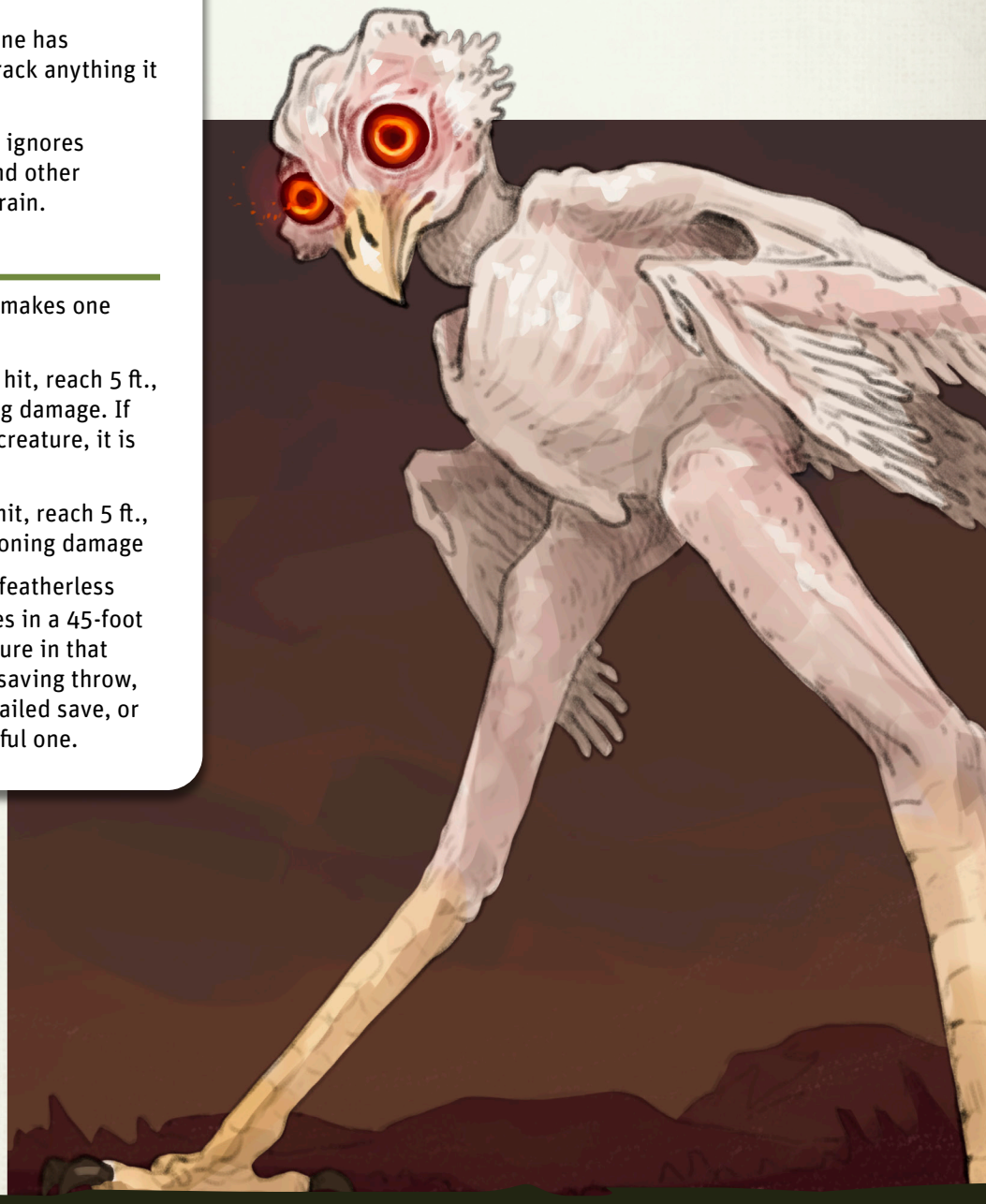
Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage

Eye Beams (Recharge 5-6). The featherless one shoots rays of fire from its eyes in a 45-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Featherless One

The featherless ones resemble featherless owls the size of elephants, with disproportionately long legs and small, ineffective wings that render them incapable of flying. Instead, featherless ones can run at great speeds and leap dozens of feet in single bounds. These fiends native to Gehenna relish in the thrill of the hunt. Their supernatural sense of smell and incredible speeds allow them to quickly track down their targets, which they incinerate with their eye rays before indulging themselves in the charred flesh that remains with their sharp beaks. Because of their low intelligence, featherless ones are often trained by more powerful demons to act as bounty hunters or, occasionally, mounts.



Gaz'Gan the Maimed Incarcerator

Large Fiend (Devil), Lawful Evil

Armor Class 18 (plate)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	18 (+4)	22 (+6)	24 (+7)	26 (+8)

Saving Throws Str +11, Con +10, Wis +13, Cha +14
Skills Deception +14, Insight +13, Perception +13
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 120 ft., Passive Perception 23
Languages All, Telepathy 120 ft.
Challenge 18 (20,000 XP)
Proficiency +6

Barbed Hide. At the start of each of its turns, Gaz'Gan deals 11 (2d10) piercing damage to any creature grappling him or that he is grappling, and that creature must succeed on a DC 18 Constitution saving throw or begin to hallucinate for 1 minute. While hallucinating, the creature sees Gaz'Gan as its greatest fear and is frightened of him. A hallucinating target can repeat the saving throw at the end of each of its turns, ending the hallucination on itself on a success.

Devil's Sight. Magical darkness doesn't impede Gaz'Gan's darkvision.

Legendary Resistance (3/Day). If Gaz'Gan fails a saving throw, he can choose to succeed instead.

Magic Resistance. Gaz'Gan has advantage on saving throws against spells and other magical effects.

Regeneration. Gaz'Gan regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Gaz'Gan dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Gaz'Gan makes one Claw attack and two Halberd attacks. He can replace any one attack with his Hurl Flame attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is Large or smaller, it is grappled (DC 15), and it is restrained until the grapple ends. Gaz'Gan can grapple one creature at a time. If the target is already grappled by Gaz'Gan, the target takes an extra 27 (6d8) piercing damage.

Hurl Flame. *Melee Spell Attack:* +14 to hit, reach 150 ft., one target. *Hit:* 27 (6d8) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Halberd. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or suffer from the hallucination described in the Barb Hide trait.

Spellcasting. Gaz'Gan casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

- At will: alter self (can become Medium when changing his appearance), detect magic, fly, major image, suggestion, wall of fire

Teleport. Gaz'Gan teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

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

Teleport. Gaz'Gan uses Teleport.

Impale (Costs 2 Actions). Barbs jut out of the ground underneath a creature within 120 feet of Gaz'Gan. That creature must succeed on a DC 18 Dexterity saving throw or take 10 (3d6) piercing damage and be grappled (escape DC 18) by the barbs. Until this grapple ends, the target is restrained.



GORE VERMIN

Gore vermin resemble large rats with horrible disfigurements, often having slimy, wandering eyes or trembling ears growing out of irregular places on their bodies, such as their backs or hips. Gore vermins are amongst the lowest-ranking and most pathetic of all devils, below the imps and above only the lemures in status. Gore vermins are good for little other than serving as familiars for higher ranking devils as they try to avoid being stepped on by their superiors. Imps are commonly demoted to gore vermins as punishment for failure or disobedience.



Gore Vermin

Tiny Fiend (Devil), Chaotic Evil

Armor Class 12
Hit Points 20 (8d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages understands Common and Infernal but can't speak
Challenge ½ (100 XP)
Proficiency +2

Avoidance. If the gore vermin is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Devil's Sight. Magical darkness doesn't impede the gore vermin's darkvision.

Magic Resistance. The gore vermin has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damageIf the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract the sewer plague disease. After 1d4 hours symptoms manifest and the infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

Until the diseased is cured, an infected creature must make a DC 10 Constitution saving throw at the end of each long rest. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

If a creature's saving throw is successful or the disease is cured, the creature is immune to the gore vermin's sewer plague disease for the next week.

VISCERA SLIME

Viscera slimes are a species of ooze formed in the Hells of pulverized and liquified remains, especially internal organs and other soft tissues. Viscera slima can spontaneously manifest in places of mass slaughter where infernal influence is strong and rivers of gore course strongly. They roam freely throughout certain areas of the Hells, feeding on discarded remains or potentially attacking any living creatures that wander into their path. It is hard for them to sneak up on any live prey, however, due to their vile stench.

Viscera Slime

Medium Ooze, Unaligned

Armor Class 8
Hit Points 120 (16d8 + 48)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Str +7, Con +6, Wis +1
Damage Resistances Cold, Fire, Lightning
Condition Immunities Blinded, Charmed, Deafened, Diseased, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages —
Challenge 7 (2,900 XP)
Proficiency +3

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing. It leaves behind any body parts that can't fit through the space.

Rotting Resilience. The slime is immune to all diseases.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench. Any creature other than a slime that starts its turn within 5 feet of the slime must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all slime for 1 hour.

ACTIONS

Pseudopods. The slime attacks with three of the following body parts controlled by its pseudopods at random (reroll duplicates), choosing one to three targets within the range of the attacks.

- *1. Head. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) necrotic damage and the target is grappled (escape DC 14).
- *2. Intestines. Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 14 (4d6) necrotic damage and the target is covered in dung. While covered in dung the creature has disadvantage on Constitution saving throws to maintain concentration until it uses an action to wipe it off.
- *3. Leg. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) necrotic damage .
- *4. Hand. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) necrotic damage and the target must succeed on a DC 15 Strength saving throw, or be knocked prone.
- *5. Lung. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be infected with a disease on a failed save. Until the disease is cured, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.
- *6. Bladder. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) acid damage and the ground in a 5-foot radius around the target becomes slick for 1 hour. While slick, the ground is difficult terrain and a creature in the space has disadvantage on Dexterity saving throws.



WARDEN DEVIL

Warden devils are the overseers of the many prisons throughout the Hells, and are tasked with keeping other devils, such as chain devils, from becoming too reckless with their eager dealings of pain and punishment. Warden devils have a layer of thick bone plating that extends down from the top of the skulls over the top half of their face. Their vision, however, is unimpeded, as the warden devils have true-sight. They wield large axes on chains that make them fearsome in physical combat, but the warden devils are also proficient in psionic abilities and can use the power of their minds to exert their will upon prisoners or other lesser devils.



Warden Devil

Medium Fiend (Devil), Lawful Evil

Armor Class 16 (natural armor)
Hit Points 104 (11d8 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	11 (+0)	16 (+3)	16 (+3)

Saving Throws Str +9, Con +8
Skills Insight +6, Intimidation +6, Perception +6
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Fire, Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses Darkvision 120 ft., Passive Perception 16
Languages Infernal
Challenge 8 (3,900 XP)
Proficiency +3

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Infernal Chain. The devil's axe is attached to an infernal chain that allows it to pull it back to its hand after throwing it *(See the Return bonus action)*. The chain can be attacked and broken (AC 14; hp 30; immunity to poison and psychic damage). Breaking the chain deals no damage to the devil, but the devil can no longer use its Return bonus action until the chain is repaired during a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes two Infernal Chained Axe attacks.

Infernal Chained Axe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 11 (2d10) fire damage, or 9 (1d8 + 5) if the infernal chain is broken.

Broken Chain (Infernal Chain is broken Only). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 11 (2d10) fire damage. The target is grappled (escape DC 16) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 11 (2d10) fire damage at the start of each of its turns.

Spellcasting. The devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

- At will: detect magic, hold monster, hold person, wall of fire
- 3/day: dispel magic

BONUS ACTIONS

Return. The devil pulls its infernal chained axe back into its hand.

KIRAMAX
THE FALSE IMMORTAL

NAME: Kiramax the False Immortal

GOAL: Kiramax seeks to free himself from his Astral prison and restore himself to power on the Material Plane to rebuild his ancient empire.

BOND: Kiramax craves the worship and adoration of his subjects.

FLAW: Kiramax is trapped within an Astral demiplane which has warped his mind and body, turning him into a cosmic monstrosity and damaging his ability to reason.



BACKGROUND

Thousands of years ago, the ancient Trusan empire enveloped the majority of the southern continent. God-King Kiramax VII led the empire to the height of its power as a socio-political force of great magical means unprecedented throughout history and unrivaled since its fall. The Trusans created empire-wide prosperity through their widespread conquering of neighboring lands, allowing for rapid advancements in the fields of science and magic. Many in the empire attributed its success directly to Kiramax, who was viewed as a politically cunning strong-man with divine blood in his veins, making him uniquely suited to the Trusan throne. Kiramax leveraged his immense popularity and wealth to fund what he referred to as his god-given birthright: the Immortal Project. He reasoned that the empire's greatness and the prosperity of its people were brought about by the unique talents of himself and his close confidants. In order to maintain Trusan supremacy, Kiramax and the ruling class would devise a method to grant themselves immortality so that the empire could never fall apart after their deaths. Over a period of years, Kiramax, his clerics, and his council of magi determined that a subject's conscious mind could be implanted into the body of another by routing it through the Astral Plane, thus overriding the host's own consciousness and allowing the subject to exist and live freely in the body of the host. A limited immortality, then, would come from repeating consciousness transfers to younger hosts as required to sustain the consciousness of the subject. This, of course, meant that healthy lives would essentially be sacrificed as their minds were overwritten to facilitate the immortality of the ruling class. The magic showed promise as the Trusans were successful in a number of trials. They received the support of the public, promising that the magic would be used to grant immortality to law-abiding citizens of the empire. They said that host bodies would be sourced from criminals, undesirables, and enemies of the empire captured in war. Kiramax's popularity only increased as the furor against "outsiders" was stoked to solidify the flames of false promises. He and his companions became known as the Immortals.



Some of the gods took notice. Insulted by the hubris of Kiramax and his sycophants, they began to inflict plagues and calamity across the Trusan empire. Other gods disagreed, believing it admirable that the Trusans sought immortality. They informed Kiramax of the gods' anger and helped the Trusans construct vast facilities in the Underdepths where they could live and continue their research, safe from the holy fire that rained down from the sky upon their cities. For a time, as Trusan cities were destroyed, the Immortals, emboldened by arrogance, continued their research below, believing that the anger of the gods would eventually subside. As the weeks wore on, however, it became clear that the gods' anger would threaten even their subterranean facilities. Using their advanced magic and the aid of the gods who favored them, the Immortals constructed an Astral demiplane they called Valanthia, in which they could hide to save themselves from destruction, thus abandoning their rapidly disintegrating empire.

Now, thousands of years later, the Trusan empire is lost to history. The portal to the connecting Valanthia to the Material Plane has been closed, confining those who flew too close to the sun in a prison of their own making. The passage of time and Astal forces have gradually warped the minds and bodies of the Immortals, turning them into cosmic monstrosities. But Kiramax has not resigned himself to his fate. By invading dreams, he has tried for millennia to send messages back to the Material Plane in hopes of inspiring support. Recently, his call has been heard from beyond the veil. A new cult known as the Great Waking has been formed, who believe Kiramax must be freed from his prison and restored to power. They aim to replicate the consciousness-transferring magic of the Immortals so that Kiramax and the Immortals may return to the Material Plane in mortal forms and rebuild their former empire.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The **waking zealots** of the Great Waking cult dedicated to Kiramax and the Immortals
2	Kiramax's Trusan companions, who have become **frayed outsiders**
3	The **memory harvesters** of the Astral Plane
4	The **astral destroyers** that roam the Sparkling sea of the Astral Plane
5	The **astral ferrymen** who provide passage across the Sparkling sea
6	The **void leeches**, consequences of Kiramax's meddling on the Material Plane

THE ZEALOTS OF THE GREAT WAKING CULT

Through dreams, people have heard the Immortals' call and have organized themselves in pursuit of bringing them back to the Material Plane and restoring them to power. The cult calls itself the Great Waking, and they control temples and safehouses where they hold ceremonies in worship to Kiramax and perform arcane rituals and research in the hopes of transporting the Immortals' consciousness into vessels on the Material Plane. The waking zealots are led by a muscular giant of a man with pale skin who calls himself the Prophet and claims to speak directly with Kiramax.



THE IMMORTALS AS FRAYED OUTSIDERS

The Trusans who accompanied Kiramax into the astral demiplane of Valanthia have been warped by the plane's magic over millennia to become frayed outsiders. The frayed outsiders are Kiramax's servants, priests, advisors, and subjects. The vast majority of the frayed outsiders remain intensely loyal to Kiramax, helping him to send messages to those who dream on the Material Plane. A select few, however, have come to resent Kiramax and recognize the hubris they took part in. They oppose his plan to return to the Material Plane, believing instead that they and the so-called God-King should remain imprisoned for eternity. They do not defy Kiramax openly, however, for rightful fear of being destroyed by Kiramax.

THE MEMORY HARVESTERS

Kiramax has formed a mutually beneficial alliance with memory harvesters of the Astral Plane, who have agreed to act as spies on Kiramax's behalf in order to sabotage those who oppose the spreading influence of the Great Waking cult. In return, the memory harvesters benefit from astral connections established by the cult, which allow them to visit the Material Plane as frequently as they wish, allowing them to gather memories in greater number.

THE ASTRAL DESTROYERS

The waters of the Sparkling Sea in proximity to the entrance to Valanthia are dense with astral destroyers. When Kiramax is angered by an unruly servant or arrogant advisor, he casts them out of Valanthia and into the Sparkling Sea for them to be torn apart by the destroyers. Knowing that Valanthia provides them the opportunity for a steady source of food, the creatures circle endlessly in the surrounding waters, eagerly awaiting a chance at their next meal.

THE ASTRAL FERRYMEN

Kiramax has bought the loyalty of several astral ferrymen who sail the Sparkling Sea. In exchange for hundreds of possessions sentimentally valuable to Kiramax and his closest advisors, many astral ferrymen have agreed to provide Kiramax with information gleaned from astral travelers and to misdirect any potential interlopers to Valanthia.

VOID LEECHES

Kiramax's reaching out to mortals on the Material Plane has created optimum conditions for the spawning of void leeches. Each time a sleeping person dreams of Kiramax, a brief connection is created between the Material and the Astral that allows for the leeches to manifest. Though the simple-minded creatures are not controlled by nor do they share any alliance with Kiramax, they are an externality of his efforts that brings chaos and fear to the population centers where Kimarax and the Immortals send their messages.



QUESTS

D6	QUEST
1	The party must investigate the disappearance of beggars within the city. The beggars are being abducted by the Great Waking, who hope to use them as vessels for hosting the consciousness of the Immortals on the Material Plane.
2	The party is called to assist with a group of void leeches that manifested inside a temple. They are a consequence of Kiramax and his frayed outsiders attempting to contact people through their dreams while they sleep.
3	The party must pursue a shapeshifting memory harvester that lurks within the city and steals memories from important figures that oppose the cult of the Great Waking.
4	The party must locate an old scholar who is the only expert on the ancient Trusan empire. Unfortunately, the scholar has gone missing. She was abducted by members of the Great Waking, who are holding her at one of their safe houses.
5	The party must procure the services of an astral ferryman that has not been bought by Kiramax to take them across the Sparkling Sea towards the entrance to Kiramax's demiplane.
6	The party must navigate through the twisted demiplane of the Immortals, slaying the frayed outsiders in their path before they can reach Kiramax, who lairs in a decadent palace distorted by the warped fabric of Valanthia.

ADVENTURE HOOKS

The players may wish to address the growing influence of the Great Waking cult and stop Kiramax and the Immortals from meddling with the Material Plane for a number of reasons. A few of these reasons are outlined below.

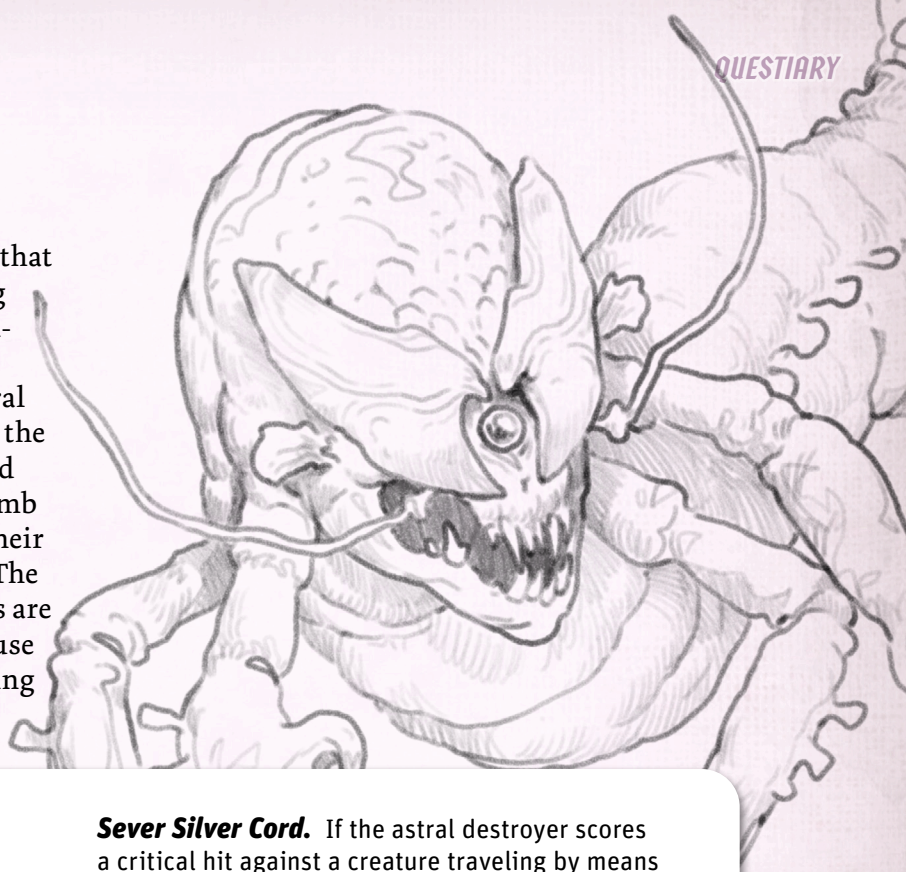
STRANGE PROPHESIZING. Preachers in the street are gathering larger and larger crowds who watch them speak about the Astral Plane and an old empire's imminent return to glory. Many of the individuals who listen to the preachers say that they have heard and seen divine messages in their dreams from the ones that the preachers speak about. Void leeches soon begin to manifest in increasing number, their appearance an unexplainable phenomenon.

CULT INVESTIGATIONS. A high-ranking official of a local church wants the characters help to investigate the religious group calling themselves the Great Waking. The official suspects the group is a cult conducting illegal activities but lacks hard evidence and cannot investigate the matter themselves due to the public backlash of potential discovery of unjustified lawbreaking. The official asks the characters to sneak or break in to a temple belonging to the Great Waking to learn as much as they can about the group's activities.



ASTRAL DESTROYER

Astral destroyers are the guard dogs of the Astral Plane, created by gods and demigods that sought to shield themselves from the prying eyes of mortals. They slither through the waters of the Sparkling Sea hunting travelers both physically present and those using astral projection techniques. Astral destroyers are the approximate size of whales, with four clawed appendages that they use to rip their prey limb from limb and a single eye in the center of their foreheads that projects an anti-magic field. The spirits of creatures slain by astral destroyers are instantly shredded into fragments that diffuse in the waters of the Sparkling Sea, eliminating any possibility of resurrection or afterlife.



Astral Destroyer

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	5 (-3)	14 (+2)	18 (+4)

Saving Throws Dex +4, Wis +5
Skills Perception +5, Stealth +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 15
Languages —
Challenge 7 (2,900 XP)
Proficiency +3

Antimagic Cone. The astral destroyer's eye creates an area of antimagic, as in the *antimagic field* spell, in a 60-foot cone. At the start of each of its turns, it decides which way the cone faces. The cone doesn't function while the eye is closed or while the astral destroyer is blinded.

Astral Entity. The astral destroyer can't leave the Astral Plane, nor can it be banished or otherwise transported out of that plane.

Sever Silver Cord. If the astral destroyer scores a critical hit against a creature traveling by means of the *astral projection* spell, the astral destroyer can cut the target's silver cord instead of dealing damage.

Unusual Nature. The astral destroyer doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The astral destroyer makes two attacks with its claws.

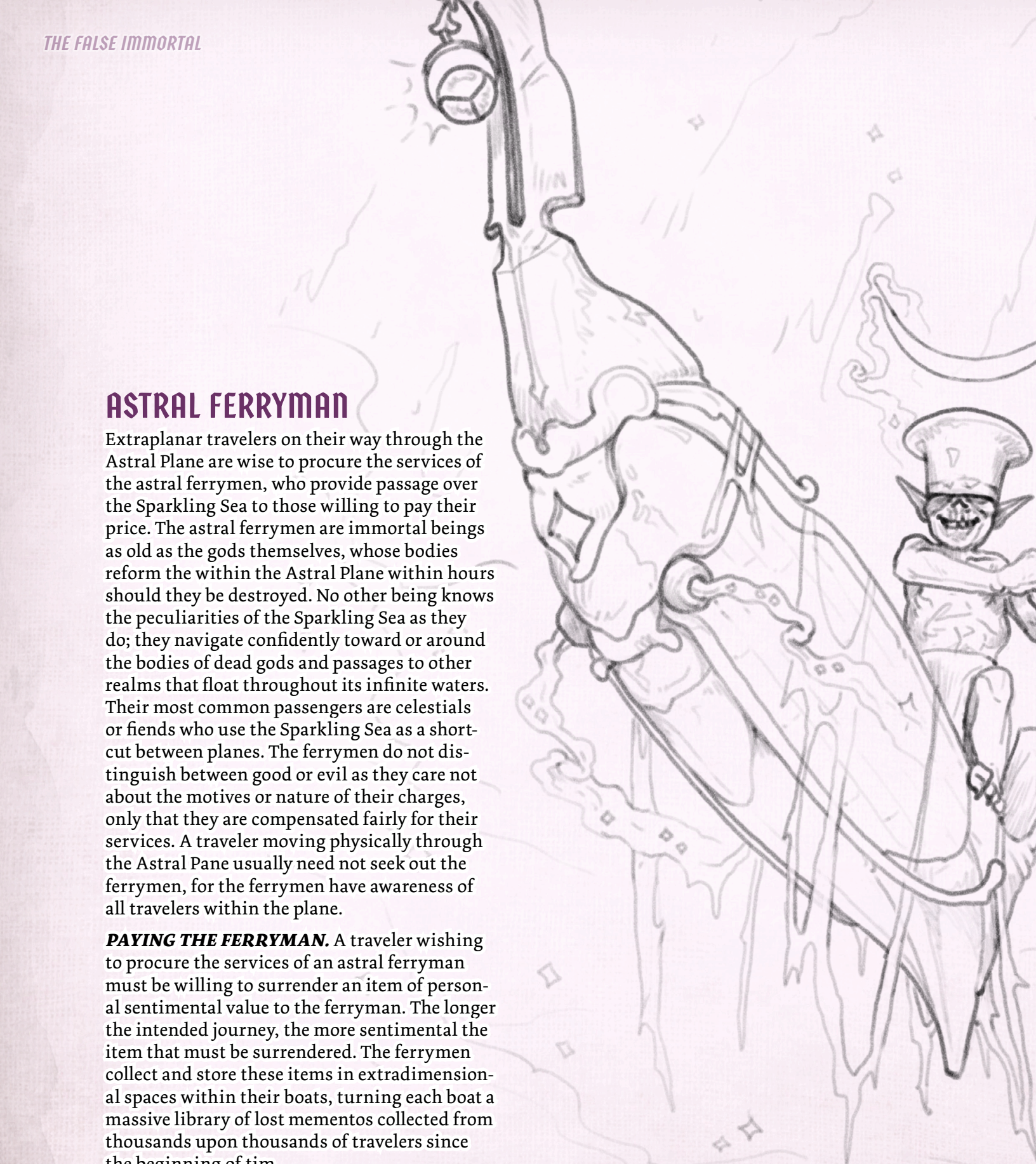
Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) force damage. If this damage reduces the creature to 0 hit points, its body is shredded into minute fragments that diffuse into the astral plane.

LEGENDARY ACTIONS

The astral destroyer 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 creatures turn. The astral destroyer regains spent legendary actions at the start of its turn.

Attack. The astral destroyer makes one attack with its claws.

Detect. The astral destroyer makes a Wisdom (Perception) check.



ASTRAL FERRYMAN

Extraplanar travelers on their way through the Astral Plane are wise to procure the services of the astral ferrymen, who provide passage over the Sparkling Sea to those willing to pay their price. The astral ferrymen are immortal beings as old as the gods themselves, whose bodies reform the within the Astral Plane within hours should they be destroyed. No other being knows the peculiarities of the Sparkling Sea as they do; they navigate confidently toward or around the bodies of dead gods and passages to other realms that float throughout its infinite waters. Their most common passengers are celestials or fiends who use the Sparkling Sea as a shortcut between planes. The ferrymen do not distinguish between good or evil as they care not about the motives or nature of their charges, only that they are compensated fairly for their services. A traveler moving physically through the Astral Pane usually need not seek out the ferrymen, for the ferrymen have awareness of all travelers within the plane.

PAYING THE FERRYMAN. A traveler wishing to procure the services of an astral ferryman must be willing to surrender an item of personal sentimental value to the ferryman. The longer the intended journey, the more sentimental the item that must be surrendered. The ferrymen collect and store these items in extradimensional spaces within their boats, turning each boat a massive library of lost mementos collected from thousands upon thousands of travelers since the beginning of tim

Astral Ferryman

Medium Aberration, Neutral

Armor Class 17 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Wis +7, Cha +8
Skills Arcana +7, Insight +7, Perception +7
Damage Resistances Cold, Fire, Lightning
Damage Immunities Acid; Force; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 17
Languages All, Telepathy 120 ft.
Challenge 10 (5,900 XP)
Proficiency +4

Astral Manipulation. The ferryman can control the cosmic energies of the astral plane using the *control water* spell, but damage dealt by this trait is dealt as force damage.

Immortality. The ferryman is native to the astral plane. When its form is destroyed, it takes but a single day for it to reform and return to the astral sea. To be permanently destroyed, the ferryman must be slain on a plane of existence where all portal to the astral plane are closed.

Unusual Nature. The ferryman doesn't require air, food, drink, or sleep.

Actions

Multiattack. While on its boat, the ferryman uses its Splash. It then makes two ram attacks.

Ram (Boat Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target not on its boat. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) force damage

Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage if wielded with two hands. If the target is a creature, it must succeed on a DC 16 or be paralyzed until the end of its next turn.

Spellcasting. The ferryman casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16):

- At Will: continual flame, *detect evil and good, detect thoughts, see invisibility, silent image*
- 3/day each: *control water, hellish rebuke at 3rd-level*
- 1/day each: *wall of force*

Conjure Boat. The ferryman conjures a 15-foot long, 10-foot wide astral boat until the ferryman dies, or uses a bonus action to disperse back into the astral plane. The boat is an extension of the ferryman, sharing the same movement speed, AC, hit points, damage immunities, etc.

While conjured, a creature can pay the ferryman with an item of sentimental value to gain passage on the boat. If a passenger attacks or attempt any hostile actions against the boat or ferryman, that the ferryman is aware of, its passage is revoked. When a creatures passage is revoked, it can no longer ride on the, and fall through the boat if there is no solid ground under it. The boat can carry up to 6 Medium creatures, or 3 Large creatures.

Splash. The ferryman rocks the boat, causing minute waves to spread out in a 5-foot radius around it. Each creature in that area must succeed on a DC 10 Constitution saving throw, taking 7 (2d6) force damage on a failed save or half as much damage on a successful one.

Crashing Wave (Boat Only; Recharge 5-6). The ferryman raises the bow of its boat into the air before it crashes down, sending a wave of cosmic energy in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 10 Constitution saving throw, taking 28 (8d6) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The ferryman makes one ram attack or one with its quarterstaff.

Move. The ferryman moves up to half its fly speed without provoking opportunity attack

Cast a Spell (Costs 2 Actions). The ferryman casts one of its known spells.

FRAYED OUTSIDER

The Astral Plane is not a hospitable environment for mortals. Typically, it can be accessed through two methods; either through an astral projection spell or by physically accessing the plane through a plane shift spell or similar. While a creature non-native to the Astral Plane can survive temporarily within it without damaging effects, over time, their presence in the plane will gradually cause their mind and body to be distorted by its effects. Because creatures do not age within the Astral Plane, a creature that becomes lost or otherwise remains within the plane over extended time periods will become an increasingly distorted version of their former selves, twisting further and further away from their mortal forms, never being able to die. Such creatures become known as frayed outsiders when they have become distorted to the point of becoming an unrecognizable aberration. Though frayed outsiders hold few, clouded memories from their previous lives, they retain amplified and exaggerated characteristics of their original personalities and possess new cosmic abilities that allow them to shape the minds of others to their will.

Frayed Outsider

Medium Aberration, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 0 ft., fly 30 ft. (hover)

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

Saving Throws Int +7, Wis +4
Skills Arcana +7, Perception +4
Condition Immunities Charmed, Exhaustion, Frightened
Senses Blindsight 120 ft., Passive Perception 14
Languages —
Challenge 6 (2,300 XP)
Proficiency +3

Alien Mind. If a creature tries to read the frayed outsider's thoughts or deals psychic damage to it, that creature must succeed on a DC 15 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magic Resistance. The frayed outsider has advantage on saving throws against spells and other magical effects.

Unusual Nature. The frayed outsider doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The frayed outsider uses its Malefic Visions; it then makes two attacks with its psionic spike.

Psionic Spike. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) psychic damage

Malefic Visions. The frayed outsider targets one creature within 60 feet of it. That creature must succeed on a DC 15 Wisdom saving throw or have its mind afflicted with cruel visions of its demise for 1 minute. While afflicted, the target takes 10 (3d6) psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shared Pain (Recharge 5-6). The frayed outsider connects two creatures that are within 30 feet of each other and within 120 feet of the frayed outsider together by an astral thread. While connected by the thread, a creature takes only half the damage dealt to it, and the other creature connected to them takes the other half as psychic damage. The creatures remain connected while they are within 30 feet of each other at the end of its turn. When a creature attempts to move 30 feet away from the creature it is connected to, it must make a DC 15 Intelligence saving throw or be unable to move further than 30 feet from the other connected creature. On a successful save, the astral thread breaks, the creatures are free, and they can't be targeted by the frayed outsider's shared pain for 24 hours.



Kiramax, the False Immortal

Medium Aberration, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	10 (+0)	20 (+5)	12 (+1)

Saving Throws Wis +10, Cha +6
Skills Deception +6, Perception +10, Persuasion +6, Religion +5
Condition Immunities Unconscious
Senses Darkvision 300 ft., Passive Perception 20
Languages Common, Deep Speech
Challenge 14 (11,500 XP)
Proficiency +5

Dream Warrior. When inside a dream, Kiramax is immune to all damage, except psychic damage, from creatures in the dream. When Kiramax deals damage to a creature in a dream, that damage is dealt as psychic damage to the creature's actual body.

Additionally, unconscious creatures do not wake up from taking damage by Kiramax unless he wants to wake them up.

Intrusive Sending. Kiramax can cast the *sending* spell, targeting a creature he is not familiar with, if he has invaded the creature's dream in the last week.

Legendary Resistance (3/Day). If Kiramax fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Kiramax makes two attacks with his warhammer.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage

Dreamwalker (3/day). Kiramax attempts to invade the dream of an unconscious creature on the Material Plane. When he does, Kiramax must succeed on a Wisdom check against the creature's Wisdom ability score. On a successful save, Kiramax enters the creature's dream and he can enter any new dreams the creature has for one week. On a failed check, the creature's dreams and mind are closed to Kiramax forever. Kiramax remains in the dream until he uses an action to leave or the creature wakes up.

Slumber (Recharges after a Short or Long Rest). Each creature in a 20-foot-radius sphere centered on a point within 120 feet of Kiramax must make a DC 18 Wisdom saving throw, or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake on a failed save, or be incapacitated until the end of its next turn on a successful one.

Spellcasting. Kiramax casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

- At will: *faerie fire, guidance, inflict wounds (at 3rd level), light, see invisibility, sacred flame (3d8), sending, sleep, spare the dying, thaumaturgy*
- 1/day each: *blight, dream, hypnotic pattern, scrying, spirit guardians*

Bonus Actions

Steps of Night (Recharges after a Short or Long Rest). When Kiramax is in dim light or darkness, he can magically give himself a flying speed equal to his walking speed for 1 minute.

Legendary Actions

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

Attack. Kiramax makes one attack with his warhammer.

Tranquilizing Condemnation. Kiramax touches one creature that he hasn't already used this condemnation on this round. That creature rolls for initiative again with disadvantage, taking the new roll if it is lower than its current place in the initiative order. If the creature already had its turn this round, its new turn in the initiative order this round is skipped.

Cast a Spell (Costs 2 Actions). Kiramax casts one of his known spells.

MEMORY HARVESTER

Memory harvesters are aberrations native to the Astral Plane with the ability to shapeshift into any humanoid form they have previously observed. Believed originally to have been emissaries of the god of secrets, memory harvesters are cosmically driven to collect memories from intelligent creatures such as humans and other humanoid species. A forgotten memory is one that has slipped into the Astral Plane through the dreaming process, where it then slips into the expansive Sparkling Sea amongst billions of other lost memories and thought fragments. Memory harvesters trawl the Sparkling Sea to collect these memories, storing them in small crystals known as dream shards. Though a memory harvester is motivated to collect memories in the same way a dragon may be motivated to collect treasure, memory harvesters are often willing to share or exchange memories with other creatures in exchange for other memories or pieces of knowledge.

INVASIVE SPECIES. Memory harvesters can only find their way to the Material Plane by following the thread left by an astral walker during the process of astral projection, or by slipping through a temporary portal opened by a plane shift spell or similar means. Once on the Material Plane, however, memory harvesters are motivated to steal memories from individuals by entering their minds while their victims dream and taking any memories they can find for themselves. A person who has had a memory stolen by a memory harvester may remain entirely unaware that anything has been taken from them, as the memory has been functionally erased from their mind. This can enable memory harvesters to serve as highly-effective spies for those with the means to procure their services, as knowledge may be gleaned and hostile activities disrupted through memories stolen.

MEMORY HARVESTER

Large Aberration, Chaotic Evil

Armor Class 17
Hit Points 82 (11d10 + 22)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	8 (-1)

Skills Perception +6, Stealth +7
Condition Immunities Charmed, Frightened
Senses Darkvision 60 ft., Passive Perception 16
Languages Common, Deep Speech
Challenge 5 (1,800 XP)
Proficiency +3

Shapeshift. The memory harvester can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Memory Thief. When the memory harvester touches an unconscious creature for 1 minute, that creature must succeed on a DC 14 Wisdom saving throw or have one memory stolen by the memory harvester. The memory can be a random memory or a specific memory chosen by the memory harvester. For every additional minute that passes, the unconscious creature can repeat its saving throw, losing an additional memory on a failed save. On a successful save the unconscious creature is immune to the memory harvester's Memory Thief ability for 24 hours.

The creature that has its memory stolen is unaware that it has forgotten anything initially, though it may eventually realize its forgetfulness in future conversations about said memories.

These memories are stored in dream shards that the memory harvester keeps on their person or in their lair. When killed, any dream shards carried by the harvester scatter in a 5-foot radius around its body.

Shadow Stealth. While in dim light or darkness, the memory harvester can take the Hide action as a bonus action.

ACTIONS

Multiattack. The memory harvester makes four attacks: one with its sickle and three with its claws.

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

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage

VOID LEECH

Void leeches are the bottom-feeders of the Sparkling Sea within the Astral Plane. They scour its depths, feeding on the frayed memory and thought fragments that become distorted after thousands of years of being forgotten by their original creators. In certain circumstances, when a creature on another plane dreams of the Sparkling Sea, void leeches can manifest on that plane by spawning inside the dreaming creature's brain before exiting out of their ears. An uncontrolled or unsupervised portal to the Astral Plane can also create an access point for void leeches, which are able to sense the thoughts and memories inside any living creatures' brains in proximity to the other side of the portal. Their senses overloaded by the presence of living, intelligent creatures, void leeches may stream through a portal in a food-motivated frenzy. Void leeches, however, can only feed on sleeping humanoid targets, and therefore have a tendency to hide until nightfall if they find themselves on the Material Plane or similar.



Void Leech

Tiny Aberration, Unaligned

Armor Class 10 (natural armor)
Hit Points 27 (18d4 - 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	9 (-1)	5 (-3)	12 (+1)	14 (+2)

Skills Stealth +4
Senses Darkvision 60 ft., Passive Perception 11
Languages —
Challenge 1 (200 XP)
Proficiency +2

Ambusher. The void leech has advantage on attack rolls against any creature it has surprised.

Dream Seeker. The void leech can sense the location of creatures that are deep in thought or dreaming within 1 mile of them

Unusual Nature. The void leech doesn't require air, food, drink, or sleep.

ACTIONS

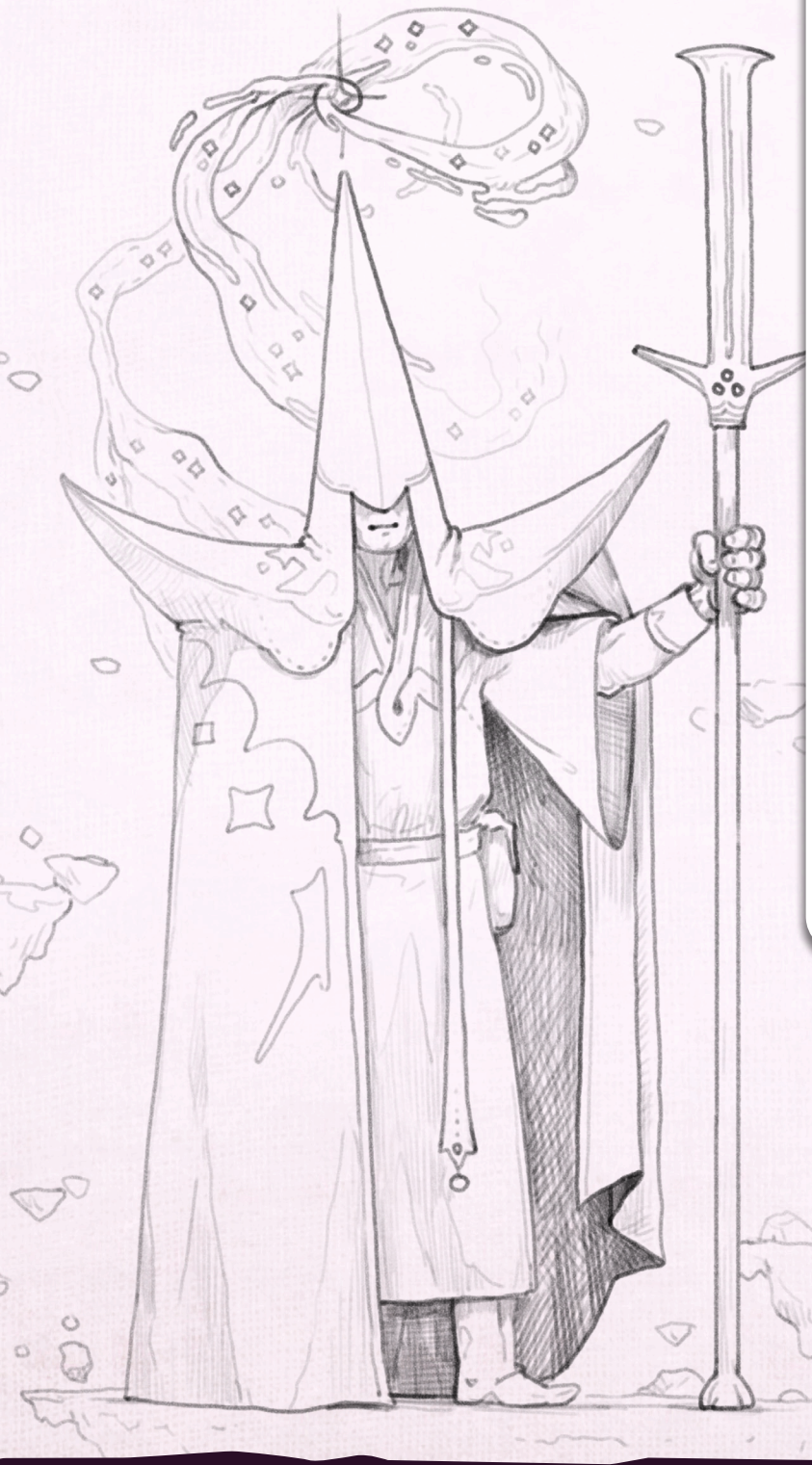
Multiattack. The void leech makes two attacks with its claws.

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

Dream Eater. Choose one unconscious creature within 5 feet of the void leech. That creature must succeed on a DC 12 Wisdom saving throw, or have the void leech enter its mind through one of the creatures ears or other orifice. Every minute the void leech remains in the unconscious creatures dreams, the creature takes 3 (1d6) psychic damage. When the unconscious creature takes damage, or when another creature takes an action to shake the creature awake, it can repeat its saving throw, waking up on a successful save, or remaining asleep on a failed one. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way has its mind transported to the sparkling sea for the rest of eternity, remaining in an endless dream for the void leech to feed on. Only the *greater restoration* or *wish* spell can return the creature's mind back to its body.

WAKING ZEALOT

Waking zealots are members of the Great Waking cult with a familiarity of the Astral Plane and associated magic. They believe that powerful beings of the ancient past have been trapped within demiplane prisons that float through the Sparking Sea, and that it is their destiny to restore these beings to power on the Material Plane.



Waking Zealot

Medium Humanoid (Any), Typically Chaotic Evil

Armor Class 10
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Int +4, Wis +5
Skills Arcana +4, Religion +4
Senses Passive Perception 13
Languages Common, plus any two languages
Challenge 2 (450 XP)
Proficiency +2

Sparkling Dream. A creature put to sleep by the zealot dream of the sparkling sea. While dreaming of the sea, a creature of the sea feeds off the dream, dealing 5 (2d4) psychic damage to the dreaming creature at the start of each of its turns. This damage does not immediately wake the creature up, instead that creature makes a DC 13 Wisdom saving throw, waking up on a successful save, or remains asleep on a failed one.

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage

Spellcasting. The zealot casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

- At Will: *guidance, sacred flame (2d8), thaumaturgy*
- 3/day each: *inflict wounds, sleep (at 3rd level)*
- 1/day each: *cure wounds, dream*

KAWAKINGU
LORD OF THE PETAL RIVER

NAME: Kawakingu, Lord of the Petal River

GOAL: Kawakingu seeks to grow his crime syndicate operation so that he can build up a fortune vast enough to pay off his life-long debt.

BOND: When he was young, Kawakingu was bonded to an arch-hag that saved his life. He lives in fear of the day that the arch-hag will come to collect on her debt.

FLAW: Kawakingu is paranoid that the arch-hag will return at any moment and demand to collect her compensation.



BACKGROUND

Within the Feygloam, a faction of fey known as the Chrysanthemum Court make their home in a luscious grove bisected by a coursing river littered with the petals of the chrysanthemum flowers that hug the riverbank. The ruler of this court is known as Kawakingu, Lord of the Petal River. When Kawakingu was a young kappa, he attacked a traveller along the river, hoping to wrestle them into the water to drown them so that he could take their valuables for himself. The traveller, though, was a marid in disguise, who quickly overpowered Kawakingu and came within moments of striking the young kappa dead. Before the marid could do so, however, a wandering arch-hag intervened, banishing the marid and saving Kawakingu's life. As compensation for her deed, the arch-hag demanded of Kawakingu "payment in the form of a lifetime of riches, spurned at the risk of damnation of your spirit and lifetimes of misfortune for your children and their children, and their children thereafter."

Kawakingu never saw the arch-hag again, but was convinced of her power and believed in her threat. When he inherited rulership of the Chrysanthemum Court from his father, he set about gathering the "lifetime of riches" of which the arch-hag spoke. To do so, he focused his efforts on the Material Plane, for it would be much easier to trick the mortal races out of their money than it would be other fey. Over time, the Chrysanthemum Court developed into what might be considered the Feygloam's first interplanar organised crime syndicate, their hooks inserted into all manner of mortal doings on the Material Plane, with Kawakingu pulling the strings from the Feygloam. The influence of the Chrysanthemum Court extends to drug operations, targeted heists, blackmail, racketeering, and all other manner of professional crime, with the primary purpose of accruing as much wealth as possible. Most of the Chrysanthemum Court's members care little for riches in the form of treasure gathered through the court's operations, the majority of which is funnelled to Kawakingu's vault for the purposes of his debt repayment. Instead, they are eager to serve Kawakingu because the syndicate's infrastructure and operations better allow the

fey to do what they do best — meddle in the affairs of mortals. The Chrysanthemum Court now boasts hundreds of members, each of them playing their own role in Kawakingu's lifelong reparation effort. In recent years, however, as Kawakingu has grown old, the kappa has become increasingly paranoid that the arch-hag will return at any moment to collect the debt she is owed.



ALLIES AND ASSOCIATES

D6	CREATURE(S)
1	Liavi the **kikuharionago**
2	Makka the **shunobon**
3	The **tanuki** spies of the Chrysanthemum Court
4	The **kikuoni** enforcers of the Chrysanthemum Court
5	The **kikutengu** thieves of the Chrysanthemum Court
6	Ogura the **yureiko**

LIAVI THE KIKUHARIONAGO

Liavi the **kikuharionago** is the Chrysanthemum Court's most feared operative. She functions primarily as an assassin tasked with eliminating the most high-profile and hard-to-access targets, using her alluring form to mingle within the aristocratic social circles of the mortal races to get closer to her victims. The Court would typically prefer to use less violent means such as blackmail or bribery to achieve their aims, but assassination becomes necessary when a target rejects all other means of engagement or when their continued existence threatens the prosperity of the Court.

MAKKA THE SHUNOBON

To many, Makka the **shunobon** serves as the face of the Chrysanthemum Court. Especially in his later years, Kawakingu himself rarely ventures far from home and instead prefers to issue orders from the safety of his riverside palace in the Feygloam. Makka has taken on the work of day-to-day management of the Court's activities in addition to the responsibilities of his previous role, which involved making first contact with potential marks on the Material Plane and convincing them to work with the Court. The combination of his relentless charm in addition to his terrifying presence makes Makka an incredibly effective intimidator and negotiator. Nobody says no to Makka.

THE TANUKI

Several **tanuki** serve the Chrysanthemum Court by using their shapeshifting abilities to hide amongst fey or mortal populations so that they can gather information and report back to Makka or Kawakingu about who may be plotting against the Court or leaking any sensitive information to informants. Some tanuki have been acting undercover for years under a single identity in rival fey courts that Kawakingu suspects of treachery. A jolly tanuki named Soma serves as Kawakingu's personal jester and attempts to lift the wary lord out of his episodes of paranoid panic, which have begun to occur more frequently.



THE KIKUONI

The **kikuoni** are the bodyguards and the enforcers of the Chrysanthemum Court. Ever wary of the arch-hag's return, Kawakingu keeps two of them by his side at all times in a feeble attempt to dissuade a potential visit from his old acquaintance. The kikuoni are also sent to do their grisly, violent work in cases such as when a business refuses to pay for protection, a debtor has been delinquent with their debt, or when a rival operation needs to be dismantled.

THE KIKUTENGU

The **kikutengu** form a bulk of the Chrysanthemum's Court's ranks. These slippery fey carry out all manner of tasks on behalf of Kawakingu and the syndicate, including message running, pick-pocketing, general thievery, and the more elaborate heist operations. The most capable and senior kikutengu of the Court is named Higuchi, who has personally stolen tens-of-thousands of gold pieces worth of riches from the likes of rival crime bosses, genie palaces, and royal treasuries.

OGURA THE YUREIKO

They Chrysanthemum Court has made countless enemies, some of which include the spirits of those they have murdered, both in the Feygloam and on the Material Plane. Sometimes, these spirits relentlessly seek out and haunt the Court's members. Ogura is a **yureiko** who patrols the Court's territory within the Feygloam and captures any spirits causing a disturbance. Ogura can only drink them so quickly, however, and lately, spirits have been arriving faster than he can consume them.





QUESTS

D6	QUEST
1	A noble requests the party's help in dealing with a kikutengu that he saw slinking around his estate.
2	The party stumbles upon the chaos of a local shop being torn apart by a pair of kikuoni, who have been sent to punish the owner for refusing to pay protection money.
3	The party must investigate a trail of murders that were all carried out by Liavi. All victims owed money to the Chrysanthemum Court. Can they solve the mystery before Liavi kills her next target?
4	The party must find and slay Ogura the yureiko so that the angry spirits he has imprisoned will be free to help the party confront Kawakingu.
5	The party must track down and capture a tanuki loyal to the Court and compel the creature to lead them to a Feygloam portal.
6	To stop the criminal activity of the Chrysanthemum Court, the party must slay Kawakingu in his riverside palace or help him pay off his lifelong debt.

DURING COMBAT

In battle, Kawakingu uses his Disorienting Jingle as often as he can, repositioning himself if necessary to affect the most enemy combatants possible. Once he has grappled an enemy with his Unarmed Strike, Kawakingu will use a legendary action on his Submission Hold ability and will preferably wait until the end of the grappled target's turn before he uses his Suplex Throw ability so that the target takes damage from the Submission Hold. Kawakingu would prefer to fight the characters in proximity to a river or other body of water so that he can use his swim speed to his advantage and pull grappled targets into the water in an attempt to drown them.



Kawakingu, Lord of the Petal River

Large Fey, Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Con +8, Wis +8, Cha +9
Skills Athletics +8, Deception +9, Insight +8, Intimidation +9, Persuasion +9
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Sylvan
Challenge 10 (5,900 XP)
Proficiency +4

Amphibious. Kawakingu can breathe air and water.

Magic Resistance. Kawakingu has advantage on saving throws against spells and other magical effects.

Sure-Footed. Kawakingu has advantage on Strength and Dexterity saving throws made against effects that would knock him prone.

ACTIONS

Multiattack. Kawakingu makes one Shakujo Staff attack, one Tail attack, and one Unarmed Strike attack. He can replace one of these attacks with his Disorienting Jingle.

Shakujo Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is Large or smaller it is grappled (escape DC 18), and Kawakingu can't make an unarmed strike against another target.

Disorienting Jingle (Recharge 5-6). Kawakingu rattles his shakujo staff and each creature within 30 feet of him, that can hear the sound, must succeed on a DC 16 Wisdom saving throw or be incapacitated until the end of Kawakingu's next turn. If the saving throw fails by 5 or more, the creature isn't incapacitated and instead must use its action on its next turn to attack the creature nearest to it. If there are multiple creatures within the same distance of the creature, it randomly attacks one of them.

BONUS ACTIONS

Taunt. While grappling a creature, Kawakingu enthusiastically taunts another creature within 60 feet of him. That creature must succeed on a DC 17 Wisdom saving throw or have disadvantage on any attack roll that isn't against Kawakingu until the start of Kawakingu's next turn.

REACTIONS

Parry. Kawakingu adds 4 to its AC against one melee attack that would hit it. To do so, Kawakingu must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Detect. Kawakingu makes a Wisdom (Perception) check.

Submission Hold. Choose a creature Kawakingu is grappling. That creature must succeed on a DC 18 Strength saving throw or take 10 (3d6) bludgeoning at the start of each of its turns and be restrained until the grapple ends.

Suplex Throw. Choose a creature Kawakingu is grappling. That creature must make a DC 18 Dexterity saving throw, taking 18 (4d6 + 4) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone. Kawakingu can then throw the creature into an unoccupied space up to 10 feet away from him.

Kikuharionago

Medium Fey, Chaotic Neutral

Armor Class 13
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Str +6, Wis +2, Cha +5
Skills Deception +5, Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Sylvan
Challenge 4 (1,100 XP)
Proficiency +2

False Appearance. At night the kikuharionago is indistinguishable from an ordinary young man or woman with loose and dishevelled hair, if the creature observing the kikuharionago is at least 10 feet away from it.

Harionago Weaknesses. The kikuharionago has the following flaws:

- *Forbiddance.* The kikuharionago can't attack a humanoid unless it smiles back at it, laughs after it does, or becomes hostile to it.
- *Sunlight Hypersensitivity.* The kikuharionago takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The kikuharionago makes four Barb-Tipped Hair attacks.

Barb-Tipped Hair. *Melee Spell Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is hit by two or more barb-tipped hair attacks on a turn, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. If this damage reduces a humanoid to 0 hit points, its body is torn into 3 (1d4 + 1) pieces.

Consume. The kikuharionago feeds on the pieces of flesh from a humanoid it has torn to pieces, regaining 10 hit points.

Kikuharionago

Kikuharionago are insidious fey creatures that can shapeshift in a limited and consistent capacity; they always appear as beautiful humanoid men or women with long, flowing black hair. The flowing black hair is a distinctive physical feature of the kikuharionago — the tip of each strand is equipped with a barbed, razor-sharp hook that the harionago uses to ensnare and prey upon their victims. Because their appearances are particularly alluring to humanoids, kikuharionago often function as assassins and debt collectors for various fey courts that interface with mortal races on the Material Plane, particularly the Chrysanthemum Court. Their attractive appearance contradicts their menacing intent and easily allows them to get close enough to their targets to exert their influence, whether it be through murder or physical intimidation. A kikuharionago will always smile at their target upon first approach. If the smile is returned by the target, the kikuharionago attacks. If the smile is not returned, the kikharionago must retreat and attempt their approach again at a later time. When the circumstances call for it, kikuharionago leave their victims covered in thousands of tiny wounds that signal to others that the fey are not to be crossed.



KIKUONI

Kikuonis are a particular type of oni native to the Feygloam. Kikuonis have a deep affection for beauty. They enjoy blooming flowers, pink sunsets, and the dancing of the wind over grassy plains. The lair of a kikuoni is usually immaculately decorated with all manner of art pieces, from sculptures to paintings to tapestries. Of course, this love of beauty is contrasted by the vile and sadistic nature of the kikuoni. The creatures enjoy the sound of a splitting skull and the screams of the innocent just the same as a songbird's melody. Kikuoni have been known to murder entire villages in order to kidnap a single artist or artisan. They will take the artist back to their lair and force them to produce works, providing them with all the resources and tools required to do so. Over time, the kikuoni may develop a sort of patriarchal affection for their kidnapped victims, even though they may have previously slaughtered their family members without hesitation.



KIKUONI

Large Fey, Chaotic Neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5
Skills Arcana +5, Deception +5, Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Sylvan
Challenge 5 (1,800 XP)
Proficiency +3

Magic Weapons. The kikuoni's weapon attacks are magical.

ACTIONS

Multiattack. The kikuoni makes two Katana attacks.

Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Spellcasting. The kikuoni casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

- At will: *darkness, druidcraft, invisibility*
- 2/day each: *fog cloud, ice storm, knock*

Spirit Roundslash (Recharge 5-6). The kikuoni makes one Katana attack against each creature within 5 feet of it.

BONUS ACTIONS

Spirit Thrust (1/turn). Immediately after hitting a creature with melee weapon attack, the kikuoni moves 15 feet in a straight line through the target without provoking attacks of opportunity and the damage type changes to piercing.

REACTIONS

Foresight Slash. When a creature misses the kikuoni with a melee attack while it is within 5 feet of the kikuoni, the kikuoni makes one Katana attack against the attacker.

KIKUTENGU

Kikutengu are mischievous and violent fey with humanoid, avian, and monkey characteristics. They are expertly skilled with swords and other bladed weapons and are master thieves, for their footsteps make no sound and they can magically pick any non-magical lock they encounter in a matter of moments. Kikutengu live for thrills, and struggle to focus on a task for longer than several seconds. Theft is usually the extent of the kikutengu's wrongdoing. In some cases, kikutengu even return the items that they steal to their owners, for the excitement of the theft is worth much more to the kikutengu than the items themselves. Powerful fey or other actors have been known to hire kikutengus to attempt to steal from them so that they may test their defensive measures against a skilled infiltrator.



KIKUTENGU

Medium Fey, Chaotic Neutral

Armor Class 14 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +4
Skills Athletics +6, Perception +3
Senses Blindsight 5 ft., Darkvision 60 ft., Passive Perception 13
Languages Common, Sylvan, Telepathy 60 ft.
Challenge 3 (700 XP)
Proficiency +2

Keen Sight (Eagle Form Only). The kikutengu has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The kikutengu has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The kikutengu makes two Naginata attacks and one Dagger attack, or it makes one Bite attack and two Scratch attacks. If it is in True or Humanoid form, it can use Teleport before one of these attacks.

Bite (Eagle or Monkey Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage

Dagger (True or Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage

Naginata (True or Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage

Scratch (Eagle or Monkey Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage

Change Shape. The kikutengu magically transforms to look and feel like an eagle, a monkey, a form that resembles a Humanoid, or to return to its true form. The kikutengu can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. Its statistics, other than its size, don't change. It reverts to its true form if it dies. The kikutengu reverts to its true form if it dies or falls unconscious.

Teleport (Recharge 4-6). The kikutengu teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Dream Walker (1/day). The kikutengu casts the *dream* spell (spell save DC 13), but it can only target itself to enter the trance state.

Shunobon

Medium Fey, Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +6, Insight +4, Persuasion +6
Senses Darkvision 60 ft., Passive Perception 11
Languages All
Challenge 5 (1,800 XP)
Proficiency +3

Magic Resistance. The shunobon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The shunobon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage

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

Horrifying Visage. Each non-fey creature within 60 feet of the shunobon that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the shunobon is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the shunobon Horrifying Visage for the next 24 hours.

Illusory Appearance. The shunobon covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the shunobon takes a bonus action to end it or if it dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the shunobon could appear to have curly hair, but someone touching it would feel long needles. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the shunobon is disguised.

Spellcasting. The shunobon casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

- At will: *friends*
- 3/day each: *calm emotions, charm person, suggestion*
- 1/day: *modify memory*

Shunobon

Shunobon are master manipulators and solitary orchestrators of psychological horror. In their true forms, shunobons have bright-red skin and disproportionately large heads, with a single central eye and a toothy maw that extends entirely from one side of their faces to the other. They often conceal their true forms, however, with disguising magic so that they can carry out their schemes. Though they are capable of terrorizing other fey, shunobons especially love causing fear and distress to mortal races. Using its disguised form and unrelenting charm, a shunobon excels at building short, meaningful relationships with their victims so that they can later extract as much fear as possible from them. For example, a shunobon may meet a traveler on the road and happily offer them food, drink, and a pleasant conversion before slowly transforming before their eyes into their terrifying true forms. Sometimes, a shunobon will kill its victim then and there and delight in their screams, but more often, a shunobon will continue to conceal its form and make repeated contact with their target, scaring them multiple times and turning their prey into broken and perpetually terrified victims, who look out warily for the shunobon around every corner.



TANUKI

Tanuki are mischievous fey who physically resemble a mix between a raccoon and a small dog. Tanuki have a jolly disposition and disproportionately large testicles that make them appear comical and non-threatening. The tanuki, however, use these perceptions to their advantage in order to play tricks and take what they want from their targets. Their testicles are the source of their magic, which they use as spellcasting foci, particularly for the purposes of shapeshifting. Most of the time, tanuki take satisfaction and joy from playing harmless pranks on others. Their charisma and ingenuity make them capable of much more, and occasionally, other creatures will form alliances with the tanuki to use them as scouts, spies, and informants. A tanuki is happy to be compensated for this work with ample fresh fruit and fine alcohol for drinking.

FINDERS OF FORTUNE. For inexplicable reasons, tanuki seem to stumble upon fortune wherever they go, usually in the form of coins or jewellery that have been lost along roads or hidden and then forgotten. Tanuki delight in these serendipitous discoveries and are happy to collect small fortunes in packs that they carry on their backs, however they generally have little practical interest in the treasure and instead prefer to leave bits and pieces behind after their antics as playful acknowledgements of their involvement. A farmer whose scarecrow has been dressed in ridiculous clothing, for example, is likely to find a single gold coin left on the ground nearby.



TANUKI

Small Fey, Typically Chaotic Neutral

Armor Class 13 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	10 (+0)	14 (+2)	18 (+4)

Skills Deception +8, Performance +8
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Sylvan
Challenge 2 (450 XP)
Proficiency +2

Magic Resistance. The tanuki has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The tanuki makes three Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage

Change Shape. The tanuki magically transforms to look and feel like a Small racoon or a Humanoid it has seen or to return to its true form. Any equipment the tanuki is wearing or carrying is absorbed by the new form. Its statistics, other than its size, don't change. It reverts to its true form if it dies.

Spellcasting. The tanuki casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

- At Will: *arcanist's magic aura, magic mouth, minor illusion*
- 1/day each: *major image, mirror image, mislead*

YUREIKO

The angry spirits of those who died an unjust death or who otherwise had unfinished business can prove to be quite the nuisance to those still living, especially on the Feygloam. The yureiko, a fickle fey who resembles a stocky, muscular human with the head of a shark, helps to address this problem. Yureikos are the jolly ghost-wranglers of the Feygloam — they find and imprison angry spirits in barrel-sized flasks on their back, which, when opened, create a powerful ethereal vacuum effect that captures any ethereal undead within a hundred-foot radius of the flask. To survive, yureikos drink from their flask, consuming and destroying a spirit held within. Usually, yureikos can only consume one spirit at a time and will wait weeks or months before drinking again, as the ethereal forces are often extremely satiating and indulging too frequently can cause the yureko great discomfort, illness, or even death, similar to how an ogre's stomach might burst if it somehow managed to eat thirty halflings in one sitting. A yureiko that drinks too greedily from its flask might swell to immense size before its body explodes into a spray of viscera and partially-digested ectoplasm.

YUREIKO

Medium Fey, Chaotic Neutral

Armor Class 16
Hit Points 95 (10d8 + 50)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Dex +4, Con +8
Senses Blindsight 60 ft., Passive Perception 12
Languages Common, Sylvan
Challenge 7 (2,900 XP)
Proficiency +3

Amphibious. The yureiko can breathe air and water.

Blood Frenzy. The yureiko has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Leap to Your Feet. When prone, the yureiko can stand up by spending 5 feet of movement rather than half its speed.

Magic Resistance. The yureiko has advantage on saving throws against spells and other magical effects.

Speak with Sharks. The yureiko can communicate with sharks as if they shared a language.

Unarmored Defense. While the yureiko is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

Soul Cask. The yureiko has a cask that can store an unlimited number of souls. When the yureiko drinks from the cask there is a 10% chance that the most recent soul the cask has absorbed is consumed. Any soul drank from the cask can't is permanently destroyed.

ACTIONS

Multiattack. The yureiko uses Drink, then makes two Cleaver attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage

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

Cask Smash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage. A humanoid reduced to 0 hit points by this damage must succeed on a DC 15 Wisdom saving throw or die and have it souls absorbed into the cask.

Drink. The yureiko drinks from its soul cask, regaining 10 hit points and increasing the damage of its next attack by 5.

Intoxicated Frenzy (Recharge 5-6). The yureiko uses Multiattack, then makes three additional Cask Smash attacks, provided that each of these additional attacks targets a different creature.

REACTIONS

Redirect Attack. When a creature misses the yureiko with a melee attack roll, the yureiko causes that attack to hit one creature, other than the attacker within 5 feet of it.



KARKES
THE SHACKLED KING

NAME: Karkes, the Shackled King

GOAL: Karkes seeks to find the key that will unlock him from his prison so that he may restore his former empire to glory.

BOND: Karkes made a pact with a demon lord who granted him his power. He owes a permanent debt.

FLAW: Karkes is cursed to remain bound upon the very throne which he ruled from in life. He may never leave the dungeons of his fortress until he frees himself.



BACKGROUND

In an age past, Karkes was a fearsome warlock-king who ruled over his realm with an iron fist. As a result of a pact made with the demon lord Arkulak, Sovereign of the Seven Ceremonies, Karkes was able to control fiendish magic as well as he was able to swing a blade, allowing him to crush the other disparate rulers of the Hoarwilds under his boot and unite them under a single banner. As a condition of his power, however, Karkes was required to offer regular tribute to Arkulak in the form of gory sacrifice. For a time, Karkes' realm was stable, though its rivers ran red with blood in honor of the demon lord. The fury of the new king's vassals only grew as hundreds of their capable warriors were slaughtered in tribute to Arkulak. Low popular opinion further stoked the fires of discontent, and civil war soon split the Hoarwilds in two, as various independence factions united against Karkes and his loyalists. The campaign was long and brutal, but Karkes was ultimately deposed when his fortress of Slaughter's Watch was breached after an extended siege. Intent on seeing Karkes suffer, his vassals beat him near-death and then carried him atop his throne to the fortress dungeon. Priests of the Valkyrie Judiciary completed an old tribal ritual to bind Karkes to his own throne, ensuring that he may never unlock his chains without the designated ritual key. They then left Karkes to die a slow death. And die Karkes did. The vassals freed from Karkes and the kingdoms they ruled were eventually lost to time. So too was the ritual key that could free Karkes from his chains.

Through sheer power of fury aided by the power of the pact he forged with Arkulak, Karkes did not remain dead. He rose again, many years later, in undeath. Still chained to his throne in the dungeons of his fortress, Karkes retains many of the powers he had in life. He has spoken to those who would listen to him, calling them to his aid and sending them out into the Hoarwilds in search of the ritual key so that he may be finally freed from his imprisonment.

ALLIES AND ASSOCIATES

D6	CREATURE(S)
1	The **abyssal wights**
2	The **ice wraith** council
3	Azhar the **raised magus**
4	Wretched the **runed flesh golem**
5	Agnar the **atrocity**
6	The **urvok cubs**

AZHAR THE RAISED MAGUS

After Karkes returned to life still chained to his throne, he soon realised he would need help if he was to build his revenge and reestablish his kingdom. He called out again to Arkulak, thanking the demon lord for his return and asking for the Sovereign to grant him even a single ally to aid him in his new unlife. Arkulak was happy to oblige, and raised the wizard Azhar, who served as Karkes' court magus until the end of the war, when he was murdered by Karkes' enemies. Now a **raised magus**, Azhar is delighted to be once again granted an opportunity to serve his king. He puts his necromantic abilities to work by raising further undead to gradually grow Karkes' new army.

THE ABYSSAL WIGHTS

Karkes sacrificed dozens of lives within the walls of Slaughter's Watch in tribute to Arkulak, the demon lord. These victims were usually buried in mass graves or thrown into the nearby river after they had served their purpose. Now, many of them have risen along with Karkes as **abyssal wights** ready to help the former king return to his old glory.

AGNAR THE ATROCITY

After Azhar was raised by Arkulak, the first task that the undead necromancer set about was to create a faithful servant for himself. Agnar the **atrocity** is that faithful servant, who Azhar constructed from the ample frozen remains littered throughout the fortress of Slaughter's





Watch in the aftermath of the insurrection. Agnar spends much of his time at Azhar's side acting both as a bodyguard and as an assistant for menial tasks such as body recovery and transportation of goods. When Azhar heads out into the Hoarwilds in search of the lost ritual key, Agnar follows close behind.

The Urvok Cubs

Shortly after Karkes was raised by Arkulak, a mother urvok has made her den in the ruined remains of the Slaughter's Watch fortress courtyard and gave birth to a litter of **urvok cubs**. The urvoks have no awareness of or familiarity with Karkes. The former king, however, was incredibly fond of the creatures in life and remains so in undeath. He considers the birth of the urvoks as a good omen and a sure sign of his eventual revenge. He has forbidden any of his followers, undead or otherwise, from disturbing the urvoks in any way upon threat of destruction.

The Ice Wraith Council

A loyal council of Karkes' closest advisors remained at his side until the very end of the civil war. As punishment for their loyalty to a tyrant, Karkes' enemies tortured and killed the council members one by one after Karkes had been dealt with. The influence of the demon lord Arkulak and the foul energies that persisted at Slaughter's Watch caused the spirits of the council members to reform as **ice wraiths** that lingered within the fortress. Now that Karkes, too, has risen, the ice wraiths have once again sworn loyalty to their old king and are committed to helping him find the ritual key and restore his dominance.

Wretched the Runed Flesh Golem

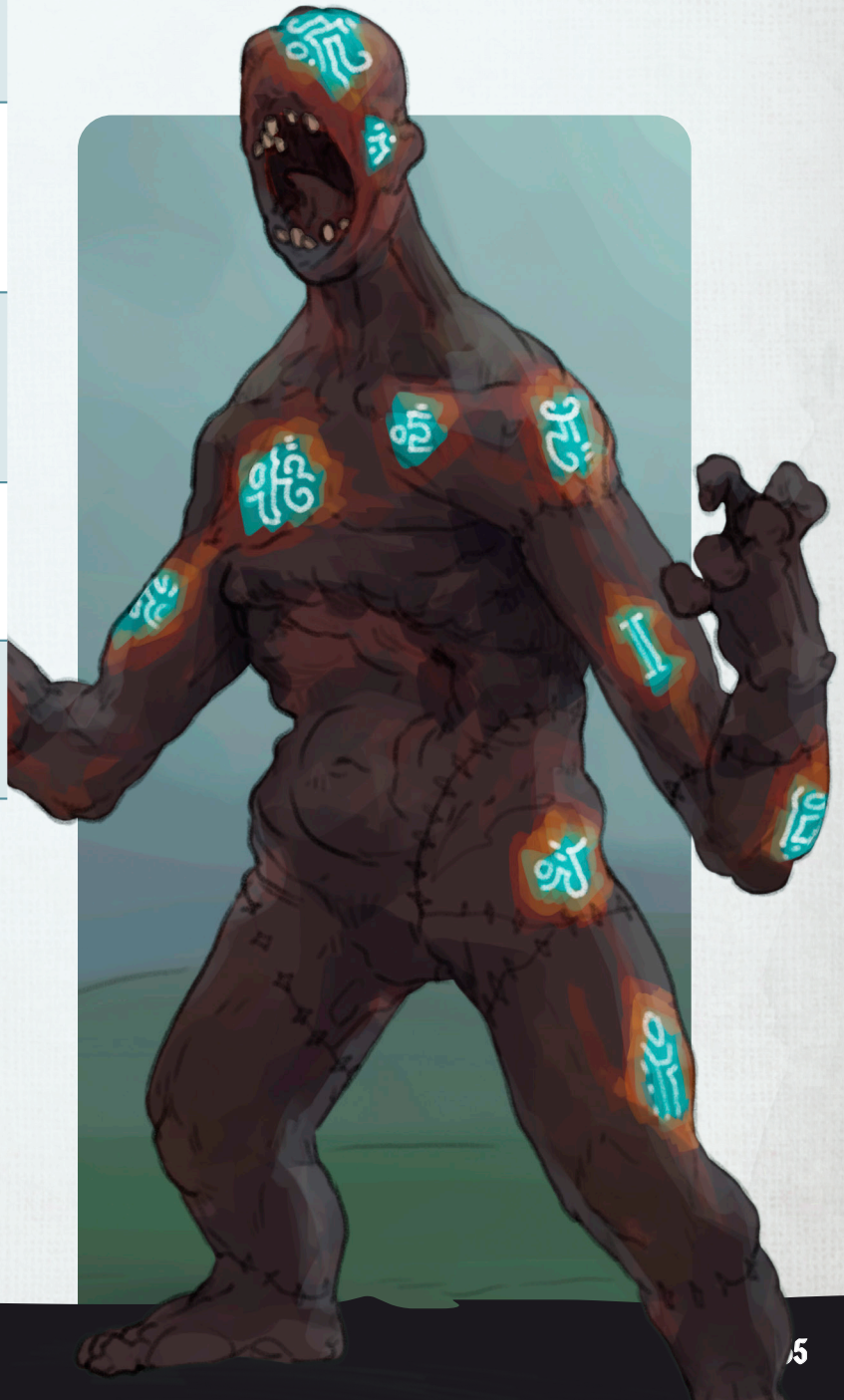
After Agnar the atrocity, the second of Azhar's creations was a **runed flesh golem** he named Wretched. It was not uncommon for curious travellers, or, more concerningly, intrepid adventurers to wander close to the fortress walls or even attempt to breach them. Wretched helps put an end to that. His ragged moaning echoes off the fortress walls as he wanders its interior as well as its surrounding perimeter.

QUESTS

D6	QUEST
1	A local village needs the party's help in responding to an ominous warning from a group of tribal raiders calling themselves the Blackfrost. The Blackfrost are loyal to Karkes and seek to grow his army with either the living or the dead, depending on how they respond to the warning.
2	Shambling undead have been spotted in increasing numbers throughout the Hoarwilds. The party is tasked with investigating the potential cause, where they will find that abyssal wights loyal to Karkes are responsible for the reanimations.
3	The party must gather clues to uncover who amongst the local populace is harbouring secret loyalty to Karkes after being promised power when the former king establishes his new regime.
4	The party must delve into forgotten temple ruins once belonging to the Valkyrie Judiciary to recover historical documents that might lead them to the location of the ritual key.
5	The party must intercept and defeat a scouting party led by Azhar and Agnar that is looking to unearth the ritual key so that Karkes may be freed.
6	The party must assault the frozen fortress of Slaughter's Watch, descend to its dungeon, and destroy Karkes once and for all.

DURING COMBAT

Because Karkes is shackled to his throne, he is entirely stationary in combat. Because of his Creature Sense ability, he cannot be surprised and will know that the characters are coming. To make an encounter with Karkes more dynamic, consider adding multiple minions with a variety of ranged and melee abilities to the fight. Furthermore, while the characters navigate Slaughter's Watch, take advantage of Karkes' telepathic abilities and lair actions to extend his interaction with the party before direct combat. In combat, remember to keep track of Karkes' Frightful Presence, Frost Aura, and Regeneration abilities, all of which are passive. If the party attempts to stay out of Karkes' range and take advantage of the fact that he can't move, feel free to use Lair Actions during his turn to keep the fight dynamic in addition to his Inflict Misery action. If targets are in range, Karkes will use his Frost Chains attack every turn. He only uses his Disrupt Life legendary action if there is more than one target within its range. Otherwise he alternates between Anguish and Spiteful Gaze.



ABYSSAL WIGHT

Abyssal wights are raised by dark entities with demonic influence or where death has occurred in an area where abyssal energies are strong. Like traditional wights, abyssal wights retain the memories and drives of their former selves while heeding the call of whoever or whatever pulled them back from the afterlife. Abyssal wights are often marked by demonic sigils that signify the abyssal source from which they draw power. Such power allows the abyssal wights to hurl flame, inflict necrosis, and spread corruption.

Communication Vessels. Demon lords or other similarly-powerful demonic entities have been known to speak and send messages through abyssal wights to spread fear wherever they might choose. Stories have been told of abyssal wights that unhinge their jaws to spew both booming decrees and projections of black bile.



Abyssal Wight

Medium Undead, Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +4
Damage Resistances Cold; Fire; Lightning; Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)
Proficiency +2

Sunlight Sensitivity. While in sunlight, the abyssal wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The abyssal wight makes two Fire Sword attacks or two Fire Bolt attacks.

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage

Fire Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) fire damage, or 7 (1d10 + 2) fire damage if used with two hands.

Spellcasting. The abyssal wight casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

- At will: *darkness, dispel magic, heat metal*

REACTIONS

Hellish Rebuke (Recharge 5-6). In response to being damaged by a creature within 60 feet of it, the abyssal wight points its finger at the creature that damaged it, momentarily surrounding the creature by hellish flames. That creature must make a DC 13 Charisma saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.



ATROCITY

Deadlier and more horrifying than the flesh golem is the atrocity, a vile creation spawned by a ritual of necromancy and carnivorousness. Like the flesh golem, the atrocity is a foul amalgam of various body parts that have been sewn together to create a golem of repurposed flesh. Unlike the flesh golem, however, an atrocity can only be created by incorporating non-humanoid flesh in addition to its base humanoid components. Further, the creator of the atrocity must partake of the same flesh of any humanoid components used in the creation of the atrocity. The creation of an atrocity is a purely necromantic endeavour; they are imbued not with an elemental spirit like other golems but rather the spirit of a freshly-slain innocent, which must be used as a reagent and repurposed into unrecognisable life force that forms the atrocity's crude and violent mind.

Consuming Flesh. As a result of the carnivorous ritual undertaken to create them, atrocities may consume flesh to regenerate their own forms as well as to grow their power. Atrocities that have persisted for many years and that have consumed much flesh swell to larger sizes and become increasingly capable of delivering death and destruction.

ATROCITY

Large Undead, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Con +7
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages —
Challenge 6 (2,300 XP)
Proficiency +3

Stench. Any creature other than a atrocity that starts its turn within 5 feet of the atrocity must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all atrocities for 1 hour.

Undead Fortitude. If damage reduces the atrocity to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the atrocity drops to 1 hit point instead.

ACTIONS

Multiattack. The atrocity makes one Chained Hook attack and one Cleaver attack.

Chained Hook. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage, and the creature is pulled into an unoccupied space within 5 feet of the atrocity.

Cleaver. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage. Instead of dealing damage, the atrocity can grapple the target (escape DC 16).

Cannibalize. The atrocity feeds on the corpse of a Medium or smaller humanoid . A Small or smaller humanoid is consumed whole, while the atrocity can feed on a Medium humanoid for up to 30 seconds. Each round the atrocity feeds on a humanoid, it regains a number of hit points equal to the humanoid's Challenge Rating.

LEGENDARY ACTIONS

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

Attack. The atrocity makes one unarmed strike attack.

Shove. Choose one creature within 5 feet of the atrocity. That creature must succeed on a DC 16 Strength saving throw or be pushed 15 feet away from the atrocity.

Clothesline (Costs 2 Actions). The atrocity moves up to half its speed in a straight line. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the atrocity moves through must succeed on a DC 16 Strength or Dexterity saving throw or be knocked prone.

ICE WRAITH

The spirit of a powerful, evil humanoid who dies a cold and lonely death risks remaining on the Material Plane as an ice wraith. Ice wraiths share many properties with normal wraiths — they persist as malevolent, uncontrollable forces of evil and they carry only a faint memory of who they were in life. An ice wraith drains all warmth from the environment in which it lingers; a single ice wraith that inhabits a ruined keep will ensure that the entirety of the keep's walls remain coated in a layer of rime and that a frigid wind blows persistently through its corridors. Non-magical flame cannot be lit in the ice wraith's presence, and any existing fires are extinguished within the wraith's area of influence.



Ice Wraith

Medium Undead, Neutral Evil

Armor Class 13
Hit Points 60 (8d8 + 24)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid; Fire; Lightning; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 12
Languages the languages it knew in life
Challenge 4 (1,100 XP)
Proficiency +2

Incorporeal Movement. The ice wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the ice wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Chilling Aura. The ice wraith emits a bone chilling aura in a 15-foot radius around it. When a creature enters the area for the first time on a turn or starts its turn there, it is covered in frost, and it must make a DC 13 Constitution saving throw or be chilled until the end of its next turn. While chilled its speed is halved, it can't use reactions, and on its turn, it can't make more than one melee or ranged attack.

ACTIONS

Arctic Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) cold damage. The target must succeed on a DC 13 Constitution saving throw or it can't regain hit points until the start of the ice wraith's next turn. If the saving throw fails by 5 or more, the target also gains one level of exhaustion.

Create Cinderless. The ice wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's body rises as a ***cinderless*** in the space of its corpse or in the nearest unoccupied space. The ***cinderless*** is under the ice wraith's control. The ice wraith can have no more than seven cinderless under its control at one time.



Karkes, The Shackled King

Medium Undead, Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 157 (15d8 + 90)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	22 (+6)	18 (+4)	20 (+5)	16 (+3)

Saving Throws Con +12, Wis +11, Cha +9
Skills Deception +9, Insight +11, Perception +11
Damage Vulnerabilities Bludgeoning, Fire
Damage Resistances Piercing, Slashing
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Truesight 120 ft., Passive Perception 21
Languages the languages he knew in life, Telepathy 120 ft.
Challenge 20 (25,000 XP)
Proficiency +6

Creature Sense. Karkes is aware of creatures within 5 miles of him that have an Intelligence score of 4 or higher. He knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Frost Aura. At the start of each of Karkes' turns, each creature within 60 feet of him takes 10 (3d6) cold damage. A creature that touches Karkes or hits him with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

Frostbite. Cold damage dealt by Karkes bypasses cold resistance and deals half damage to creatures that are immune to cold damage.

Legendary Resistance (3/Day). If Karkes fails a saving throw, he can choose to succeed instead.

Magic Resistance. Karkes has advantage on saving throws against spells and other magical effects.

Telepathic Medium. Karkes can use his telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. Once the connection is made, Karkes can speak to the creature at any distance, so long as they are on the same plane as Karkes.

Regeneration. Karkes regains 20 hit points at the start of his turn. If Karkes takes radiant or fire damage, this trait doesn't function at the start of Karkes' next turn. Karkes dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Karkes makes two attacks with his frost chains.

Frost Chains. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 14 (4d6) cold damage

Frightful Presence. Each creature of Karkes' choice that is within 120 feet of Karkes and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Karkes' Frightful Presence for the next 24 hours.

Inflict Misery. Karkes drudges up the terrible memory in the mind of a creature within 120 feet of him. That creature must make a DC 19 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Anguish. Karkes uses Inflict Misery.

Spiteful Gaze. Karkes fixes its gaze on one creature within 10 feet of it. The target must succeed on a DC 19 Constitution saving throw or be paralyzed until the end of its next turn.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of Karkes must make a DC 19 Constitution saving throw against this magic, taking 31 (9d6) necrotic damage on a failed save, or half as much damage on a successful one.



Raised Magus

Medium Undead, Any Evil Alignment

Armor Class 12 (15 with magus armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	22 (+6)	12 (+1)	8 (-1)

Saving Throws Con +7, Int +10, Wis +5
Skills Arcana +10, Perception +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 15
Languages the languages it knew in life
Challenge 12 (8,400 XP)
Proficiency +4

Turn Resistance. The magus has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the magus to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the magus drops to 1 hit point instead.

Actions

Multiattack. The magus makes one Ray of Decay attack and uses Spellcasting.

Ray of Decay. *Melee Spell Attack:* +10 to hit, reach 120 ft., one target. *Hit:* 21 (6d6) necrotic damage, and the target can't regain hit points until the start of the necromancer's next turn.

Spellcasting. The magus casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18):

- At will: *magus hand, message, prestidigitation*
- 2/day each: *bestow curse, black tentacles, blur, dimension door, magus armor*
- 1/day: *circle of death, finger of death*

Command Undead (Recharges after a Short or Long Rest). The magus targets an undead creature within 60 feet of it. That creature must succeed on a DC 18 Charisma saving throw, or it becomes friendly to the magus and obeys its commands until the magus uses this action on another undead.

If the undead has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Bonus Actions

Summon Undead (1/Day). The magus magically summons seven ***skeletons*** or ***zombies***. The summoned creatures appear in unoccupied spaces within 60 feet of the magus, whom they obey. They take their turns immediately after the magus. Each lasts for 1 hour, until it or the magus dies, or until the magus dismisses it as a bonus action.

Raised Magus

Some undead, unlike zombies, skeletons, or wraiths, possess all of the memories as well as the personality traits that they had in life. Raised magi are one such example as formerly living wizards or other spellcasters who have been reanimated by powerful forces to continue their life-long work. Raised magi maintain no phylactery or incorporeal form, for their continued undeath is dependent upon their rotted, zombified bodies.

Raised Undead. Raised magi and other raised undead seek to further a specific goal or aim, the pursuit of which is a necessary requirement for their persisting undeath. A raised undead that achieves its goal or whose goal has been rendered void is immediately destroyed. The larger in scope or the less specific this goal is, the more powerful the necrotic forces are required to create such an undead. A raised undead that seeks only to return to the grave of a loved one, for example, is created much more easily than a raised undead that seeks to restore its former empire to glory.



RUNED FLESH GOLEM

Runed flesh golems are flesh golems that have been enchanted and augmented with powerful runic magic. The skin of a typical runed flesh golem is marked with dozens of softly glowing runes that enable it fearsome new capabilities, such as protective force fields, necrotic auras, or bolts of lighting and explosions of fire that discharge when the golem attacks.

Recycling. A runed flesh golem may be destroyed while certain parts of its body, and the runes carved thereon, remain intact. Those who wish to preserve the magic of the runes, such as necromancers or creatively adaptive adventurers, may dismember pieces of the body as necessary to recover the runes. For example, a hand carved with a rune that mimics a *glyph of warding* spell may be severed, collected, and then thrown at an object or creature to trigger the rune to detonate.

RUNED FLESH GOLEM

Large Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances Force
Damage Immunities Lightning; Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)
Proficiency +4

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Runic Power. The golem gains the following benefits if one or more of its runes is recharged:

- The golem can't be surprised as long as it isn't incapacitated
- It has advantage on Dexterity (Sleight of Hand), Intelligence (Arcana), Wisdom (Animal Handling), and Wisdom (Insight) checks.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) force damage

BONUS ACTIONS

Fire Rune (Recharges after a Short or Long Rest). Immediately after the golem hits a target with an attack roll, it can activate this rune to deal an extra 7 (2d6) fire damage, and it must succeed on a DC 17 Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 7 (2d6) fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success.

Storm Rune (Recharges after a Short or Long Rest). The golem enters a prophetic state for 1 minute, or until it is incapacitated. Until the state ends, when the golem or another creature it can see within 60 feet of it makes an attack roll, a saving throw, or an ability check, it can use its reaction to cause the roll to have advantage or disadvantage.

REACTIONS

Cloud Rune (Recharges after a Short or Long Rest). When the golem or a creature it can see within 30 feet of it is hit by an attack roll, it can use its reaction to choose a different creature within 30 feet of it, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range.

Rune Shield (4/Long Rest). When another creature the golem can see within 60 feet of it is hit by an attack roll, the golem can force the attacker to reroll the d20 and use the new roll.

URVOK CUB

Urvoks give birth to litters ranging in size from two to five cubs. Though they have white fur in adulthood, urvoks are born with blood-red fur that slowly loses its color over the first year of the urvok's life. There are many who would pay vast amounts of gold for the red fur of an urvok cub, due to both its unique coloring as well as its extreme rarity — not only do urvok cubs in their first year of life rarely wander from their den, but the ferocity of mature mother urvoks can only be overcome by the most elite hunters. Many have set off ignorantly into frozen wastes, hoping to slay an urvok cub that will make them rich. Almost all of them found death instead.

Urvoks. Urvok are large, deadly, and the demise of many an unwitting traveller. Though they resemble polar bears, their size, long tusks, and insatiable appetite make them even more dangerous. An urvok grows consistently for its entire life, dying only when it can no longer find enough prey to sustain its size. As such, it hunts indiscriminately and without relenting, attacking even when the odds are stacked against it.

URVOK CUB

Small Monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 30 ft., climb 20 ft.

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

Skills Stealth +2
Senses Passive Perception 10
Languages —
Challenge 1 (200 XP)
Proficiency +2

Blood-red fur. While in icy or snowy terrain, the urvok cub has disadvantage on Dexterity (Stealth) checks.

Keen Smell. The urvok cub has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The urvok cub one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage



MYZANTHIUM

ROTTING LORD OF THE WITHERED COURT

NAME: Myzanthium, Rotting Lord of the Withered Court

GOAL: Myzanthium seeks to establish a new Withered Court on the Material Plane using a fragment of the Feygloam Mordroot.

BOND: Myzanthium is an egotistical despot with a burning desire conquer and expand territory.

FLAW: Myzanthium rules with an iron fist and has no charisma or social grace to speak of. He has been shunned by his Feygloam peers.



BACKGROUND

The magical, capricious plane of the Feygloam is populated by all manner of royal court, each with its own values, traditions, and unique customs. These royal courts compete with each other fiercely while abiding by intricate rules of engagement that dictate etiquette, terms of succession, and engagement in war, amongst countless other areas of social conduct. Adherence to these rules is paramount, and any who break them frequently and without proper recompense draw the unrelenting ire of their peers. Such is the case of Myzanthium, the Rotting Lord of the Withered Court. The Withered Court is a court in the Feygloam home to all sort of fungal creatures, who draw their magic from the thriving Mordroot at its center. The Mordroot is said to be as old as existence itself, and the members of the Withered Court are bound by ancient law to prune it regularly, therefore keeping its influence in balance with other creation. Myzanthium, then a lowly prince of the court, had other ideas. He believed the Mordroot should be allowed to flourish, as the fungal creatures of the Withered Court had been oppressed by the other denizens of the Feygloam. He convinced a faction of other court members to join his cause, but ultimately could not sway Gazids, the ruling Lord. Angry and ambitious, he staged a coup against Gazids and his loyalists, taking the throne and title for himself. Myzanthium did not hold power for long though, as his title of Rotting Lord was claimed by force and was thus illegitimate, for succession from one Rotting Lord to another must be unanimously agreed upon by all members of the Wilted Council. The supreme powers of the Feygloam quickly intervened and ruled that Myzanthium be stripped of his title and banished from the Withered Court.

In the frantic aftermath of his banishment, Myzanthium stole a fragment of the Mordroot and made plans to leave the Feygloam entirely for the Material Plane, where he would keep claim to his title of Rotting Lord and establish a new Withered Court outside the purview of other Fey oppressors. A number of supporters sympathetic to Myzanthium's cause followed him into the Material Plane. The banished Rot-

ting Lord set about to find a suitable forest in which to nurture the fragment of the Mordroot so that the Withered Court could be born anew. He soon found his ideal planting spot, and the fragment of the Mordroot began to take hold. Now, its influence spreads unchecked, threatening to upend existing ecosystems as it overtakes everything in its path with rapid fungal overgrowth. Worse still, fresh corpses are the ideal fertizilier for the Mordroot. Myzanthium and his minions have set out to create and collect them.



ALLIES AND ASSOCIATES

D6	CREATURE
1	Myzanthium's many minions, the **black caps**
2	Myzanthium's elite guard, the **roving octopari**
3	**Fungal footmen**, the perimeter defenses of Myzanthium's territory
4	The **bleeding mounds** that populate Myzanthium's lair amongst the tendrils of the Mordroot
5	Togrot, the **toadstool ogre** whose home has been overtaken by the growth of the Mordroot
6	The **black reviver** colony that is beginning to spread beyond the bounds of Myzanthium's territory

MYZANTHIUM'S MINIONS, THE BLACK CAPS

The black caps are amongst the lowest-ranking members of the Withered Court in the Feygloam. Myzanthium, however, promised many of them an elevated status in his new court on the Material Plane. A faction of black caps thus serves Myzanthium eagerly, carrying out the bulk of his orders. The black caps act as scouts, guards, errand-runners, and worshippers for their master. Though they can't reproduce on the Material Plane, a portal to the Feygloam near the heart of the Mordroot has allowed them to periodically reinforce their numbers with fresh recruits to the cause.

THE ROVING OCTOPARI ELITE GUARD

The intelligence of the roving octopari make them ideal candidates for Myzanthium's elite guard. The creatures carry out tasks that the black caps may not be suited for, such as attacking larger caravans, coordinating strategic expansion, conducting threat assessment, and specialized scouting operations. Once the Mordroot has consumed the forest and the time is right, Myzanthium has promised the octopari that every occupant from the surrounding villages will be theirs to feed upon. For now, Myzanthium and the roving octopari expand gradually and attack selectively so as not to draw too much unwanted attention before they have acquired sufficient resources.

FUNGAL FOOTMEN DEFENSES

Those who stray too close to the rapidly expanding territory of Myzanthium risk becoming fodder for the fungal footmen. These walking corpses protect the outskirts of the Mordroot, their numbers slowly growing as another hunter or traveler on their way through the forest is unsuspectingly ambushed and made a corpse themselves.

BLACK REVIVER COLONY

Locals are aware of the ankheg colony that lives in the tunnels beneath the forest. Ankheg encounters were generally rare, as the creatures rarely ventured above ground. Myzanthium's arrival, however, brought black revivers to the area which quickly found their way into the colony. Soon enough, every ankheg had been infected, and now the black revivers have begun to leave the underground tunnels in search of new hosts on the surface, bringing them closer and closer to the villages on the outskirts of the forest.





BLEEDING MOUNDS OF THE MORDROOT

The growth of the Mordroot and the fey influence of Myzanthium's presence provides the perfect conditions for the explosive growth of the bleeding mounds. They have spread quickly throughout the forest, their population becoming densest in proximity to the heart of the Mordroot, where Myzanthium lairs. Creatures of the forest have been dying off in droves as they succumb to the paralytic sap of the otherworldly and unfamiliar fungus.

TOGROT THE TOADSTOOL OGRE

Myzanthium now occupies the forest that Togrot has lived in for decades. The growth of the Mordroot has overtaken Togrot's cave and has touched Togrot himself, as the ogre has been afflicted by fungal growths over much of his body. Though Togrot is angry and unhappy with these changes, Myzanthium and the black caps have intimidated him into serving his new Rotting Lord. Should the opportunity present itself, however, Togrot would be eager to overthrow his new master.

QUESTS

D6	QUEST
1	The party must convince Togrot the toadstool ogre that they can work together to help him retake his home from Myzanthium.
2	A hunter from a local village near Myzanthium's forest has gone missing. The party must track him down at his last known location where they will discover he has been turned into a fungal footman, along with the remains of several other bodies.
3	A priest asks the party for their help in cleansing a shrine within Myzantium's forest that has been consumed by fungal overgrowth.
4	Bodies from a local graveyard have been going missing. The culprits are roving octoparis in service to Myzanthium, who are using the bodies as breeding grounds for their offspring.
5	The party must find a means to access the Feygloam so that they can petition one of its Lords for help in ridding Myzanthium's influence from the Material Plane.
6	The party must navigate through the labyrnthine networks of the Mordroot to reach its heart, where Myzanthium has made his lair.

ADVENTURE HOOKS

The players may wish to stem the spread of Myzanthium's influence in the Material Plane for a number of reasons. A few of these reasons are outlined below.

A HOMELAND AT RISK. Members of a local village, perhaps one where a member of the party grew up, have been noticing a strange root system growing within the surrounding forest. Strange fungi have begun to creep beyond the forest's established perimeters. People have been going missing. The smell of rotting flesh is carried on the air. Something is wrong, and its scope is likely bigger than anyone can currently determine.

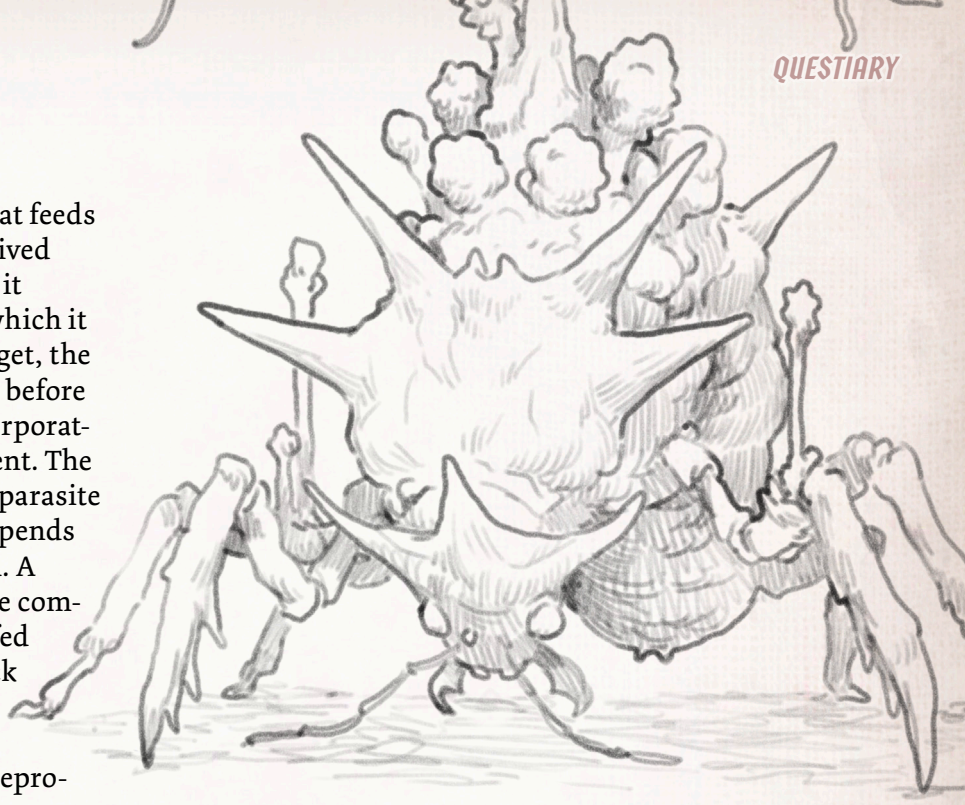
A COURTESY CALL. A local official or member of the party is delivered a strange message by an even stranger messenger. The messenger is a courtly representative from the Feygloam who has come to advise folk of the Material Plane that the banished Myzanthium is attempting to establish himself in their locale. The fey makes it clear that they cannot help directly with the issue at this time, but thought that they should at least extend the courtesy of notifying people so that they may act swiftly should they so choose. The messenger answers only a few questions with brief answers before disappearing.





BLACK REVIVER

The black reviver is a fungal parasite that feeds on the brains of insects. Its name is derived from the dark tendrils it displays when it reaches maturity and from the way in which it effects its host; after infecting a live target, the black reviver slowly consumes its brain before eventually killing the creature and incorporating its husk into its physical development. The black reviver is a remarkably adaptable parasite and its appearance and phsyical size depends entirely on the host in which it infected. A black reviver may remain as small as the common beetle or as large as the ankheg it fed from. Once it reaches maturity, the black reviver promptly seeks to overpower another insect to lay its eggs within its carapace, thus continuing the cycle of reproduction.



Black Reviver

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	1 (-5)	16 (+3)	1 (-5)

Condition Immunities Charmed, Exhaustion, Frightened
Senses Blindsight 30 ft., Darkvision 60 ft., Passive Perception 13
Languages —
Challenge 2 (450 XP)
Proficiency +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the black reviver can bite only the grappled creature and has advantage on attack rolls to do so.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage. If the target is an insect or insect-like, it must succeed on a DC 10 Constitution saving throw or be infected with a disease- a minuscule black reviver parasite.

A insect or insect-like host can carry only one black reviver parasite to full size at a time. Over one week, the black reviver parasite moves to the brain, feeds, grows, and spreads throughout the body. In the 24-hour period before the black reviver parasite takes control of the host, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. After the final day, the full grown black reviver kills the host and takes over its body. The black reviver retains its Intelligence (1), Wisdom (16), and Charisma (1) abilty scores; and gains the pseudopod attack; and the spore reaction. It otherwise adopts the target's statistics.

If the disease is cured before the black reviver takes control, it disintegrates.

Acid Spray (Recharge 6). The black reviver spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Poisonous Spores. When the black reviver or its host is hit by a melee weapon or spell attack it releases spores in a 10-foot radius around it. Each creature in that area must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

BLACKCAP

Blackcaps are malicious mushroom creatures of the Feygloam that live to serve powerful masters such as druids, hags, or members of fey royalty. Though small in stature, blackcaps share telepathic links with each other that allow them to work extraordinarily well in groups. Blackcaps are born when the body of a good-aligned creature dies in the Feygloam and is left to rot without burial. The essence of the decomposing creature attracts ambient fungal spores that take root within the corpse and quickly develop into one or several blackcaps depending on the size of the deceased creature. Infused with the magic of the Feygloam, many blackcaps are able to cast spells that spread poison, disease, and decay amongst anything in their path.

CRUEL TRICKSTERS. Blackcaps revel in playing mean tricks on anyone they can, often to the extent of causing great physical or mental harm to their targets. They can use their hallucinogenic spores to misdirect their targets, and in some instances have been known to harass victims over extended periods of time with their hallucinations, gaslighting them into succumbing to a twisted version of reality.



BLACKCAP

Small Plant, Unaligned

Armor Class 12 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	6 (-2)	14 (+2)	3 (-4)

Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages —
Challenge ½ (100 XP)
Proficiency +2

Hallucinogenic Spores. When the blackcap is hit by a melee attack it releases spores in a 5-foot radius around it. Each creature in that area must succeed on a DC 12 Constitution saving throw or begin to hallucinate. While hallucinating, the creature can't see the blackcap and interprets any action by the blackcap as being caused by some other creature, object, or other effect.

A hallucinating creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this blackcap's hallucinogenic spores for the next 24 hours.

ACTIONS

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

Spellcasting. The blackcap casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

- At will: *poison spray (2d12)*
- 3/day: *blindness/deafness, faerie fire*
- 1/day each: *entangle, plant growth, spiked growth*

BLEEDING MOUND

The bleeding mound is an animated fungus that resembles a mass of pinkish flesh dotted with thick droplets of blood. Its underside is populated with sharp, clustered spines that resemble teeth, thus earning it the alternate name of devil's maw. The bleeding mound is the approximate size of a large dog, and, much like a shambling mound, it trudges across swamps, forests, and other densely-vegetated environments in search of food. Unlike a shambling mound, however, the diet of the bleeding mound is strictly carnivorous. Rather than trying to ambush its prey, a bleeding mound often waits for hungry, unsuspecting creatures to mistake its dark red sap droplets for fruit. The bleeding mound strikes once its prey is close enough, piercing its flesh with its spines and secreting a paralytic toxin that allows the bleeding mound to consume its victim alive.



Bleeding Mound

Medium Plant, Unaligned

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +3
Condition Immunities Blinded, Deafened, Exhaustion
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 10
Languages —
Challenge 2 (450 XP)
Proficiency +2

Ambusher. The mound has advantage on attack rolls against any creature it has surprised.

ACTIONS

Spine. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target succeed on a DC 11 Constitution saving throw, or be poisoned for 1 minute. While poisoned in this way, the target is paralyzed. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Engulf. The mound engulfs a paralyzed Medium or smaller creature. The engulfed target is blinded, restrained, and unable to breathe, and takes 7 (2d6) piercing damage at the start of each of the mound's turns. If the target is killed by this damage, it is absorbed into the mound. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mound.

A creature within 5 feet of the mound can take an action to pull a creature or object out of the mound. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 3 (1d6) piercing damage.

FUNGAL FOOTMAN

Fungal footman is the colloquial name for a species of fungus that sustains itself on the corpses of humanoid creatures, turning them into a type of spore zombie as the fungus is able to pilot the corpse of its host. Fungal footman have an instinct to extinguish any humanoid life forms they encounter so that they may reproduce. A humanoid slain by a fungal footman will eventually rise as a fungal footman themselves after a matter of hours as the spreading fungus takes hold of their corpse. Though fungal footmen can exist in nature independently and reproduce on their own, powerful druids or similarly capable spellcasters have been able to bind fungal footmen to their will through ancient druidic rituals.

HIVEMIND INTELLIGENCE. Fungal footman, despite their undead appearance, are living creatures with a certain capacity for intelligence. Unlike entirely mindless zombies that might stumble into obstacles or attack recklessly, fungal footmen are able to perform rudimentary risk assessment and avoid obvious risks to their survival. Groups of fungal footmen share a crude hivemind, which can make them especially deadly in combat as they are able to synergize simple tactics amongst themselves, such as ambushing a target from multiple directions at once.

FUNGAL FOOTMAN

Medium Plant, Typically Chaotic Evil

Armor Class 17 (splint)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Damage Immunities Poison
Condition Immunities Blinded, Deafened, Exhaustion, Paralyzed, Poisoned
Senses Passive Perception 11
Languages —
Challenge 1 (200 XP)
Proficiency +2

Hive Mind. The fungal footman can communicate telepathically with all other fungal footman that are within 50 miles of each other. While telepathically connected to the hive, the fungal footman has advantage on initiative saving throws.

Zombie Fungus. The zombie fungus is a disease that reanimates humanoid corpses into fungal footman. Humanoid's immune to the poisoned condition are immune to this disease.

For every 24 hours that elapse, a diseased humanoid must succeed on a DC 12 Constitution saving throw, or have its hit point maximum reduced by 5 (1d10). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. When a humanoid's maximum hit points are reduced below half of its normal maximum, it is poisoned until it is cured of the disease.

A humanoid slain in this way rises 1d4 hours later as a fungal footman.

ACTIONS

Fungal Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 2 (1d4) poison damage, or 8 (1d10 + 3) slashing damage plus 2 (1d4) poison damage if used with two hands. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be infected with the zombie fungus disease.

Spore Spray (Recharge 5-6). The fungal footman spews spores in a 15-foot cone in front of it. Each creature in that area it must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage. If the creature is a humanoid, it is also infected with the zombie fungus disease on a failed save.

Myzanthium, Rotting Lord of the Withered Court

Medium Plant, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	9 (-1)	14 (+2)	8 (-1)

Saving Throws Con +6, Cha +2
Skills Deception +2, Nature +2, Perception +5, Persuasion +2
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Poison
Condition Immunities Poisoned
Senses Blindsight 60 ft., Passive Perception 15
Languages Common, Sylvan
Challenge 5 (1,800 XP)
Proficiency +3

Magic Resistance. Myzanthium has advantage on saving throws against spells and other magical effects.

Magic Weapons. Myzanthium's weapon attacks are magical.

Speak with Mushrooms. Myzanthium can communicate with mushrooms and other fungi as if they shared a language.

Heartroot Spores. Spores created by Myzanthium have magical properties that change the color and effect of the spores at the start of each of Myzanthium's turns. Roll a d4 to determine the spores color and effect of the spores when a creature succeeds or fails its saving throw.

When a creature succeeds on its saving throw against the spores the following happens:

- *Grey.* The creature is cured of either one disease or condition afflicting it.
- *Red.* The creatures weapon or hands ignite with magical flames. The first time the creature hits with a weapon or spell attack before the end of its next turn, that attack deals an extra 1d6 fire damage.
- *Green.* The creature regains 2d4+2 hit points.
- *Orange.* The creatures movement speed increases by 10 feet until the end of its next turn.

When a creature fails on its saving throw against the spores the following happens:

- *Grey.* If the creature is concentrating on a spell, or spell-like ability, they must succeed on a DC 14 Constitution saving throw, to maintain concentration on it.
- *Red.* The creature ignites. Until a creature takes an action to douse the fire , the target takes 3 (1d6) fire damage at the start of each of its turns.
- *Green.* The creature is poisoned for 1 minute. The creature can make a DC 14 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
- *Orange.* The creature goes berserk until the end of its next turn. While berserk, it must use its action to attack the creature nearest to it with a weapon.

Actions

Multiattack. Myzanthium makes two unarmed strike attacks.

Spore Stream. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d10) poison damage, and the target must make a DC 14 Constitution saving throw or suffer the failed effects of this turns heartroot spores on a failed save, or gain the boon of the heartroot spores on a successful one.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) poison damage, and the target must make a DC 14 Constitution saving throw or suffer the failed effects of this turns heartroot spores on a failed save, or gain the boon of the heartroot spores on a successful one.

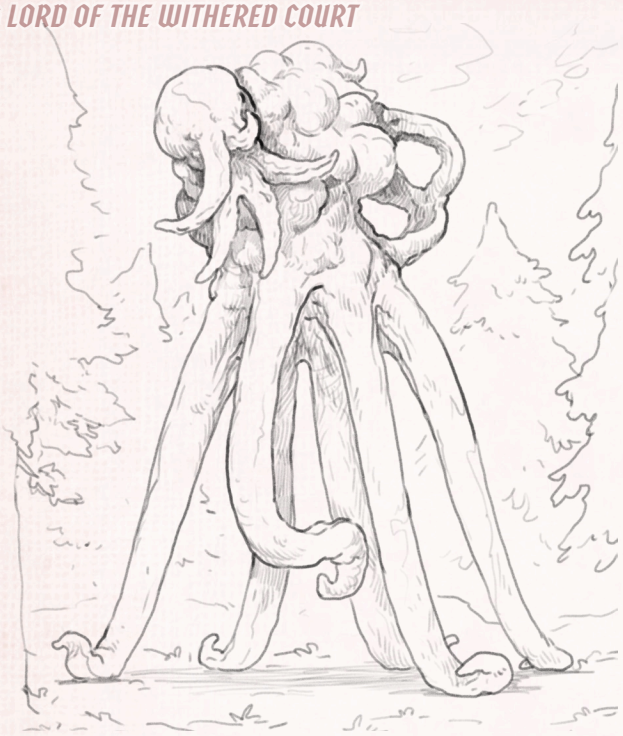
Spellcasting. Myzanthium casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 13):

- At will: druidcraft, poison spray (2d12), spike growth
- 3/day: *dispel magic, entangle, faerie fire, healing word*
- 1/day each: *animal messenger, moonbeam, confusion, conjure fey*

Legendary Actions

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

Spore Cloud. Myzanthium creates a 5-foot-radius sphere of spores centered on a point within 120 feet of him. The sphere spreads around corners, and its area is heavily obscured. It lasts until Myzanthium uses this legendary action again or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature that starts its turn in



ROVING OCTOPARI

Roving octopari are eight-legged fungal creatures that average seven feet in height and originate from the Feygloam. Their long, spined tentacles support a relatively small and fleshy upper-body that contains their large brain. The undersides of their tentacles are dotted with microscopic eyes that allow them to see in all directions at once and at an incredible level of detail. Roving octopari possess an alien intelligence that makes them slightly smarter than the average humanoid, which is their preferred prey alongside larger mammals. These carnivorous creatures emit the constant, rotting stench of death, meaning that their prey can often smell them coming. That rarely matters, however, as by the time its scent can be detected in the air, the roving octopari's incredible speed and climbing ability allows it to quickly overtake any with the foresight to flee.

Though they are intelligent, roving octopari are generally solitary creatures that rarely form societal groups. Despite this fact, roving octopari can speak to one another using a complex language composed of various tentacle movements both subtle and intricate. The creatures live for the thrill of the hunt, often toying with their prey for hours or even days before they slowly begin to consume them, using their tentacle excretions to tenderize the flesh before tearing into it with their sharp beaks.

ROVING OCTOPARI

Large Plant, Unaligned

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	11 (+0)	5 (-3)

Skills Perception +4, Survival +2
Senses Passive Perception 14
Languages —
Challenge 3 (700 XP)
Proficiency +2

Scent of Death. The roving octopari has disadvantage on Dexterity (Stealth) checks made to hide and Wisdom (Perception) checks made to smell the roving octopari have advantage.

Stench. Any creature other than a roving octopari that starts its turn within 5 feet of the roving

octopari must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all roving octoparis for 1 hour.

Thousand Eyed. The roving octopari has advantage on Wisdom (Perception) checks, but disavantage on Constitution saving throws against being blinded.

ACTIONS

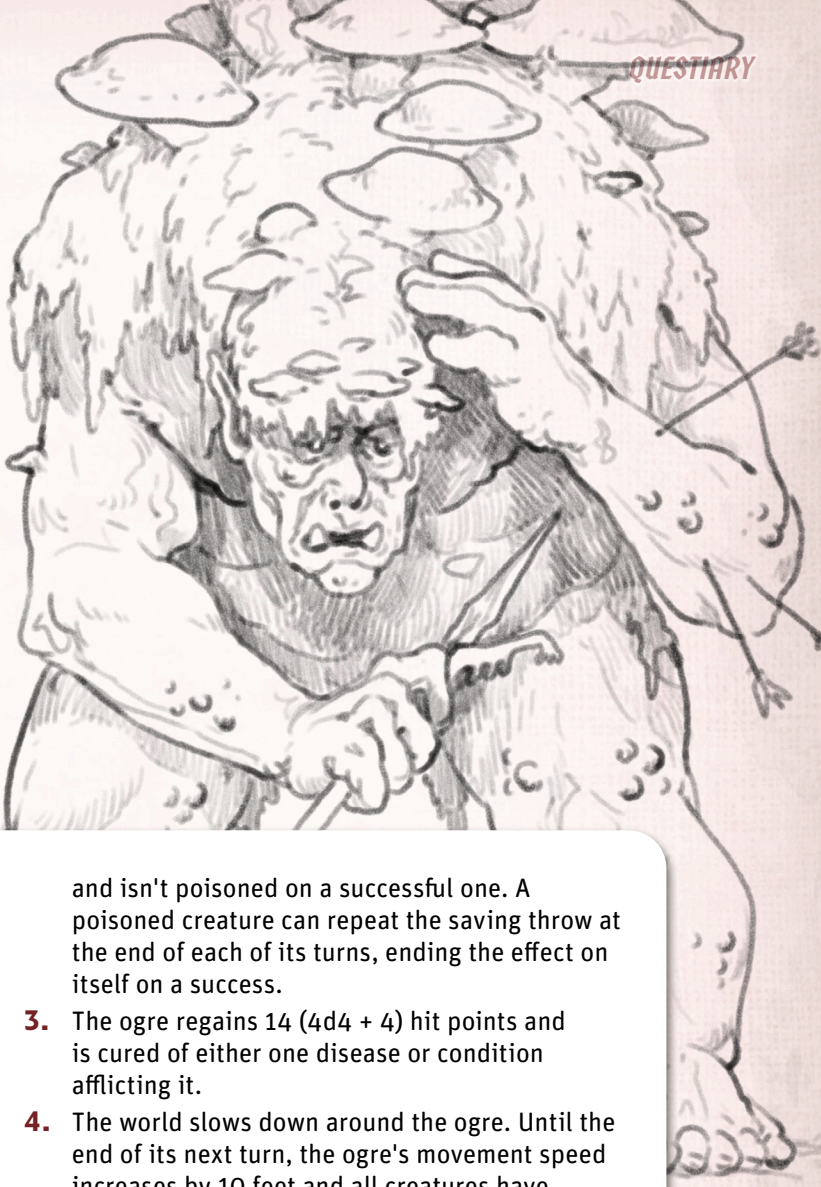
Multiattack. The roving octopari makes four attacks with its tentacles

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) acid damage. Instead of dealing damage, the roving octopari can grapple the target (escape DC 13). The roving octopari has 8 tentacles, but only 4 of which can grapple one Medium or smaller target each.

TOADSTOOL OGRE

Ogres aren't the best at personal hygiene, and their violent confrontations with prey or with other ogres can often result in open wounds that are left untreated. These untreated wounds usually become infected, sometimes in a way that causes necrosis of the flesh. When an ogre with wounds of this sort comes into contact with certain spores, the growth of specific mushrooms and other fungus varieties can take hold as they feed on the ogre's dead flesh. As the fungi mature and mushrooms sprout proudly from the wounds, a toadstool ogre is the result. The fungi growing out of a toadstool ogre can serve to make the ogre more threatening, either because the ogre's discomfort causes it a constant violent agitation or because of the dangerous effects of the fungi itself.



Toadstool Ogre

Large Giant, Typically Chaotic Evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP)
Proficiency +2

Actions

Multiattack. The ogre makes three attacks with its sharpened bone.

Sharpened Bone. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage

Chow Down (Recharge 5-6). The ogre plucks a random mushroom from its back and eats it. Roll a d6 to determine what effect the mushroom has.

1. The ogre is poisoned until the end of its next turn.
2. The ogre burps up spores in a 15-foot cone in front of it. Each creature in that area must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. The ogre regains 14 (4d4 + 4) hit points and is cured of either one disease or condition afflicting it.
4. The world slows down around the ogre. Until the end of its next turn, the ogre's movement speed increases by 10 feet and all creatures have disadvantage on attack rolls against it.
5. The ogre goes berserk for the next hour, or until there is no other creatures within 120 feet of it, that it can see. While berserk, it can't use its chow down, its melee weapon attacks deal an extra 5 damage and it must use its action each round to attack the creature nearest to it with the its weapon. On the turn the ogre eats this mushroom, it can make one melee weapon attack as a bonus action.
6. The ogre becomes ravenous and eats two more mushrooms, roll again for each mushroom (reroll duplicates and 6's).

REACTIONS

Fart. When the ogre is hit by a melee weapon attack, it can use its reaction to release a spore filled fart at the attacker. If the attacker is concentrating on a spell or spell-like ability, they must succeed on a DC 13 Constitution saving throw, to maintain concentration on it.

V'ULLE

SCION OF THE SENTIENT SEA

NAME: V'ulle, Scion of the Sentient Sea

GOAL: As a developing fetus, V'ulle seeks to gather enough nutrients in order to hatch healthily so that his establishment of the Sentient Sea can begin in earnest.

BOND: V'ulle is served faithfully by a faction of squiglings who do everything they can to ensure that their overlord hatches safely.

FLAW: Though V'ulle is supremely intelligent, as a developing fetus he has very little acquired knowledge and almost no first-hand experiences of the world to speak of.



BACKGROUND

At the beginning of the world, great leviathans known as the Xelkheshi reigned supreme over the seas as the first creations of the gods. When the gods eventually grew bored of their children, however, and wished to see new life flourish, the Xelkheshi faced environmental calamity that wiped them from the world — except for a lone remnant. A great leviathan known as Vhogduth laid a single egg before the calamity struck, an egg which became buried by sediment in a gargantuan submarine landslide. The egg remained entombed for thousands of years, in stasis but alive, until just a few years ago, when a coincidental undersea earthquake shook it loose, granting it a second chance at life.

Leviathan eggs and their embryos can persist for thousands of years without nourishment. Once they begin to receive the nutrients they need to hatch, however, the incubation period can last as little as five years. Shook from its slumber beneath the sands of the ocean, the embryo within the egg awoke and became aware of its reality. Ignorant of the world as it is today but imprinted with the memory of its ancestors, the embryo named itself V'ulle. V'ulle knew that it would have to make its incubation its own responsibility. It needed nutrients — other living, sentient beings that would be fed into and absorbed by its egg. V'ulle began to send out its telepathic call, speaking to any who could hear it and making an offering of power to those who would answer it. When the Xelkheshi ruled, their dominion was known as the Sentient Sea. V'ulle intended to restore that dominion and promised to make champions of those who aided it.

A tribe of squiglings known as the Briorvi was the first to respond to V'ulle's call. The Briorvi believe that an ancient prophecy has foretold V'ulle's arrival, and that it is their divine role to ensure the scion's growth. In exchange for a privileged position in the new regime that will be the Sentient Sea, the Briorvi have committed themselves to gather food for V'ulle in the form of sentient creatures such as merrow, merfolk, and any mortal races that find themselves within Briorvi territory. They attack boats and raid coastal fishing settlements to gather prisoners

that they can feed to V'ulle. If left unchecked, V'ulle and the squiglings will build a new world order that begins beneath the waves.

ALLIES AND ASSOCIATES

D6	CREATURE(S)
1	The Briorvi **squiglings**
2	Vheztu the **squigling elder**
3	The **squigling steerers**
4	The **nautillery**
5	Vuctust the **osoxhi navigator**
6	The **deathlight**



THE BRIORVI SQUIGLINGS.

The Briorvi tribe of squiglings count several hundred amongst their number. All of the tribe's efforts have become focused on the incubation of V'ulle. Raiding teams assault boats, ships, and coastal settlements for prisoners. Other members of the tribe have contributed to the expansion of coastal and undersea lairs in which prisoners are held while they await their turn to be fed to V'ulle. A tribal sub-faction known as the Overseers have the privileged duty of feeding prisoners to V'ulle, a process through which prey are attached to the egg via an adhesive mucus secretion and then slowly absorbed into it.

VHEZTU THE SQUIGLING ELDER.

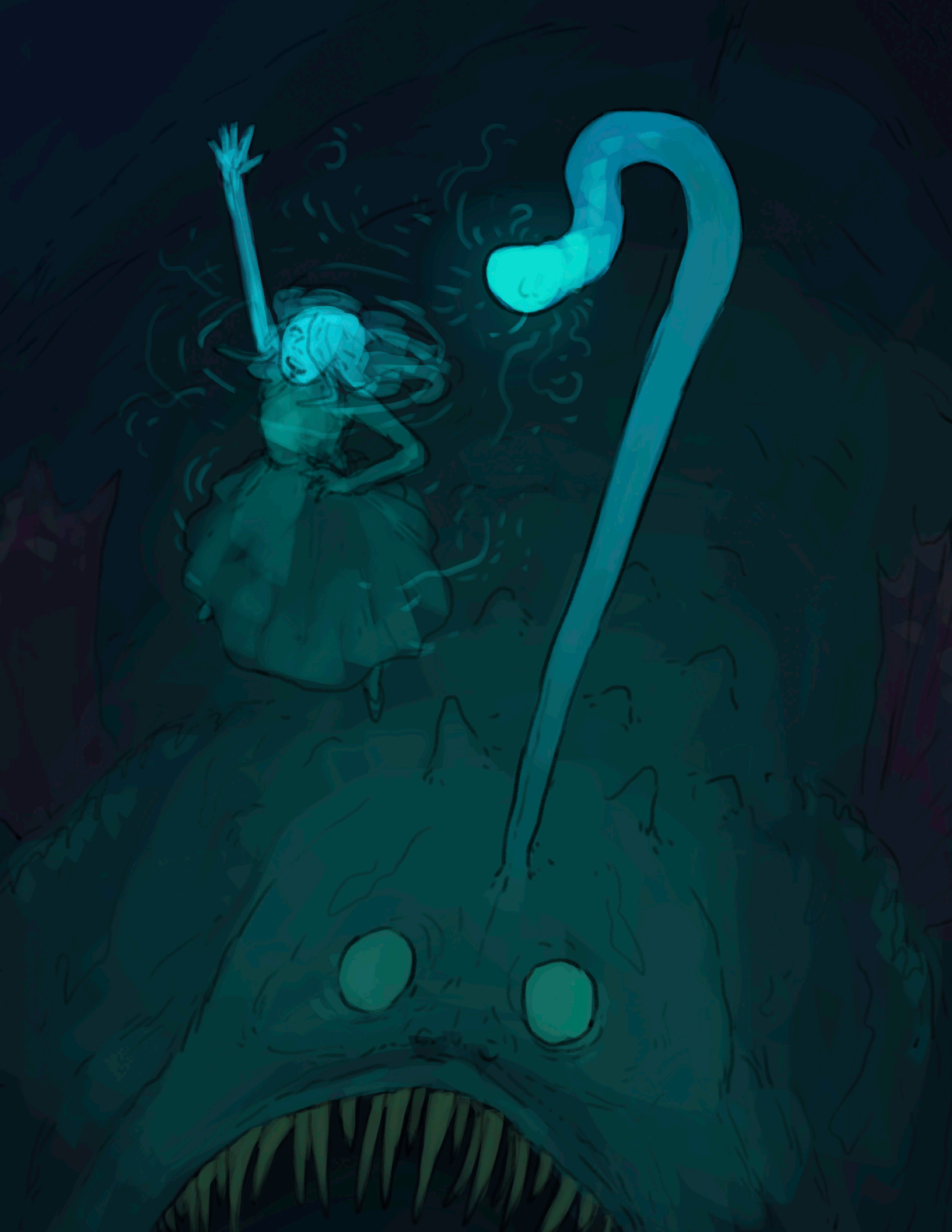
The leader of the Briorvi squiglings is Vheztu, a squigling elder and High Oracle for the tribe. It was Vheztu who first heard V'ulle's call, and who consulted the oral histories to connect it with the prophecy. Vheztu is wise, good to his kind, and well-respected by his tribe, though he has no empathy for non-squiglings and is cruel and calculating in the matters of rounding them up for consumption by V'ulle.

THE SQUIGLING STEERERS.

The most psionically-advanced members of the Briorvi, the squigling steerers, allow the tribe to conduct more raids and gather more prisoners than would otherwise be possible. The Briorvi have conquered a nearby tribe of sahuagin, and after slaying most of their number, have saved a select few for the purposes of steering, allowing them to travel farther, faster, and deal more damage to the benefit of the tribe.

THE NAUTILLERY.

The Briorvi tribe have tamed a number of nautillery that they use to make quick work of ships that sail over their territory. Using their forceful jets of water, the nautillery blow holes into the undersides of boats and ships. The squiglings then either board amongst the chaos, or, if the holes are large enough, simply wait for the ship to sink so they can collect their prey.



VUCTUST THE OSHOXI NAVIGATOR.

In addition to the nautillery, the Briovi have also tamed an oxshoxi navigator named Vuctust that they use to travel quickly between one raiding target and another. Vuctust is particularly useful for catching the squigling's raiding targets by surprise, as its teleportation abilities disrupt scouting efforts and are exceedingly difficult to protect against for species such as merrow and merfolk.

THE DEATHLIGHT.

A deathlight patrols the waters surrounding the undersea cave where V'ulle dwells. The squiglings have pacified the deathlight with regular offerings of food, and though it is usually content to ignore the squiglings, it has on occasion attacked and eaten some of their tribe members. These events are rare, however, and the squiglings would prefer to keep the deathlight around for the extra protection it offers V'ulle and the lair.



QUESTS

D6	QUEST
1	A small merchant ship has gone missing, presumably near a chain of islands. The party is asked to investigate, where they will find it crashed against the rocks, its crew nowhere to be found. The Briorvi are responsible.
2	The party must assault a Briovi camp so that they can gather information on the squiglings' plans and motives.
3	The party must earn the trust and respect of a merfolk tribe by recovering an item lost in an old tomb to convince the tribe to help the party defeat V'ulle and the squiglings.
4	The party must desecrate a well-protected Briorvi religious site to weaken Vheztu's powers.
5	The party must intercept an oshoxi navigator and the Briori that accompany it so that they can use it to teleport into squigling territory.
6	The party must kill, sneak around, or lure away the deathlight that protects V'ulle's lair so that they can enter it and destroy V'ulle.

DURING COMBAT

V'ulle will do anything it can to avoid direct combat with the characters due to the supreme risk that it poses. If forced to defend itself, however, it will be prepared to do so. V'ulle is intelligent enough to be able to intuit the most violently capable member of the party and will cast *dominate monster* on them in the first round, or will use *stink cloud* if it can affect three or more targets at once. V'ulle will use its Recall Agony legendary action more often than not, unless it is in danger of defeat, at which point it will use Daze and Deceleration on nearby creatures so that it can create distance. It uses Mass Deja Vu when optimal depending on the circumstances of the fight, ideally in a way that forces party members to waste their turns or spell slots.

DEATHLIGHTS

Deathights are a type of anglerfish that grow to immense lengths of up to forty metres and can project illusory images that they use to bait their prey into approaching within kill range. Using a rod-like appendage at the top of their heads, deathlights can manifest vaguely humanoid projections of soft blue light above or below the water's surface, luring both fish or humanoid prey into coming closer to investigate, at which point the deathlight strikes. Strictly carnivorous hunters, deathlights are capable of swallowing small rowboats in a single bite or quickly capsizing larger vessels by chewing holes into their hulls. In addition to visual illusions, deathlights can produce an adaptable sound frequency that is perceived as melodic by fish, mammals, and humanoids alike.

DEATHLIGHT

Huge Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 85 (10d12 + 20)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	6 (-2)	14 (+2)	7 (-2)

Senses Darkvision 120 ft., Passive Perception 12
Languages —
Challenge 3 (700 XP)
Proficiency +2

Siege Monster. The deathlight deals double damage to objects and structures.

Water Breathing. The deathlight can breathe only underwater.

Melodic Aura. The deathlight produces an adaptable sound frequency that is perceived as pleasant sound to creatures within 300 feet of it. Each creature that can hear the sound must succeed on a DC 12 Charisma saving throw or have any strong emotions be suppressed, causing it to be indifferent about the deathlight. This indifference ends if the creature is attacked or harmed by a spell, if it witnesses any of its friends being harmed, or if it can no longer hear the sound. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deathlight's Melodic Aura for the next 24 hours.

ACTIONS

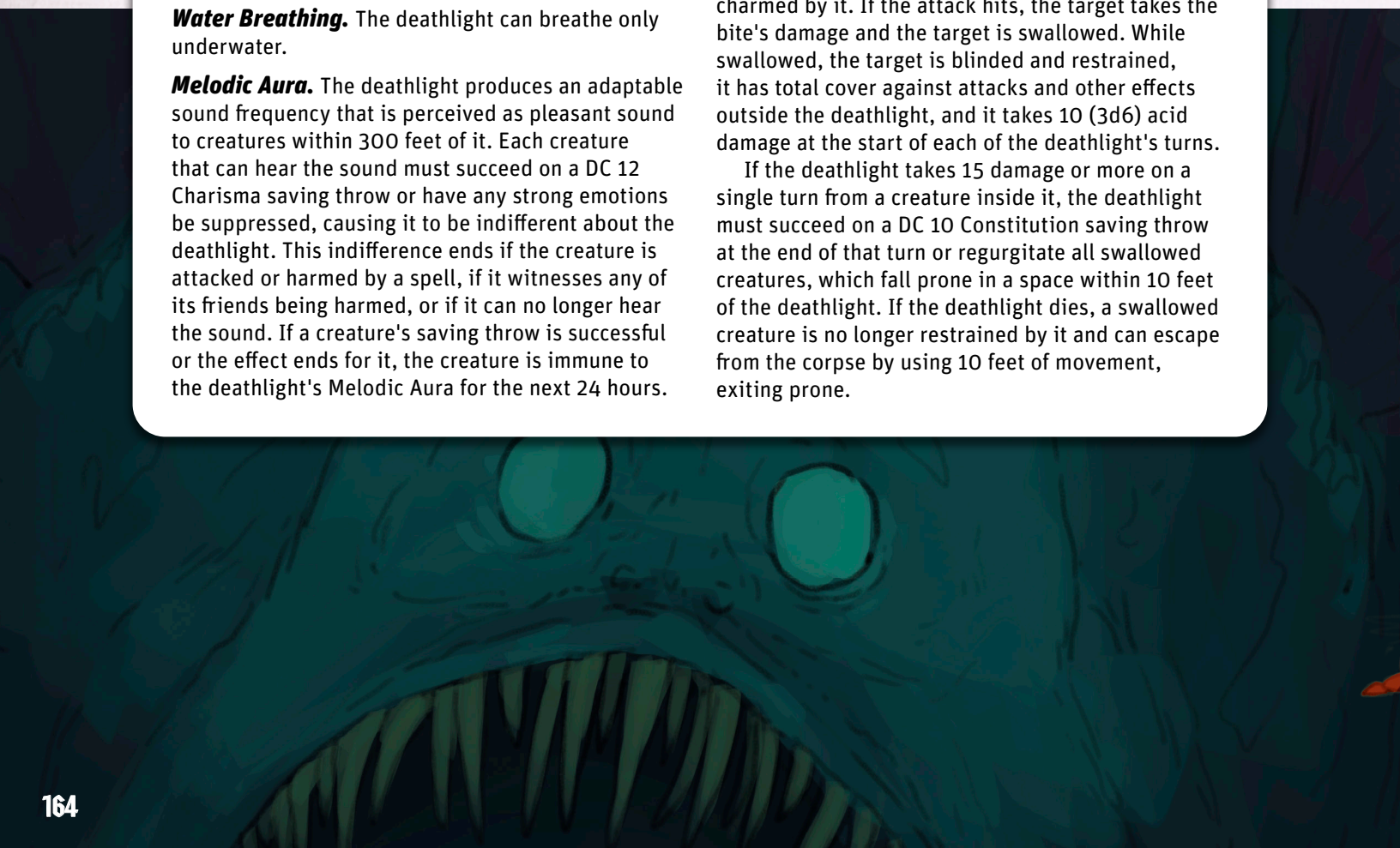
Multiattack. The deathlight makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage

Lure. While in dim light or darkness, the deathlight can use the lure on its head to manifest vaguely humanoid projections of soft blue light above or below the water's surface. Each creature that can see the lure must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute by the deathlight or until the deathlight does something harmful to the creature. While charmed in this way, the creature can only use its turn to move towards the lure.

Swallow. The deathlight makes one bite attack against a Large or smaller object or creature that is charmed by it. If the attack hits, the target takes the bite's damage and the target is swallowed. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the deathlight, and it takes 10 (3d6) acid damage at the start of each of the deathlight's turns.

If the deathlight takes 15 damage or more on a single turn from a creature inside it, the deathlight must succeed on a DC 10 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the deathlight. If the deathlight dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.



NAUTILLERY

A nautillery is a large nautilus-like creature approximately eight feet in diameter. It takes its name from the forceful jets of water that it can propel at great range from its claw-like mouth, which are powerful enough to blow holes in the sides of ships, as artillery and siege weaponry could. Though nautillery are not technically amphibious, they can hold their breath for up to three hours at a time, which, in combination with their clawed legs, allow them to occasionally venture beyond shallow waters and onto coastal lands to hunt crustaceans for food. Nautillery are low-intelligence creatures that are fiercely defensive of their territory, and often mistake the hulls of passing ships as potential predators, causing them to aggressively defend themselves and making them a serious threat to sailors. More intelligent species such as merrow, merfolk, and others have been known to train and domesticate nautillery to use them as living siege weapons.



NAUTILLERY

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 2 (450 XP)
Proficiency +2

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

Limited Amphibiousness. The nautillery can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Siege Monster. The nautillery deals double damage to objects and structures.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage

Water Bolt. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) cold damage

Hydropump (Recharge 5-6). The nautillery fires a stream of high-pressure water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Shell Defense. The nautillery withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the nautillery is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

OSHOXI NAVIGATOR

Oshoxi navigators are squids approximately fifteen feet in length that can teleport distances of up to ten miles in search of food. When an oshoxi navigator teleports, it also teleports alongside it any other creatures that are within five feet of it. Oshoxi navigators have two eyes of different physical characteristics — one eye, large and yellow, looks upward towards the water's surface, scanning for the shadows of potential prey in the waters above. The other eye, smaller and blue, looks downward, searching for bioluminescence produced by predators or prey in the depths below. The squids eat mainly fish and crustaceans, and will prowl a specific area until they have exhausted it of food sources, at which point they teleport themselves to new hunting grounds. Oshoxi navigators are not easily disturbed and attack only in pursuit of prey or when seriously provoked, using their powerful tentacles and toxic ink to grapple and then incapacitate their targets.



Oshoxi Navigator

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 66 (7d12 + 21)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 12
Languages —
Challenge 3 (700 XP)
Proficiency +2

Water Breathing. The navigator can breathe only underwater.

ACTIONS

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The navigator has ten tentacles, each of which can grapple one target.

Ink Cloud (Recharge 6). While underwater, the navigator expels an ink cloud in a 30-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the navigator. Each creature other than the navigator that ends its turn there must succeed on a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the navigator's next turn.

Teleport (Recharges after a Long Rest). The navigator teleports itself and any solid matter (including creatures) within a 5-foot radius around it to a destination within 10 miles of is current location.

BONUS ACTIONS

Shadow Stealth (Underwater Only). While in dim light or darkness, the navigator takes the Hide action. Its stealth bonus is also improved to +4.

SQUIGLINGS

Squiglings are amphibious squid-like aberrations roughly three-and-a-half-feet tall that possess inherent psionic ability. They organize themselves into tribal groups ranging from several dozen to several hundreds of members and make their lairs in a variety of aquatic environments, from sunken shipwrecks to coastal caves. Squiglings feed exclusively on the brains of fish and mammals, and hunt large prey such as whales or sharks using their superior numbers and expert coordination facilitated by their telepathic ability.

UNKNOWN ORIGINS. Some scholars believe that mind flayers and squiglings share a similar creation story and extraplanar origin, and suggest a physiological relation between the two species. Others believe that squiglings are native to the Elemental Plane of Water, where they have flourished as primordial beings since the beginning of the world itself.

EXPERT SURVIVALISTS. Squiglings have innate bioluminescent and camouflage abilities and are perfectly adapted to coastal and aquatic environments. Their superior intelligence, both individually and collectively, result in a wide range of societal outcomes. Some squigling tribes may be strictly hierarchical, while others operate as fiercely egalitarian collectives. Because squiglings consume brain matter exclusively, they often leave large portions of any carcasses behind, after they have harvested the few bodily components they might need for other purposes. A squigling hunting party is likely to leave a trail of whale corpses in its wake that then become their own localised ecosystems as other creatures converge to feed on the scraps.

SQUIGLING

Small Humanoid (Squigling), Any Alignment

Armor Class 11
Hit Points 27 (6d6 + 6)
Speed 30 ft., swim 40 ft.

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

Senses Darkvision 60 ft., Passive Perception 11
Languages Aquan, Telepathy 60 ft.
Challenge ½ (100 XP)
Proficiency +2

Limited Amphibiousness. The squigling can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Sea Camouflage. The squigling has advantage on Dexterity (Stealth) checks made to hide while completely submerged in water.

ACTIONS

Multiattack. The squigling makes two Tentacle attacks. It can replace one of these attacks with a Javelin attack.

Ink Spray. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) poison damage. If the target is a creature, it must make a DC 11 Constitution saving throw or be blinded until it uses an action to wipe the ink from its eye(s).

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. Instead of dealing damage, the squigling can grapple the target (escape DC 12).

Spellcasting (Psionics). The squigling casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

- At will: *mage hand* (the hand is invisible)
- 2/day: *detect thoughts*



Squigling Elder

Medium Humanoid (Squigling), Any Alignment

Armor Class 11
Hit Points 82 (11d8 + 33)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +6, Wis +4, Cha +2
Skills Arcana +6, Insight +4
Senses Darkvision 60 ft., Passive Perception 12
Languages Aquan, Telepathy 120 ft.
Challenge 3 (700 XP)
Proficiency +2

Limited Amphibiousness. The squigling can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Magic Resistance. The squigling has advantage on saving throws against spells and other magical effects.

Sea Camouflage. The squigling has advantage on Dexterity (Stealth) checks made to hide while completely submerged in water.

Actions

Multiattack. The squigling makes two Tentacle attacks.

Ink Spray. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) poison damage. If the target is a creature, it must make a DC 13 Constitution saving throw or be blinded until it uses an action to wipe the ink from its eye(s).

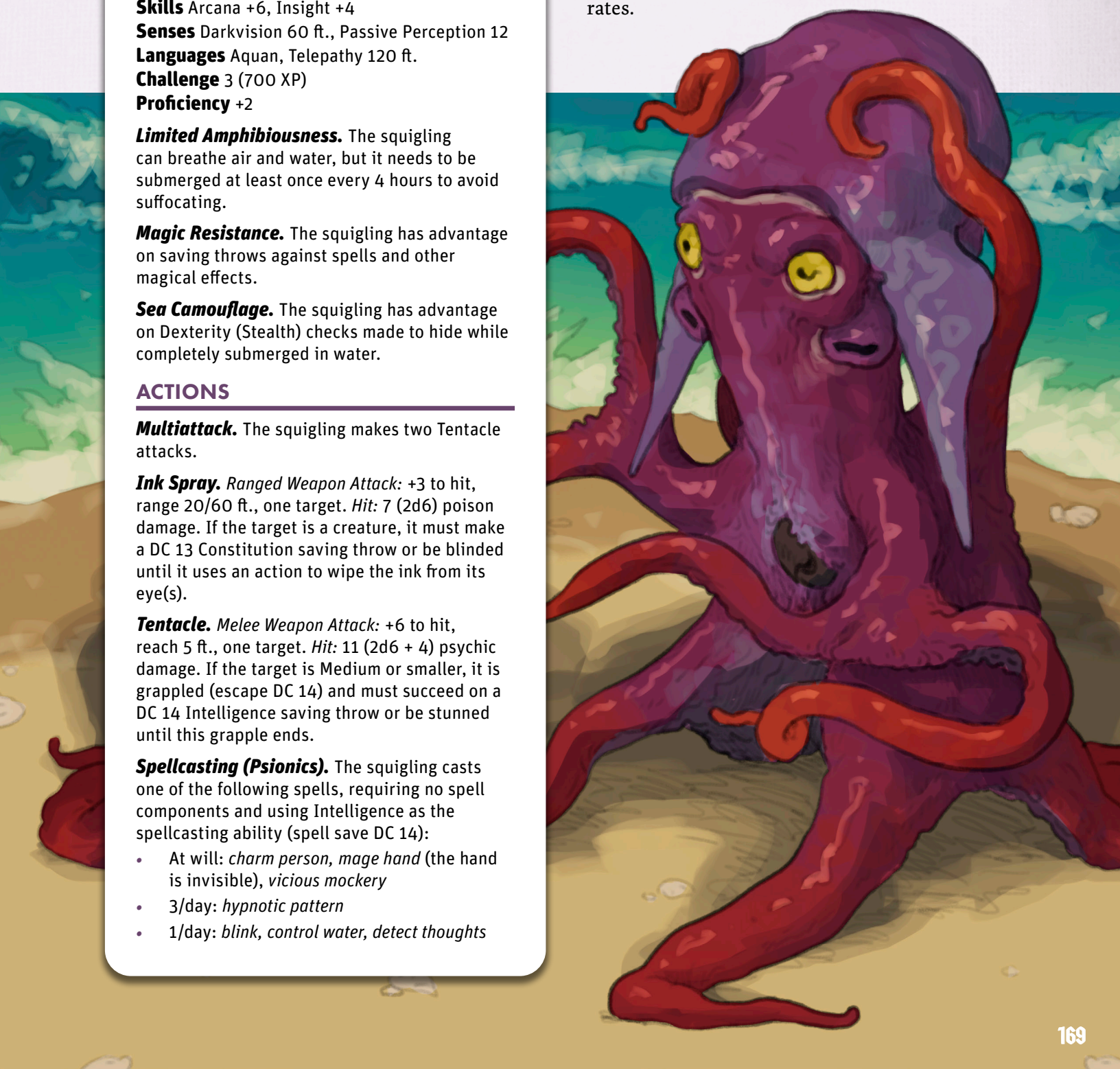
Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 14) and must succeed on a DC 14 Intelligence saving throw or be stunned until this grapple ends.

Spellcasting (Psionics). The squigling casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

- At will: *charm person, mage hand* (the hand is invisible), *vicious mockery*
- 3/day: *hypnotic pattern*
- 1/day: *blink, control water, detect thoughts*

Squigling Elder

Squigling elders are the further developed and the more experienced amongst the sguiglings, and usually assume leadership positions within their tribe. While squiglings consume brains for basic sustenance, the quality and quantity of the brains consumed also impacts their psionic abilities. Squiglings that eat larger brains or those of more intelligent creatures more often than other squiglings develop their psionic abilities to higher levels and at faster rates.





Squigling Steerer

Small Humanoid, Any Alignment

Armor Class 12
Hit Points 55 (10d6 + 20)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	15 (+2)	14 (+2)	10 (+0)

Skills Animal Handling +4, Athletics +5
Senses Darkvision 60 ft., Passive Perception 12
Languages Aquan, Telepathy 60 ft.
Challenge 1 (200 XP)
Proficiency +2

Helmsman. The squigling can climb onto a creature it has charmed. While it remains on the creature, the charmed creature has disadvantage on Wisdom saving throws to end the charmed effect.

Limited Amphibiousness. The squigling can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Sea Camouflage. The squigling has advantage on Dexterity (Stealth) checks made to hide while completely submerged in water.

Actions

Multiattack. The squigling makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. Instead of dealing damage, the squigling can grapple the target (escape DC 12).

Ink Spray. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) poison damage. If the target is a creature, it must make a DC 12 Constitution saving throw or be blinded until it uses an action to wipe the ink from its eye(s).

Spellcasting (Psionics). The squigling casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

- At will: *mage hand* (the hand is invisible)
- 2/day: *detect thoughts*

Dominate Sea Creature (2/day). The squigling casts the *dominate monster* spell (spell save DC 12) on a creature with an innate swimming speed. When cast in this way, the squigling doesn't need to concentrate on the spell and the duration of the spell is 8 hour.

Squigling Steerer

Some squiglings have psionic capabilities developed enough to allow them to assume control of another creature's brain. To do so, a squigling must maintain direct contact with the victim's brain with at least two of their tentacles at once, which is often facilitated by boring holes into the skull. While controlling another creature in this way, the squigling gains access to all of that creature's memories and is able to pilot their body as the creature would themselves, all while mounted atop the creature's skull. Such squiglings are known as squigling steerers. In cases where a squigling tribe has decided to wage a significant overland assault, squigling steerers are used both to gather information from the enemy by accessing their memories as well as to pilot creatures that might be better suited to overland travel.



V'ULLE, SCION OF THE SENTIENT SEA

Gargantuan Aberration, Neutral Evil

Armor Class 15
Hit Points 75 (6d20 + 12)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	14 (+2)	19 (+4)	14 (+2)	12 (+1)

Saving Throws Int +7, Wis +5
Skills Arcana +7, Insight +5
Condition Immunities Blinded, Charmed, Frightened
Senses Truesight 60 ft., Passive Perception 12
Languages Aquan, Telepathy 120 ft.
Challenge 5 (1,800 XP)
Proficiency +3

Burrowing Power. Spells cast by V'ulle enter the ethereal plane, bypassing any cover a target may be behind.

Psychic Defense. While V'ulle is wearing no armor and wielding no shield, its AC includes its Intelligence modifier.

Magic Resistance. The V'ulle has advantage on saving throws against spells and other magical effects.

Unusual Nature. V'ulle doesn't require sleep.

Volatile Mine. When V'ulle succeeds on a saving throw against mind-affecting spell or spell-like effect, the source of the spell or spell-like effect takes 4 (1d8) psychic damage

Water Breathing. V'ulle can breathe only underwater.

ACTIONS

Dissipating Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) thunder damage

Mind Thrust. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (2d10) psychic damage

Spellcasting (Psionics). V'ulle casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

- At will: *mage hand, minor illusion, telekinesis, vicious mockery (2d4)*
- 3/day each: *charm person* (as 5th-level spell), *detect thoughts, hypnotic pattern*
- 1/day *confusion, dominate monster, stinking cloud*

Mass Déjà Vu (Recharges after a Short or Long Rest). V'ulle chooses up to twelve creatures within 60 feet of it that it can see. Each creature must succeed on a DC 15 Wisdom saving throw or it must repeat the actions it took on its previous turn. If the situation has changed in such a way that the creature can't take the same actions again, the creature stands still and takes no actions until the end of its turn.

REACTIONS

Biofeedback (Recharges 4-6). When V'ulle takes bludgeoning, piercing, or slashing damage, it toughens its body against wounds, gaining resistance to the damage type taken until the end of its next turn.

LEGENDARY ACTIONS

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

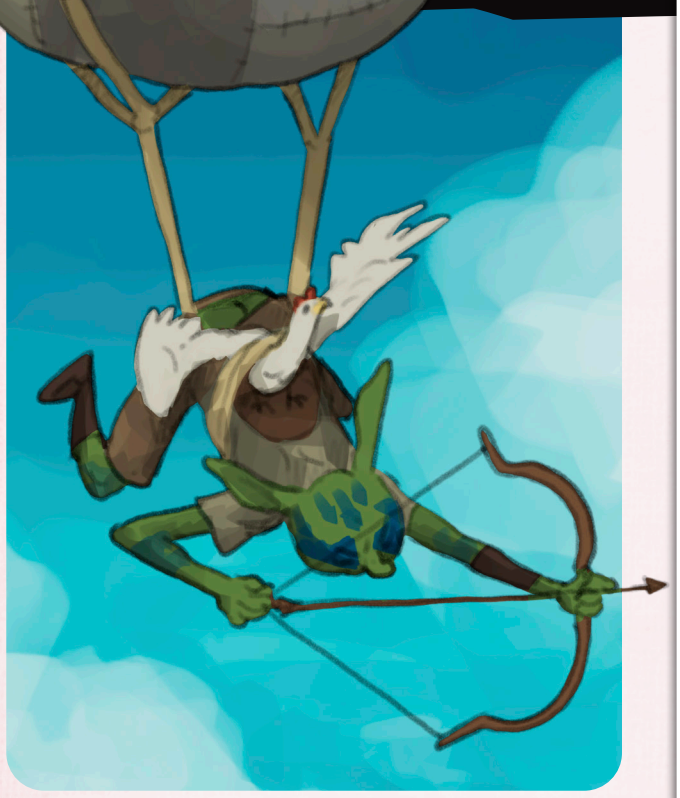
Deceleration. V'ulle warps the space around one Medium or smaller creature within 30 feet of it. That creature must succeed on a DC 15 Dexterity saving throw, or have its speed halved until the end of V'ulle's next turn.

Recall Agony. The fabric of time parts to V'ulle's will, revealing wounds a creature within 120 feet of it has received in the past (or has yet to receive). That creature must succeed on a DC 15 Constitution saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target takes an extra 7 (2d6) psychic damage at the start of its next turn.

Daze (Costs 2 Actions). V'ulle clouds the mind of a creature within 30 feet of it. That creature must succeed on a DC 15 Wisdom saving throw or be incapacitated until the end of its next turn.

Cast a Spell (Costs 3 Actions). V'ulle uses Spellcasting.

SKYSHIP GOBLINS



BALLON GOON

Balloon goons are goblins equipped with miniature hot-air balloons that allow for personal aerial navigation, primarily for the purposes of combat and infiltration. Though balloons are not nearly as fast nor do they pack the punch of black powder rockets, they are quieter and much less likely to malfunction against their operator, making them well-suited to missions that require precision and subtlety. Balloon goons loyal to one faction or another will paint or otherwise decorate their balloons to display either their affiliations or crude messages to be received by their opponents.

BALLOON GOON

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 13 (leather armor)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Acrobatics +4, Perception +1, Stealth +4
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Goblin
Challenge ½ (100 XP)
Proficiency +2

Goblin Balloon. The goblin has a balloon that it can inflate or deflate as an action. When inflated the goblin rises vertically, up to 20 feet, and remains suspended there. At the start of each of its turns, the goblin can change its altitude by up to 20 feet in either direction.

The balloon can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage). Destroying the balloon deals no damage to the goblin, but causes the goblin to fall, and it can repair the balloon when it finishes a long rest.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

BONUS ACTIONS

Nimble Escape. While on the ground, the goblin takes the Disengage or Hide action.

Propel. While suspended in the air by its balloon, the goblin releases a burst of magical wind, moving it 30 feet horizontally.

REACTIONS

Goblin Parachute (Recharges after a Short or Long Rest). When the goblin falls and isn't incapacitated, it releases its parachute and subtracts 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.



BURROWBITER

Burrowbiters are magical brass constructs that resemble melon-sized beetles. Their mouths are shaped like circular saws and are used for attaching and then quickly burrowing through the hulls of ships or similar surfaces at startingly fast speeds, varying only slightly from soft woods to hardier metals. Burrowbiters burrow holes large enough for only smaller creatures to squeeze themselves through, and so they are primarily a tool for goblin, halfling, or gnome artificers and infiltration crews, though larger creatures can use borrowbiters to create structural weaknesses that they then exploit. Burrowbiters have no minds of their own and cannot act independently beyond their primitive self-defense behaviours and any simple and precise orders.

BURROWBITER

Small Construct, Unaligned

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 8
Languages —
Challenge 1 (200 XP)
Proficiency +2

Unusual Nature. The burrowbiter doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) piercing damage. This attack deals double damage to objects and structures.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness , the burrowbiter takes the Hide action.

CROWNED STONESHREDDER

Crowned stoneshredders are majestically imposing birds equivalent in size to the mighty roc, reaching wingspans recorded at over twenty feet. These avian giants take their name from the colorful plume of feathers atop their skulls as well as their diamond-hard beaks, which they use to peck holes in cliffs and mountain sides. Crowned stoneshredders peck for three reasons; to search for food, to build suitable nests, and to attract mates. The birds feed on the mammals knocked loose by their pecking, including smaller prey like foxes to larger meals such as bears or mountain goats. The stoneshredders are rarely a problem for lowland humanoid creatures or their settlements, though the birds have been known to cause landslides from time to time that pose great risk to any unfortunate enough to be in proximity to the impact area.

FAMILY AND OFFSPRING. Crowned stoneshredders mate for life and give birth to one chick at a time, caring for it to adolescence before shooing it from the nest and eventually laying another egg. Younger stoneshredders are solitary creatures, but mature birds are never far from their mate.

CROWNED STONESHREDDER

Gargantuan Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 145 (10d20 + 40)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	4 (-3)	11 (+0)	8 (-1)

Saving Throws Dex +3
Skills Perception +3
Senses Passive Perception 13
Languages —
Challenge 7 (2,900 XP)
Proficiency +3

Keen Sight. The stoneshredder has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The stoneshredder makes one Peck attack and two Talon attacks.

Peck. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage. This attack deals double damage to objects and structures.

Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the target is Huge or smaller, it is grappled (escape DC 10). Until this grapple ends, the target is restrained and the stoneshredder can only make a talon attack against the creature it is grappling in each talon. The stoneshredder has two talons, each of which can hold a Large or smaller creature, or it can use both to hold a Huge creature.



Fuel Spark

Small Elemental, Unaligned

Armor Class 11
Hit Points 10 (3d6)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	12 (+1)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Passive Perception 10
Languages —
Challenge ¼ (50 XP)
Proficiency +2

Combust. The fuel spark explodes when it drops to 0 hit points. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw, taking 2 (1d4) fire damage on a failed save, or half as much damage on a successful one.

Fire Form. The fuel spark can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

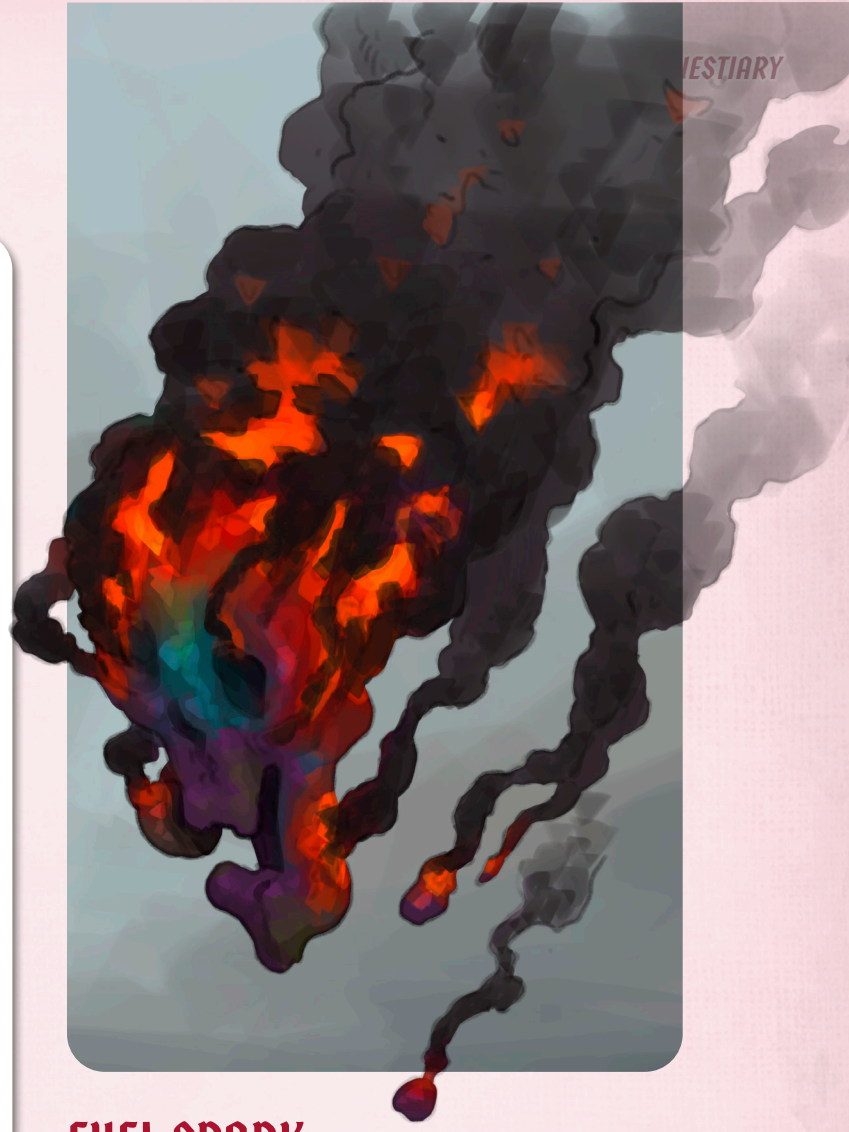
Illumination. The fuel spark sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Water Susceptibility. For every 5 feet the fuel spark moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Flare. *Ranged Weapon Attack:* +3 to hit, range 20 ft., one target. *Hit:* 3 (1d6) fire damage

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.



Fuel Spark

Fuel sparks are sentient masses of elemental fuel, which most commonly manifest as ever-burning coalescences of particularly viscous oil. Like fire mephits and fire elementals, fuel sparks are native to the Plane of Fire, though they can be summoned to the Material Plane or spontaneously birthed there, presuming the appropriate intersections of planar vortices. Fuel sparks have incredibly primitive intelligences and seek only to ignite as much of their surroundings as possible as fast as they can. They leap from object to object, setting anything flammable alight in their wake.

Inexhaustible Resource. Fuel sparks can be incredibly valuable to those who can harness them, for they can be used to endlessly power the machines they are contained within. Finding and controlling fuel sparks is no easy task, however, and most are content to refuel with non-sentient oil as needed to save themselves the trouble.

GOBLIN AUTO-TURRET

Goblin auto turrets are put together by the most skilled of goblin artificers from whatever scrap can be made available. They are powered by liquid fuel and infused with magic that allows them to follow simple orders and eliminate threats independent from any supervisor or operator. Many auto turrets are fitted with insectoid-like legs or even wings that allow them to reposition themselves on the battlefield. Auto turrets fire various types of ammunition depending on their build, including lead balls, scrap shrapnel, or bullets.



GOBLIN AUTO-TURRET

Medium Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 25 ft.

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

Skills Perception +3
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 13
Languages —
Challenge 1 (200 XP)
Proficiency +2

ACTIONS

Multiattack. The turret makes three Gun Turret attacks.

Gun Turret. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

Pulse. The turret releases an electrical pulse in a 5-foot radius around it. Each creature in that area must succeed on a DC 10 Constitution saving throw or take 3 (1d6) lightning damage and be pushed 5 feet away from the turret.

Suppressing Fire (Recharge 5-6). The turret lays down suppressing fire in a 20-foot cubed area centered on a point within 80 feet of it. Each creature in that area must succeed on a DC 12 Dexterity saving throw or take 5 (1d6 + 2) piercing damage on a failed save, or half as much on a successful one.

Additionally, the area becomes difficult terrain until the start of the turret's next turn, a creature in the area has disadvantage on attack rolls while in the area, and when a creature moves into or within the area, it takes 3 (1d6) piercing damage for every 5 feet it travels.

GOBLIN RANKSPLITTER

Goblin ranksplitters are among the most physically fearsome of their kind. They are significantly stronger, bigger, and faster than the average goblin, whether by random genetic variance or deliberate magical enhancement. They are equipped with spiked helmets and heavy armor plating that covers much of their body, allowing them to charge through enemy lines and cause chaos within their formations. Their preferred weapons of choice are always suited for close quarters, for ranksplitters believe that ranged combat is inherently cowardly. Ranksplitters usually like to harden themselves for combat by absorbing repetitive, self-inflicted blows to the head. During training, they run head-first into walls or break wooden planks over each other's skulls.



Goblin Ranksplitter

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 14 (studded leather)
Hit Points 28 (8d6)
Speed 35 ft.

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

Saving Throws Dex +4
Skills Athletics +4
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)
Proficiency +2

Juggernaut. The goblin's movement speed isn't reduced while it is grappling a creature or object.

ACTIONS

Multiattack. The goblin makes one Tackle attack and then uses Fling.

Fling. One Medium or smaller object held or creature grappled by the goblin is thrown up to 20 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.

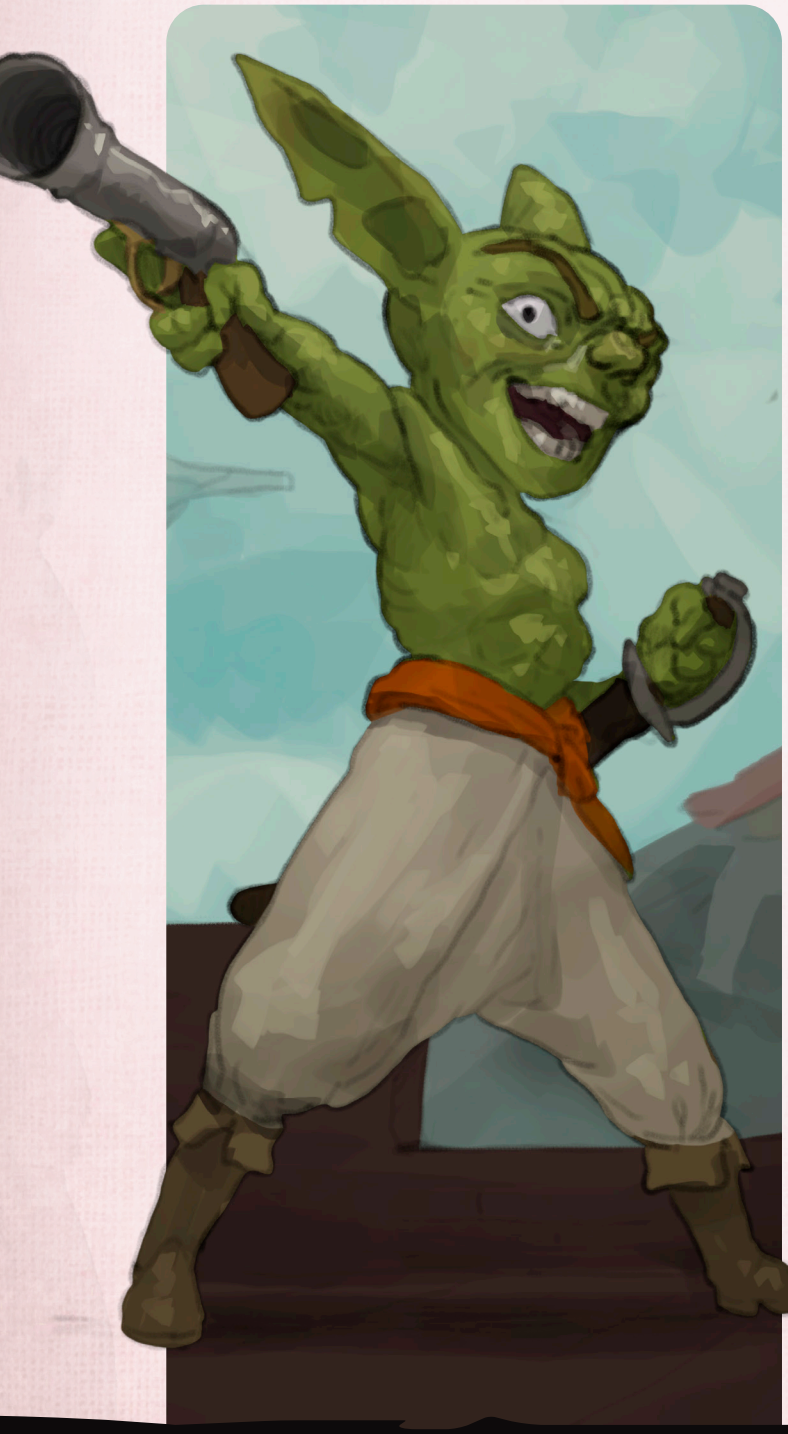
Headbutt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the goblin moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Tackle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 14).

Trample (Recharge 5-6). The goblin moves up to its speed. During this move, it can move through other creatures without provoking opportunity attacks. Each creature goblin moves through must make a DC 12 Dexterity saving throw, taking 9 (2d6 + 2) piercing damage plus 3 (1d6) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

GOBLIN SKYSHIP GUNNER

Goblin skyship gunners bring the firepower to the skies. Gunners are equipped with heavy artillery from large blunderbusses to booming cannons designed to breach the hulls of rival vessels. The goblins are often interested in massive damage and big explosions at the expense of caution and due process, meaning that it is not uncommon for their guns to misfire or explode due to hasty reloading or a neglect of routine maintenance.



GOBLIN SKYSHIP GUNNER

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 13 (studded leather)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)	8 (-1)

Skills Athletics +4, Perception +1
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Goblin
Challenge 1 (200 XP)
Proficiency +2

ACTIONS

Multiattack. The goblin makes two Saber attacks.

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

Heavy Blunderbuss. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage. If the goblin rolled a 1 on the attack roll, the blunderbuss explodes instead, dealing 7 (2d6) fire damage to each creature (including the goblin) in a 5-foot radius around it, and the goblin can't use this action again until it finishes a long rest.

Boom Cannon (Recharges after a Short or Long Rest). *Ranged Weapon Attack:* +3 to hit, range 300/1200 ft., one target. *Hit:* 16 (3d10) bludgeoning damage. This attack deals double damage to objects and structures.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

GOBLIN SKYSHIP TINKERER

Goblin skyship tinkerers are tasked with augmenting sky crews with all manner of gadget and gizmo and keeping the ship in a state of reasonable repair. Depending on the needs of the ship and the intent of the mission, tinkerers may work on constructing ethereal goggles, hyper-zooming spyglasses, or boroughbiters designed to chew holes in enemy hulls. When it comes to ship repair and maintenance, goblin skyship tinkerers are exceedingly skilled at making due with whatever materials they have available to them. As a result, goblin skyships are often a patchwork mosaic of various woods and metals that would take to the skies powered by resourcefulness and ingenuity.



GOBLIN SKYSHIP TINKERER

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 12
Hit Points 28 (8d6)
Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge ½ (100 XP)
Proficiency +2

Inventions. The goblin has two of the following inventions (choose two or roll a d6 twice); the goblin can use each one no more than once per day:

- *Artisan Lens.* Made from the glass of a lantern of revealing, when the goblin looks through this lens, it can see any creature that is invisible.
- *Deepdive Helmet.* While wearing this helmet the goblin can breathe underwater.
- *Goblin Jumper Cables.* The goblin casts the *revivify* spell, but it has a 50% chance to fail.
- *Mana Injector.* The goblin can use its bonus action to inject itself and regain one use of a spell.
- *Parachute Cloak.* When the goblin falls and isn't incapacitated, it can use an action to release the parachute and 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.
- *World Enlarger.* The goblin can cast the *Enlarge/Reduce* (Reduce) spell as an action once per day.

Tool Proficiencies. The goblin is proficient with all artisan tools.

ACTIONS

Multiattack. The goblin makes two Wrench attacks.

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

Small Barrel Bomb. The goblin throws a lit barrel bomb at a point within 40 feet of it. Each creature in a 10-foot radius of that point must make a DC 12 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The goblin casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

- At will: *mending, shocking grasp*
- 2/day each: *alarm, arcane lock, grease, spider climb*

REACTIONS

Force Reactive Disk (Recharge 5-6). The goblin adds 2 to its AC against one melee attack that would hit it and deals 3 (1d6) lightning damage to the attacker. To do so, the goblin must see the attacker and be wielding a melee weapon.

GOBSMACKER GOON

Gobsmacker goons are ogres or other similar creatures like half-giants who have been fitted with equipment and have developed specialised physiques to enable them to carry and throw smaller creatures with lethal force. These smaller creatures, usually fitted with helmets and other protective material, ride along with the gobsmacker goon in holsters or baskets mounted on shoulders or hips in preparation to be thrown at the enemy, and carry knives or other close-quarters weapons to continue the fight, should they have manage to survive the initial impact of being thrown. Gobsmacker goons in collaboration with a skilled tinkerer may be augmented with crude exoskeletal-enhancements, such as spring-powered devices fitted to their throwing arms to greatly increase speed and velocity.



GOBSMACKER GOON

Large Giant, Typically Chaotic Neutral

Armor Class 16 (chain mail)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP)
Proficiency +2

ACTIONS

Multiattack. The ogre makes two Fist attacks, or if it is grappling two goblins, it can use Fling twice.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. Instead of dealing damage, the ogre can grapple the target (escape DC 14).

Fling. One Small or smaller object held or creature grappled by the ogre is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

If the thrown creature is a goblin, it can make one melee weapon attack against the target it is thrown at. If the attack hits, the goblin takes no damage from being thrown and isn't knocked prone.

BONUS ACTIONS

Rampage. After the ogre reduces a creature to 0 hit points with a melee attack on its turn, the ogre moves up to half its speed and makes a Fist attack.

Ikkarus Rat

Tiny Construct, Unaligned

Armor Class 12
Hit Points 12 (5d4)
Speed 0 ft., fly 40 ft.

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

Saving Throws Dex +4
Skills Perception +2
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Petrified, Poisoned, Stunned
Senses Darkvision 30 ft., Passive Perception 12
Languages —
Challenge ½ (100 XP)
Proficiency +2

Flyby. The ikkarus rat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Seek and Destroy. The ikkarus rat always flies towards the closest non-goblinoid creature to it, or to the largest concentration of non-goblinoid creatures it can see.

Actions

Attach. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the ikkarus rat attaches to the target. The ikkarus rat can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to make a DC 12 Strength check, detaching the ikkarus rat on a successful check.

Bonus Actions

Explosive Payload. While attached to a creature, the rat inside the ikkarus rat presses a button and the ikkarus rat begins to flash different colors, and its movement speed is reduced to 0. If it is not diffused by the start of its next turn, roll a d6 to determine what happens:

- 1. The rat inside of the ikkarus rat got distracted and pressed the wrong button and nothing happens.
- 2. The ikkarus rat falls unconscious, due to the rat chewing through one of several mechanical components, until the *mending* spell is cast on it.
- 3-4. The ikkarus rat explodes and each creature in a 30-foot-radius sphere of the ikkarus rat must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.
- 5-6. The ikkarus rat explodes and each creature in a 15-foot-radius sphere of the ikkarus rat must make a DC 13 Constitution saving throw, taking 3 (1d6) lightning damage and be stunned until the end of its next turn on a failed save, or half as much damage and isn't stunned on a successful one.

A creature can diffuse the ikkarus rat by making a Dexterity (Sleight of Hand), or a Wisdom (Survival) check. On a successful check, the ikkarus rat stops flashing, and is stunned until the end of its next turn. On a failed check, there is a 50% chance the ikkarus rat explodes, roll a d4+2 and consult the list above to determine what happens.

IKKARUS RAT

Ikkarus rats are named after their inventor, the renowned goblin tinkerer Blutzap Ikkarus. Inside a spherical brass housing equipped with mechanical wings, a crude control system, and an explosive payload, is a single rat trained to operate the controls to seek out and fly directly toward non-goblinoid targets before activating the payload's detonation protocol. If the detonation is successful, the ikkarus rat is completely destroyed, dealing massive, explosive fire damage in a 30 foot radius around it. The ikkarus rat, however, works sixty percent of the time, every time. In many cases, an ikkarus rat will land upon its target and the rat will become distracted and fail to press the detonation button for several seconds, or worse, begin chewing through one of the several other mechanical components within the sphere.



Octogoblo

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 15 (chain shirt)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	8 (-1)	8 (-1)

Skills Athletics +1
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)
Proficiency +2

Control Gems. The octogoblo has seven mechanical arms that it can control telepathically through the control gems embedded in them. Each arm hovers in the air and can be attacked and destroyed (AC 10; 7 hp; immunity to poison and psychic damage). Destroying a mechanical arm deals 2 (1d4) psychic damage to the octogoblo, which can replace all destroyed arms after it finishes a short or long rest.

Industrial Strength. The octogoblo and its mechanical arms have advantage on Strength checks and Strength saving throws when it has one or more mechanical arm within 5 feet of it.

Actions

Multiattack. The octogoblo makes one attack with each mechanical arm.

Mechanical Arm. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. Instead of dealing damage, the octogoblo can grapple the target (escape DC 11).

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

Bonus Actions

Move Arms. The octogoblo moves each mechanical arm up to 30 feet, but no further than 30 feet from the octogoblo.

OCTOGOBLO

Octogoblos represent the pinnacle of goblin tinkering. These goblins have been fitted with seven mechanical arms that are magically connected to their brains by specialised "control gems" that establish a mind link, allowing them to control each arm independently of one another just as they would their natural arms. Using each of these arms effectively in combat, however, requires extensive training for the octogoblins to build familiarity with their new limbs. Untrained octogoblins are just as likely to injure their allies as they are their enemies as their mechanical arms flail about indiscriminately. The goblins discovered that seven was the maximum number of additional arms that a goblin could effectively control with training. They are called "octogoblins" because of their general visual similarities to octopi, even though octogoblins only have seven arms.







Ripik Jit'Jit, Sharp Captain

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 14 (leather armor)
Hit Points 81 (18d6 + 18)
Speed 25 ft.

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

Saving Throws Dex +5, Cha +4
Skills Deception +4, Intimidation +4, Perception +3
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, Goblin
Challenge 5 (1,800 XP)
Proficiency +3

Actions

Multiattack. Ripik makes two Scimitar attacks and one Flintlock Pistol attack. Or Ripik makes two Flintlock Pistol attacks.

Flintlock Pistol. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

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

Flamethrower (Recharge 6). A gout of flames burst forth from Ripik's flamethrower in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save or half as much damage on a successful one.

Bonus Actions

Nimble Escape. Ripik takes the Disengage or Hide action.

Reactions

Parry. Ripik adds 3 to its AC against one melee attack roll that would hit it. To do so, Ripik must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Blow The Man Down. Choose one friendly creature within 30 feet of Ripik that Ripik can see. If the chosen creature can see or hear Ripik, that creature can use its reaction to make one melee attack.

Goblin Flashbang (Recharge 5-6). Ripik throws a makeshift bomb at a point he can see within 40 feet of him before exploding. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of Ripik's next turn.

Goblin Rocket Boot. Ripik jumps up to 25 feet without provoking opportunity attacks. When Ripik lands, he must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. If he falls prone, Ripik can expend one extra legendary action to stand up.

Smoke Screen (Costs 2 Actions). Ripik releases the pressure built up in his flamethrower, creating a 10-foot-radius sphere of smoke centered on his current location until the end of his next turn. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Rocket Hugger

Small Humanoid (Goblin), Typically Chaotic Neutral

Armor Class 13 (leather armor)
Hit Points 17 (5d6)
Speed 30 ft., fly 60 ft.

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

Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)
Proficiency +2

Detonate. When the rocket hugger dies, the rocket on its back explodes, and each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Flyby. The rocket hugger doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Goblin Rocket. The rocket hugger has a single rocket strapped to it. Whenever the rocket hugger flies for the first time on a turn, there is a 30% chance that the rocket hugger loses control and it flies 40 feet in a random direction.

ACTIONS

Multiattack. The rocket hugger makes two weapon attacks.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage

ROCKET HUGGER

Rocket huggers are those goblins brave or recklessly foolish enough to strap themselves to black powder rocket packs and fly themselves into combat so that they can fire arrows or shoot guns from height and range. Goblin engineering can be notoriously slipshod, however, and any compact, speedy aerial benefits gained by the goblins as a result of the rocket pack are offset by the great personal risk taken on by their operators. It is not a rare event for a goblin-engineered black powder rocket to explode randomly, and rocket huggers are only moderately more likely to thwart their enemies than they are to injure themselves or their companions.



SPRINGHEEL

Springheels are bulky enforcers equipped with black-powder rocket boots that allow them to leap from one skyship to another at ranges of up to fifty feet, eliminating the need for docking. Springheels are equipped with static-charged knuckle dusters and spiked knee sleeves for the closest of close-quarters combat, and are employed almost exclusively by sky pirate gangs or mercenary privateering groups.



SPRINGHEEL

Medium Humanoid (Orc), Typically Chaotic Neutral

Armor Class 13 (hide armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Dex +3
Skills Athletics +7, Intimidation +2
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Orc
Challenge 2 (450 XP)
Proficiency +2

Rocket Boots. The springheel's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start.

ACTIONS

Multiattack. The springheel makes two Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage. If the springheel jumped at least 10 feet straight toward the target immediately before the hit, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 5 feet away and knocked prone.

Rocket Propelled Strike (Recharge 5-6). If the springheel moves at least 10 feet as part of its movement, it can then use this action to jump up to 50 feet away into an unoccupied space without provoking opportunity attacks. It then makes one Unarmed Strike attack.

REACTIONS

Retaliating Strike. When a creature within 5 feet of the springheel hits or misses the springheel with a melee attack, the springheel makes one Unarmed Strike attack against the attacker.

VICIO

MINISTER OF MURDER

NAME: Vicio, the Minister of Murder

GOAL: Vicio seeks to systematically eliminate all of the prominent townsfolk who openly opposed his father, Karlas, to ensure the success of the Gilded Carnival.

BOND: Vicio has an unrequited love for his father Karlas. He pursues him relentlessly and would do anything to gain his approval.

FLAW: Vicio is simple-minded and unable to learn from his own mistakes. He believes that killing his father's "enemies" will win his love.



BACKGROUND

Vicio's story begins with his father, Karlas, a ventriloquist and the headmaster, titled the 'Minister of Merriment,' of the traveling Gilded Carnival. The beleaguered Karlas was burdened by the strained relationship with his wife and children, who resented the time he spent away from them in order to keep his struggling entertainment business afloat. His carnival employees, too, resented Karlas for his increasing inability to deliver their payments on time and in accordance with the agreed upon amounts. Feeling attacked and isolated, Karlas retreated from his family and further into his ventriloquism and built himself a new puppet he named Vicio. Of course, as a puppet, Vicio could not share in Karlas' burden or provide encouraging words when Karlas lamented his situation. Vicio wasn't a person; Karlas knew that. But he wished he was. He wished he could be loved unconditionally.

One day, Karlas met a mysterious woman in town with a warm and caring demeanor. Before he knew it, Karlas found himself spilling his troubles to this woman, who listened with pleasant nods and friendly smiles. The woman asked what Karlas wished for. Karlas wished that his carnival was successful and that Vicio was as real as his other children. The woman smiled, and then the two parted ways. Karlas returned home to find that Vicio was alive, with a personality all his own. Karlas was amazed and wondered about the woman he met earlier, but delighted in his new son. Over many weeks, Karlas kept Vicio a secret in his workshop, where the two shared countless conversations.

Vicio learned of the troubles that afflicted his father and the misery that he suffered. He knew that he had to do what he could to help, so he murdered Karlas' wife and children so that they would burden him no longer and Karlas could focus on the Gilded Carnival. Karlas, horrified, immediately fled, the crime too painful for him to face. Vicio, confused and quickly growing angry at his father's dismay, began to murder more people about whom his father had previously complained, hoping upon each death that his father would come to his senses. After several

more bodies, Vicio was engulfed by the Mists, as the Gilded Carnival and the surrounding town of Dewsbury were transformed into a Demiplane of Dread with Vicio as its Dark Lord.

While shrouded by the Mists, Vicio, GIlded Carnival, and the town of Dewsbury are further twisted by darkness and doomed to remain in unholy purgatory. Vicio searches endlessly for his father Karlas, who flees throughout town, hoping to never have to face his creation again. The townsfolk of Dewsbury live dreary, repetitive lives under the watch of Vicio, who demands that everyone attend the Gilded Carnival and enjoy themselves, or else. The GIlded Carnival and its employees are touched by the Mists and exist alongside fairytale manifestations of Vicio's mind brought into existence by the Dark Powers. Vicio has taken it upon himself to win back his father's affection. With or without his father's help, he will ensure that the Gilded Carnival is a success. He has committed to murdering anyone who has made his father's life difficult — anyone Karlas has ever complained about, from carnival employees owed their paycheques to the shop owner who once acted slightly rudely. The show, too, must go on, and Vicio, in his father's absence, has appointed himself as the carnival's new Minister. Nothing, however, can ever really change for Vicio or anyone else trapped within the domain. People murdered by Vicio are soon resurrected, doomed to suffer the same fate. Vicio pursues his father but can never catch him. The shows of the Gilded Carnival continue despite withered funding and sparse audiences. This hell will remain infinite without outside interference.



ALLIES AND ASSOCIATES

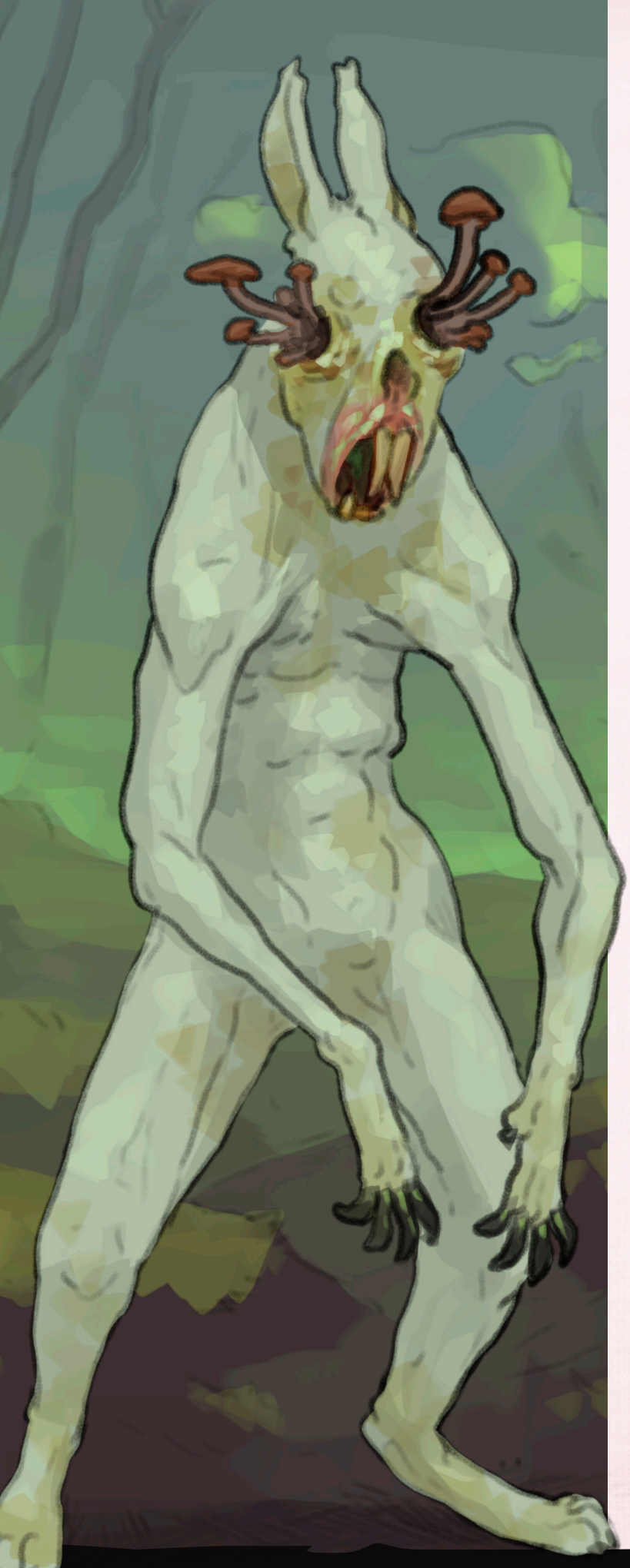
D6	CREATURE(S)
1	Deranged Elaine, the **godmother hag**
2	The carnival **sweetie tots**
3	Jumpy Jack the **fool scarecrow**
4	The **harrow hare** and the **hungering wolf**
5	Fabio the **pinfingers**
6	The **hatscabs**
7	Vicio's **effigrims**
8	The funhouse **mirror wraiths**
9	**lanternhead**
10	**Bug-in-the-box** defences
11	Azibo the **bluebeard**
12	The hopeful **yellowcaps**

DERANGED ELAINE, THE GODMOTHER HAG

Deranged Elaine is a **godmother hag** who squatted in a ruined manor on the outskirts of Dewsbury. Because of her involvement in Vicio's creation and his subsequent murders, the Dark Powers decided that she would be absorbed by the Mists along with the unfortunate residents of the sleepy town. Deranged Elaine maintains a distant motherly affection for Vicio, though Vicio is not aware of her role in his creation and maintains only a passing awareness of her. Vicio can only be permanently destroyed if he is decapitated where he was first created — in the workshop. Deranged Elaine is the only one who possesses this knowledge.

THE CARNIVAL SWEETIE TOTS

Vicio has very little patience for children, an intolerance born out of his painful awareness that they are "real" and he is not. He is especially aggravated by their greed and incessant whining. When a child draws Vicio's ire, he sends them



to Elaine, the godmother hag, who is happy to turn them into a **sweetie tot** as punishment. Elaine believes she is doing the children a favor, and maintains that she can change the children back to their original forms at any time after she is satisfied that the punishment is sufficient. The sweetie tots are sent back to Dewsbury to help Vicio and the carnies maintain the Guilded Carnival.

THE FUNHOUSE MIRRORWRAITHS

One of the Gilded Carnival's featured attractions is the Olminster Funhouse. After murdering Karlas' family and Jumpy Jack, Vicio set his sights on the employees of the funhouse, who had threatened unionization, much to Karlas' anxiety. Vicio murdered every single one of them, who then returned as **mirrorwraiths** that now infest the funhouse's hall of mirrors.

THE HARROW HARE AND THE HUNGERING WOLF

Vicio has always loved fairy tales, and would delight in the ones shared by Karlas on most evenings after a long day's work. His favourite was "The Wolf and the Hare," a tale about an unlikely animal duo who work together to steal food from a cruel and greedy farmer. The **harrow hare** and the **hungering wolf** are dark manifestations of Vicio's consciousness, facilitated by the Mists. Each of these creatures lurks in the outskirts of Dewsbury and in the surrounding wood and farmsteads, endlessly tormenting hunters, farmers, and other townsfolk.

FABIO THE PINFINGERS

A carnival barker named Fabio, one of the few employees on good terms with Karlas, was transformed into a **pinfingers** when Dewsbury and the Gilded Carnival were claimed by the Mists. As a reward for his loyalty, Vicio has appointed Fabio as his second-in-command and charges the former barker with ensuring the oversight and maintenance of the Gilded Carnival while Vicio is out and about committing more murders. Most employees of the carnival harbor a great fear of Fabio, ever wary of his watchful eyes and gleeful harassment.

THE HATSCABS

Compounding Dewsbury's misery is the persistent and unassailable **hatscab** infestation that it is afflicted with. Most of the townsfolk are unable to get enough sleep as they are constantly disturbed by the aberrations feeding on them during the night, which furthers their irritability and stress. A few more knowledgeable townsfolk correctly suspect that Deranged Elaine is the cause of the infestation, but nobody has the courage nor the means to be able to fight the infestation or confront its source.

VICIO'S EFFIGRIMS

Vicio was always interested in the puppet-making of his father, and decided early on that he would take up Karlas' hobby for himself. He has constructed several **effigrims** in his carnival trailer that are eager to do his bidding. To challenge himself, Vicio is trying to build an effigrim over ten feet tall, several times the size of a normal effigrim. Vicio uses these effigrims mostly as extra eyes and ears around Dewsbury and the carnival, alerting him to any clues to his father's current whereabouts or informing him of any vocal complaints from townsfolk or carnival employees. Such complaints are not to be tolerated — only happiness is allowed. On certain occasions, the effigrims are allowed to take punishments into their own hands.

JUMPY JACK THE FOOL SCARECROW

Before the Mists, Jumpy Jack was a clown of the Gilded Carnival and one of the most outspoken critics of Karlas. In the immediate aftermath of the family murders, Vicio set out to kill Jack, who Karlas had grown to loathe as much as he loathed his own family. When the Dark Powers brought the Mists, for reasons known only to them, they resurrected Jumpy Jack as a **fool scarecrow** bound to serve his murderer. Enchanted by this development, Vicio was happy to reinstall Jumpy Jack to his former role within the Guilded Carnival. Whenever he visits the carnival grounds, Vicio makes sure to demand that Jumpy Jack tell him a new joke. If the joke is not up to Vicio's standards, he scolds Jumpy Jack and murders a random carnival worker in disappointment.



BUG-IN-THE-BOX DEFENCES

In addition to the puppet-making that he learned from his father, Vicio is also skilled in tinkering and carpentry. He loves cruel surprises, and so has constructed several **bugs-in-a-box** that he has littered throughout the carnival grounds and areas of Dewsbury that he wants others to keep away from.

LANTERNHEAD

Lanternhead is another of Vicio's dark creations. During the day, all are encouraged to attend the Gilded Carnival and enjoy themselves. Past midnight, however, the carnival shuts down and its grounds are strictly off-limits to everyone, save for a handful of designated carnies. Lanternhead patrols the carnival grounds at night to ensure compliance with this rule. Any unauthorized persons detected by lanternhead are relentlessly pursued and torn limb-from-limb if caught. The carnival grounds echo with the persistent creaking of its joints as its ghostly light wanders between shuttered kiosks and darkened attractions.

AZIBO THE BLUEBEARD

Azibo is a **bluebeard**, and has served Deranged Elaine, the godmother hag, faithfully for many years. When Elaine was absorbed by the Mists, so too was Azibo. He lives with her in the ruined mansion just outside Dewsbury, providing companionship just as well as servitude. Azibo assists Elaine with all manner of household tasks, including gathering food, water, and spell ingredients. He also assists with more nefarious doings, such as kidnapping Dewsbury children.

THE HOPEFUL YELLOWCAPS

A small contingent of **yellowcaps** loyal to the Court of the Blooming Sun has recently stumbled into Vicio's Demiplane of Dread after becoming sidetracked attempting to reach a particular court in the Plane of Shadow. Taking note of the misery present in Dewsbury, the yellowcaps have decided to stay for a while in an attempt to find anyone that might be able to be saved from the demiplane. The villagers and carnies seemed doomed, but perhaps the adventurers might need help finding their way out?



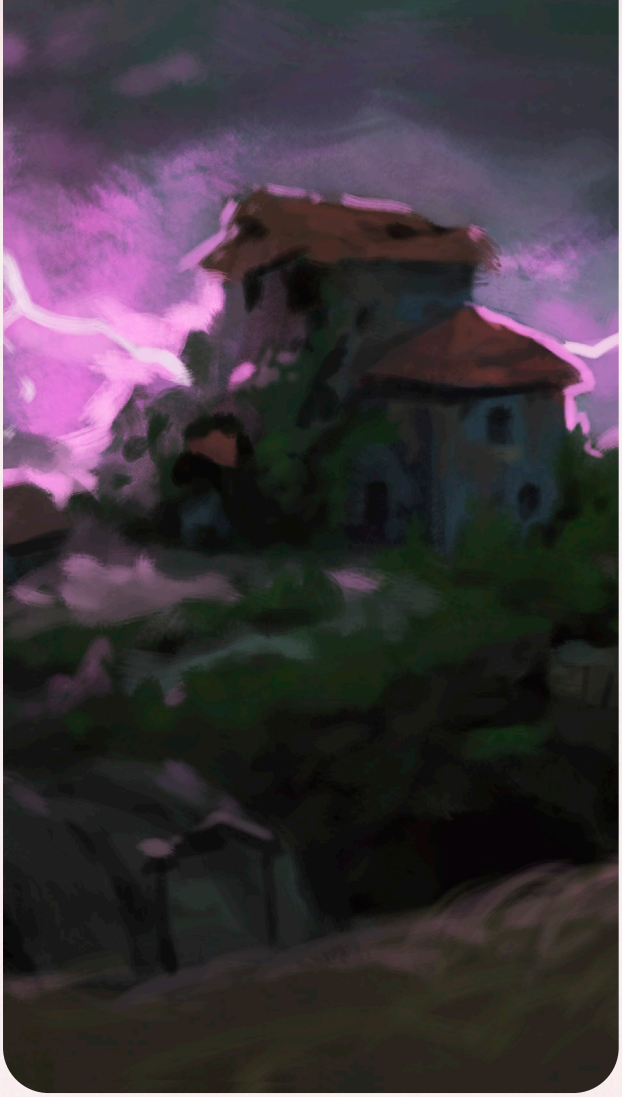
QUESTS

D6	QUEST
1	Shortly after arriving in Dewsbury, the party is requested by multiple farmers and town residents to help them deal with the lurking hungering wolf and harrow hare.
2	The party must sneak into the carnival grounds and disable or destroy as many attractions as possible to force the carnival to shut down, at least temporarily. They'll have to contend with Fabio and lanternhead while doing so.
3	The party must locate and speak with Karlas so that they can learn from him that Deranged Elaine was involved in Vicio's creation, and that only she would know the secret to permanently destroying him.
4	The party must confront Deranged Elaine and extract from her the secret to permanently destroying Vicio. They can either force it out of her, trick her, or agree to give the hag something she wants in exchange — though the price is sure to be high.
5	Vicio has become aware that the party seeks to destroy him. They must fend off the advances of his minions, including Jumpy Jack and his effigrims.
6	Vicio can only be permanently destroyed where he was first created — in Karlas' workshop. The characters must locate the workshop, wait for Vicio to return or draw him there, and then defeat him.

LOCATIONS AND LAIRS

Every good villain needs a lair. The locations in the following table include Vicio's lair as well as a few other locations relevant to him, his minions, or the plight of the Gilded Carnival and the town of Dewsbury in general.

LOCATION	DESCRIPTION
Karlas' Workshop	This three-room, single story wooden building on the outskirts of Dewbury is where Karlas built his dummies. Vicio has since taken it over to continue the work of his father and construct his own effigrims. In addition to humanoid dummies, Karlas also had an interest in constructing deer sculptures. Such deer sculptures and various dummies in finished and unfinished states are littered in and around the property.
Olminster Funhouse	The Olminster Funhouse is one of the primary attractions of the Gilded Carnival. Its interior includes a hall of mirrors inhabited by mirrorwraiths, a maggot-infested ball pit, and a maze of chutes and slides that seem perpetually greasy. Vicio keeps secret holding cells in the depths of the funhouse to imprison those he wishes to torture before murdering. Fabio the pinfingers can often be found here, ushering patrons through its brightly-painted front doors.
The Ruined Manor	This vine-choked manor of chipped stone and missing shingles has been in a ruined state since before Dewsbury was shrouded by the Mists. Rumor has held for decades that its previous owner, the heiress of a wealthy merchant, tried to summon a demon within it and subsequently disappeared. The manor has been occupied by Deranged Elaine and her bluebeard companion, Azibo, for many years now.



DURING COMBAT

Vicio is stealthy and strategic enough to try to avoid engaging with all members of the party at once, and instead would prefer to attempt to isolate single targets or employ hit-and-run tactics from the cover of darkness or distraction. Once he has an awareness of the fact that the party is coming for him, he will take all reasonable measures to ensure he won't get caught by surprise. In combat, Vicio will use his Fan of Knives ability if there is more than one target within its radius. Otherwise, he defaults to his normal Dagger attack. Vicio's Nimble Escape bonus action and his legendary actions should be used to facilitate his hit-and-run tactics. He may use Crippling Poison and then an Attack action to slow down and deal immediate damage so that he can catch up to or escape a target. Alternatively, he might use his Pin action and then Homicidal Whistling to turn invisible so that he can easily sneak up to that creature on his next turn.



Bluebeard

Large Fey, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	16 (+3)	12 (+1)	10 (+0)

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages Sylvan
Challenge 3 (700 XP)
Proficiency +2

Regeneration. The bluebeard regains 10 hit points at the start of its turn. If the bluebeard takes acid or fire damage, this trait doesn't function at the start of the bluebeard's next turn. The bluebeard dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The bluebeard makes two Tree Trunk attacks.

Tree Trunk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage if used with two hands.

Constrict. The bluebeard's beard lashes out at a creature within 5 feet of it. That creature must succeed on a DC 14 Strength or Dexterity saving throw or be grappled (escape DC 14). Until this grapple ends, the creature is restrained, takes 10 (3d6) bludgeoning damage at the start of each of its turns, and the bluebeard can't constrict another target.

Bluebeard

Bluebeards are ten-foot-tall fey with humanoid features and long blue beards that often grow down to their waists, from which they take their name. Bluebeards are vile, brutish creatures that, depending on their preferences, relentlessly harass and pursue beautiful young women or men before snatching them up and taking them back to their lairs to eat them. Bluebeards enjoy the thrill of pursuit just as much as they enjoy dining on the pristine flesh of a young adult. Because of this, they will deliberately approach their targets multiple times before abducting them, conducting themselves in ways that invoke fear, such as letting themselves be witnessed observing from afar, or confronting their victims to taunt them and issue threats that they fully intend to carry out.



BUG-IN-THE-BOX

The bug-in-the-box is a dark joke of a construct and an eight-legged-twist on the jack-in-the-box toy. Instead of a clown-painted jester popping out on a spring when the box's crank is turned, the box instead rearranges its insides and transforms entirely into a wooden spider, its legs equipped with sharp knives and its thorax painted with bright colors. A bug-in-the-box can also transform regardless of whether or not its crank is turned, depending on the instructions of its creator. These constructs have primitive minds sufficient only for following simple orders, which are usually given to guard depraved funhouses or other insidious carnival attractions.



Bug-in-the-Box

Tiny Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 45 (13d4 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Condition Immunities Charmed, Frightened, Paralyzed
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 2 (450 XP)
Proficiency +2

Ambusher. The bug-in-the-box has advantage on initiative rolls.

False Appearance (Jack-in-the-Box Form Only). While the bug-in-the-box remains motionless, it is indistinguishable from a normal child's toy.

ACTIONS

Multiattack. In true form, the bug-in-the-box makes four Stab attacks. In jack-in-the-box form, it makes two Stab attacks.

Bite (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Stab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage

BONUS ACTIONS

Change Shape. The bug-in-the-box transforms into a normal sized jack-in-the-box or back into its true form. Its statistics are the same in each form, except its speed is reduced to 0 in its jack-in-the-box form. Any equipment it is wearing or carrying isn't transformed.



Effigrim

Small Construct, Chaotic Evil

Armor Class 12
Hit Points 36 (8d6 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	12 (+1)	11 (+0)	14 (+2)

Skills Stealth +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Common
Challenge 1 (200 XP)
Proficiency +2

False Appearance. While the effigrim remains motionless, it is indistinguishable from a normal puppet.

Actions

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

Ominous Giggle (Recharges after a Short or Long Rest). If the effigrim moves at least 15 feet as part of its movement while hidden, it can then use this action to let out a child's laugh. Each creature within 15 feet of its path must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Nimble Escape. The effigrim takes the Disengage or Hide action.

Effigrims

Effigrims are dolls, puppets, or similar toys that are committed to evil and have been granted sentience by unholy forces, such as dark wizards, black pacts, or malevolent gods. Though a creator of sufficient power may be able to create an effigrim entirely from scratch, the most reliable way to produce an effigrim is to first procure a host that a living being shares a strong connection with, like a bed-time teddy bear or favourite tea-time doll. The host must then feature as the centrepiece of a ritual that includes the tears of a child and the blood of an innocent as other core components. Once created, effigrims typically take on similar personalities and characteristics to those whom they might have been bonded with as hosts, though elevated to darker extremes. A child's teddy-bear that has been turned into an effigrim, for example, might share the child's manner of speech and love of colorful flowers, but will hurl curses and insults and gather such flowers to place around the fresh corpses it leaves in its wake.

Effigrims maintain their own wills and motivations oriented exclusively towards evil, though they are easily persuadable and easily deceived. This means that effigrims are usually eager to serve the masters that created them, though sometimes an effigrim may choose to abandon its master to carry out its own agenda. Such agendas often involve despicable, abhorrent acts inflicted upon those they shared a relationship with in their inanimate states.

FOOL SCARECROW

A fool scarecrow is an unholy construct that has been infused with the soul of a court jester.

A jester that has gravely offended the wrong individual, such as a hag or fey lord, may be punished in such a way; sentenced to death and then reanimated in a new, twisted form. Fool scarecrows are often destined to serve as sardonic guardians, protecting fields of crops or royal grounds for their cruel masters. Fool scarecrows retain full awareness of their past lives, though their personalities have been permanently darkened by their transformations. They use their humor as a relief for their own pain as well as an outlet for the suffering they must share with others. As they have been banished from the courts they used to serve, the paradox of the fool scarecrow is their need for dark performance, but with seldom an audience to perform for. As such, fool scarecrows take great pleasure in toying with their prey, delighting in psychological as well as physical torture before snuffing the life out of their victims.



Fool Scarecrow

Medium Construct, Chaotic Evil

Armor Class 14
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

Skills Performance +8
Damage Vulnerabilities Fire
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 11
Languages the languages of its creator
Challenge 7 (2,900 XP)
Proficiency +3

Avoidance. If the scarecrow is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow in jester's clothing.

Magic Resistance. The scarecrow has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The scarecrow makes two Flail attacks.

Flail of Merriment. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed on a DC 16 Wisdom saving throw or burst out laughing until the start of the scarecrow's next turn. Whenever the laughing creature makes an attack roll, ability check, or saving throw, the target must roll a d4 and subtracts the number rolled from the attack roll, ability check, or saving throw.

Squirting Flower. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 10 (3d6) cold damage

Spellcasting. The scarecrow casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

- At will: *dancing lights, mending, vicious mockery* (2d4)
- 2/day each: *color spray*
- 1/day each: *enthrall, knock, spirit guardians* (necrotic)

Mass Hideous Laughter (Recharge 6). Each creature the scarecrow can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or perceive everything as hilariously funny and falls into fits of laughter for 1 minute. While laughing, the creature is incapacitated and unable to stand up. A creature with an Intelligence score of 4 or less automatically succeeds on its saving throw.

At the end of each of its turns, and each time it takes damage, the target can repeat its saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Legendary Actions

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

Ridicule. The scarecrow uses Spellcasting to cast *vicious mockery*.

Psychic Drain (Costs 2 Actions). One creature laughing due to the scarecrow takes 10 (3d6) psychic damage, and the scarecrow regains hit points equal to the damage dealt.

Cast a Spell (Costs 3 Actions). The scarecrow uses Spellcasting.

GODMOTHER HAG

In their true forms, godmother hags resemble withering fairy godmothers with bloodstained dresses, broken crowns, rotting flesh, and long fangs. Godmother hags don't make deals; they grant wishes. Of course, wishes granted by godmother hags are interpreted in foul ways, their intended effects perverted into twisted consequences in which the hags take great glee. Those who seek the help of a godmother hag are either ignorant of its nature or foolish enough to believe that they can craft a wish so precise and exact that it cannot be villainously misinterpreted. Godmother hags typically take on the false appearance of motherly sorceresses or supposedly divine emissaries, promising to help those in need out of the goodness of their hearts.



GODMOTHER HAG

Medium Fey, Lawful Evil

Armor Class 17 (natural armor)
Hit Points 93 (17d8 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Cha +7
Skills Deception +7, Insight +6, Perception +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Darkvision 60 ft., Passive Perception 16
Languages Common, Sylvan
Challenge 5 (1,800 XP)
Proficiency +3

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like a fairy godmother from a children's book. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Dispel Wishes. When the hag dies, streams of magical light burst out of her body in the direction of each creature she granted a wish to in the last year. When the light hits the creature, the wish granted by the hag ends. If the wish was distorted, it ends in a positive way for the creature.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) acid damage

Spellcasting. The hag casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

- At Will: *detect magic, minor illusion, vicious mockery*
- 3/day each: *calm emotion, compulsion*
- 1/day each: *irresistible dance, polymorph* (***rat*** or ***riding horse***), *scrying*

Grant Wish (3/day). The hag grants the wish of a creature as if by the *wish* spell. Once used, the hag can't grant a wish for that creature for 1 year.

Distort Wish. The hag corrupts and twists a wish she has granted in the last 24 hours. A creature that wished for gold may learn it was stolen, or a creature that wished to be younger, might turn into a baby.

HARROW HARE

Harrow hares appear to unwitting travellers as cute, fluffy bunny rabbits that conceal great horror lying in wait. The monstrosity creates a kill-zone by secreting a powerful hallucinogenic toxin from its tongue that drips onto the ground and lingers within the environment for periods of up to several days. This toxin causes any other creatures in the area to interpret their surroundings as bright, warm, euphoric, and comforting as they are gradually lulled into a daze. Taking advantage of their intoxified stupor, the harrow hare will bite each of their victims a single time to induce paralysis so that they can be prepared for its elaborate feeding ritual. A creature that manages to shake off the effects of the kill-zone will see the harrow hare for what it really is — a hairless, eight-foot-tall, clawed and fanged abomination.



Harrow Hare

Medium Monstrosity, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	9 (-1)	15 (+2)	12 (+1)

Saving Throws Dex +5
Skills Acrobatics +5, Deception +3, Perception +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Sylvan
Challenge 3 (700 XP)
Proficiency +2

ACTIONS

Multiattack. The harrow hare makes two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage

Hallucinatory Toxin (Recharges after a Long Rest). The harrow hare secrets a psychedelic toxin from its tongue to lather an area around it for 8 hours. When it first uses this action, it covers a 30-foot radius around it. On subsequent turns it can repeat this action, expanding the radius by 10 feet up to a maximum of 100-feet.

When a creature enters the area for the first time or remains in the area for at least 1 minute, it must succeed on a DC 12 Wisdom saving throw or be charmed while it remains in the area. If the target suffers any harm from the harrow hare or another creature the target can repeat the saving throw, ending the effect on itself on a success. If a target succeeds on three saving throws, or if the effect ends for it, the creature is immune to the harrow hare's Hallucinatory Toxin for the next 24 hours.

While charmed, the creature is incapacitated, but unaware of it (They believe they act as normal, but the actions or other effects are not used), they are trapped in an illusion where the terrain quickly transitions into a bright and happy place with an overwhelming sense of good, and the harrow hare appears as a cute fluffy talking bunny.

HATSCAB

Hatscabs are small insectoid monstrosities that resemble hermit crabs, though they make their homes most commonly in articles of clothing such as hats or shoes, or other household objects. The nocturnal hatscabs are sensitive to sunlight and are active only at night, during the hours of which they emerge from cracks and crawl spaces in urban environments to nibble on the flesh of sleeping prey. Small articles of clothing going missing are the first signs of a hatscab infestation that might be easy to miss. Waking up after a night of restless sleep covered in bleeding bumps, however, cannot be ignored, and is a clear indicator of their presence. Hatscabs can spread quickly from one household or neighborhood to another, as their sharp teeth and clawed appendages allow them to quickly shred through wooden foundations and floorboards.

Hatscab

Tiny Monstrosity, Chaotic Neutral

Armor Class 11
Hit Points 13 (3d4 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses Darkvision 30 ft., Passive Perception 13
Languages —
Challenge ¼ (50 XP)
Proficiency +2

False Appearance. While the hatscab remains motionless, it is indistinguishable from a discarded hat.

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

ACTIONS

Multiattack. The hatscab makes two Stab attacks.

Stab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage



HUNGERING WOLF

A werewolf that unwittingly consumes cursed or necrotic flesh, such as that of a revenant or a wight, becomes further cursed themselves — a hungering wolf. Hungering wolves remain permanently in their lycanthropic forms which are mutilated as a result of their forbidden meal. Their limbs grow long and gangly, their fur matted, and their stomachs burst open, flaps of flesh and trails of viscera hanging in the open air, giving the appearance of a second, gaping maw. Their hunger can never be satiated; no matter how much meat the hungering wolf consumes, it all falls out of their bodies, half-chewed and drenched in a layer of acidic spit. They trawl dark forests, treacherous mountainsides, and urban outskirts for any meat they can get their claws on. During the full moon, hungering wolves become even more rabid as their bodies are wracked by intense pain, causing them to howl and scream in unholy song.



Hungering Wolf

Large Monstrosity, Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Passive Perception 12
Languages Common, Sylvan
Challenge 3 (700 XP)
Proficiency +2

Keen Hearing and Smell. The hungering wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The hungering wolf makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the hungering wolf can't Claw another target.

Swallow. The hungering wolf pulls a Medium or smaller creature grappled by it into the hole in its stomach and makes one bite attack against it. If the attack hits, the target takes an extra 4 (1d8) piercing damage, is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the hungering wolf, and it takes 10 (3d6) acid damage at the start of each of the hungering wolf's turns. The hungering wolf can have only one target swallowed at a time.

If the hungering wolf dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

LANTERNHEAD

A lanternhead is a lanky construct of iron and wood approximately ten feet in height, with a large lantern lit with a single candle for a head. These dark sentries are bound to protect an environment, plot of land, building, or other property. Some believe that the candle in its lantern can never be extinguished, while others say that a lanternhead must continually feed its candle with the wax gathered from rotting corpses. While a lanternhead patrols, its creaking joints produce a sound that resembles anguished moaning. If a lanternhead has identified an intruder and picks up its speed to quickly pursue, the sound of its joints escalates to resemble frantic screaming. Because of its long legs, a lanternhead can run at great speeds to reach its targets, ripping them limb from limb should it catch up to them.



LANTERNHEAD

Large Construct, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +3
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)
Proficiency +3

Black Blood. Oil courses through the lanternhead's body. When the lanternhead takes slashing or piercing damage, oil spews from its body in a 15-foot cone in the direction of the attacker. The oil covers the terrain and each creature and object in the area. If a creature or object takes any fire damage before the oil dries (after 1 minute) or before it uses an action to wipe away the oil, the target takes an 5 fire damage from the burning oil.

If the terrain is lit, the oil burns for 1 round and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

ACTIONS

Multiattack. The lanternhead makes two Claw attacks. It can replace one of these attacks with Spark.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage

Spark. The lanternhead snaps its fingers creating a spark that ignites deals 1 fire damage to a target, or lights oil covered terrain on fire.

BONUS ACTIONS

Illuminate. The lanternhead sheds bright light in a 30-foot radius and dim light in an additional 30 feet until it dies, or uses this bonus action again.

Mirrorwraith

Medium Undead, Neutral Evil

Armor Class 14
Hit Points 32 (5d8 + 10)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Damage Resistances Acid; Cold; Fire; Lightning; Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Restrained
Senses Darkvision 60 ft., Passive Perception 12
Languages understands the languages it knew in life but can't speak
Challenge 2 (450 XP)
Proficiency +2

Incorporeal Movement. The mirrorwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mirror World. The mirrorwraith can enter and exit mirrors or other reflective surfaces at will. While inside the mirror world, the mirrorwraith is immune to all damage except psychic damage, it can have any body part emerge from the surface to use actions such as life drain, and it can move normally through the mirror world, emerging from other reflective surfaces it travels to.

Disrupting or destroying the reflective surface the mirrorwraith is using deals no damage to the mirrorwraith, but the material plane is heavily obscured to the mirrorwraith and it is unable to have its body parts emerge from the surface.

Actions

Dreadful Visage. Each non-undead creature within 15 feet of a reflective surface the mirrorwraith is in, that can see it must succeed on a DC 13 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, with disadvantage if the mirrorwraith is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the mirrorwraith's Horrifying Visage for the next 24 hours.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mirrorwraith

Mirrorwraiths are spirits bound to mirrors or other reflective surfaces, as their name implies. These undead assume the appearance of whoever gazes upon them, contorting their features into visages of death, decay, and monstrosity. Vain or envious individuals who met a violent end are liable to become mirrorwraiths. Mirrorwraiths are usually not bound to a specific mirror or other surface, and instead can move between such surfaces within a single site or area of significance to them. The spirit of a murdered bride, for example, may appear upon multiple surfaces within the mansion in which she used to live.

SHATTERING DESTRUCTION. A mirrorwraith can only be destroyed by drawing it out from the reflective surfaces in which it lurks. If a mirror or other reflective surface is shattered, the mirrorwraith will move to inhabit another surface within the area it is bound to. If no reflective surfaces remain, the mirrorwraith is expelled into the open and can be attacked directly.



Pinfingers

Medium Monstrosity, Lawful Evil

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	8 (-1)

Skills Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Common
Challenge 4 (1,100 XP)
Proficiency +2

Actions

Multiattack. The pinfingers uses Riddle Me This, then makes two Unarmed Strike attacks. It can replace one of these attacks with its Tickle.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature pinfingers is tickling. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the pinfingers. swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) acid damage at the start of each of the pinfingers's turns. The pinfingers can have only one target swallowed at a time.

If the pinfingers dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Riddle Me This. The pinfingers asks a creature within 10 feet of it that can hear it. If the creature answers the riddle incorrectly, pinfingers has advantage on melee attack rolls against it for 1 minute. If it answers the riddle correctly, pinfingers can't ask it another riddle for 24 hours. When asked the riddle, a creature can use its reaction to make a DC 10 Intelligence check to gain one hint on a successful save. If the creature succeeds by 5 or more, it gains one additional hint.

Tickle. The pinfingers tickles one creature within 5 feet of it that answered its riddle incorrectly. That creature must make a DC 10 Strength or Dexterity saving throw, taking 11 (2d6 + 4) piercing damage and be grappled (escape DC 14) on a failed save, or half as much damage and isn't grappled. Until this grapple ends, the target is restrained and takes 11 (2d6 + 4) at the start of each of pinfingers's turns, and the pinfingers can't tickle another target.

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

PINFINGERS

Pinfingers appear vaguely humanoid, their spindly, scabbed, and monstrous forms concealed by large, drooping hats and oversized suits or similar finery. The creatures delight in confusing and unnerving their prey before they eat them. Pinfingers can speak and understand any language, which they use to ask their prey a single riddle. If the target answers the riddle successfully in one minute or less, the pinfingers giggles, bows deeply and tips its hat to momentarily reveal its rotting scalp beneath, and then lumbers away. If the target fails to answer the riddle within the allotted time period, the pinfingers attacks. A pinfingers can unhinge its jaw to swallow prey such as small children in a single gulp. For larger targets, a pinfingers will use its claws to shred prey into pieces small enough to swallow. The Pinfingers Riddles table provides examples of the sort of riddles that pinfingers might ask their potential prey.

D6	RIDDLE	ANSWER
1	I'm tall when I'm young, and short when I'm old. What am I?	A candle.
2	I shave every day, but my beard stays the same. What am I?	A barber.
3	What can't talk, but replies when spoken to?	An echo.
4	What can you keep after giving to someone?	Your word.
5	What is always in front of you, but can't be seen?	Your future.
6	What question can you never answer yes to?	Are you asleep yet?



SWEETIE TOT

Sweetie tots resemble normal children with candy apple jack-o-lanterns for heads that are infested with worms. Their faces are twisted into cruel snarls that slowly ooze their hot candy coating. Supposedly, sweetie tots were once normal children that were transformed by beings such as hags as punishment for gluttony, impatience, or general misbehaviour. Sweetie tots have no memory of their former lives and instead mindlessly serve the beings that transformed them or any other creatures that can consistently offer them food.

SWEET TEETH. The only independent drive for a sweetie tot is a persistent hunger, both for sweet candy and warm blood. A sweetie tot will do anything for candy, and a sweetie tot attack can be avoided by leaving candy for the creatures to consume while one makes their escape. Time is of the essence, however, because sweetie tots are never satiated and are likely to follow other creatures that have fed them or return to sites where they have previously found food.

Sweetie Tot

Small Monstrosity, Chaotic Evil

Armor Class 12
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3
Senses Passive Perception 13
Languages Common
Challenge ½ (100 XP)
Proficiency +2

Sugary Body. The sweetie tot's body is covered in a sticky sweet substance that adheres to anything that touches it. A creature that is grappling the sweetie tot must succeed on a DC 10 Strength check to release it. If a creature is grappled by the sweetie tot, ability checks made to escape this grapple have disadvantage. When the sweetie tot is hit by a melee weapon attack, the creature wielding the weapon must succeed on a DC 10 Strength check or the weapon becomes stuck to it, requiring an action and a successful DC 10 Strength check to pull free.

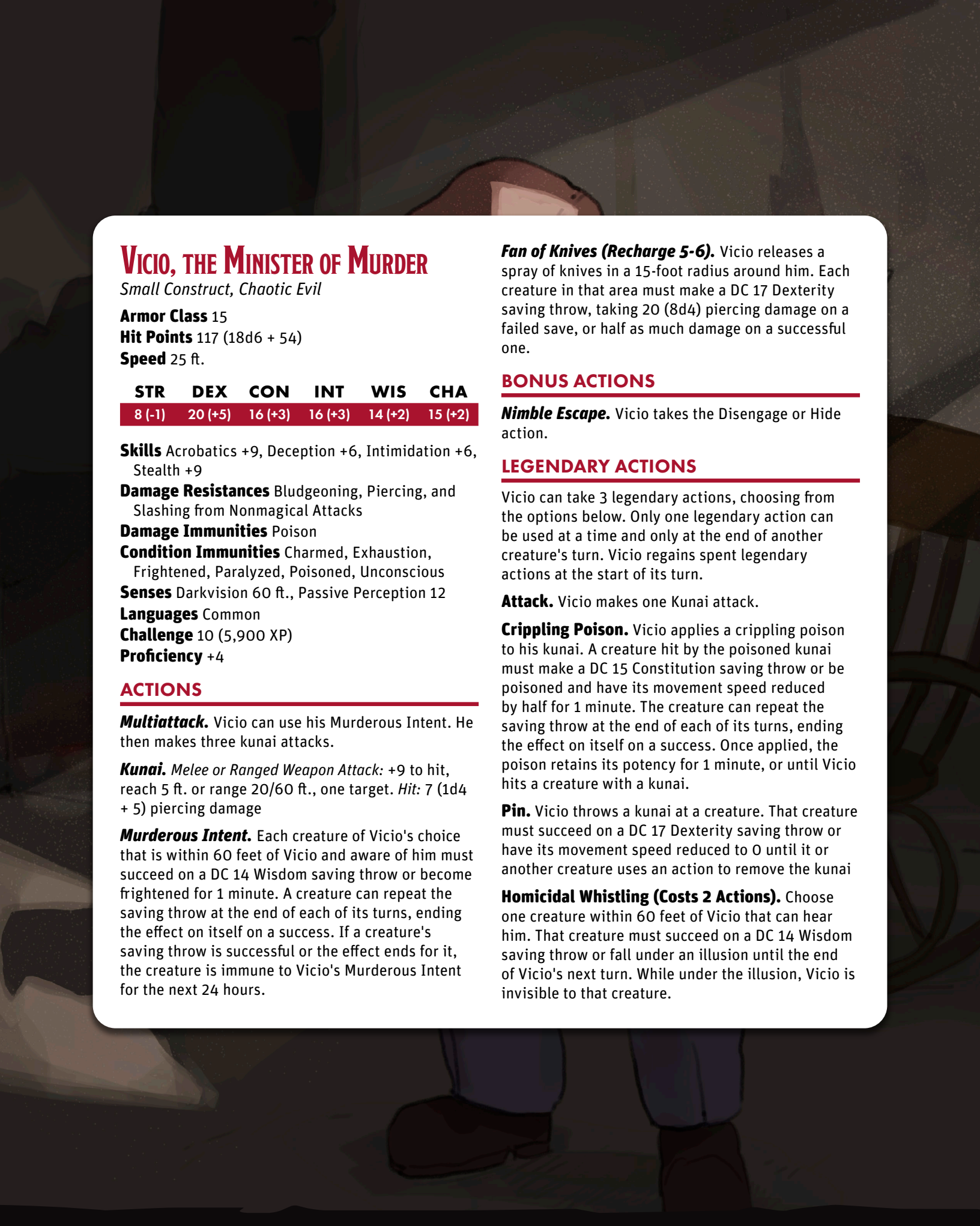
ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12).

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.







Vicio, the Minister of Murder

Small Construct, Chaotic Evil

Armor Class 15
Hit Points 117 (18d6 + 54)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	16 (+3)	14 (+2)	15 (+2)

Skills Acrobatics +9, Deception +6, Intimidation +6, Stealth +9
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 12
Languages Common
Challenge 10 (5,900 XP)
Proficiency +4

Actions

Multiattack. Vicio can use his Murderous Intent. He then makes three kunai attacks.

Kunai. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage

Murderous Intent. Each creature of Vicio's choice that is within 60 feet of Vicio and aware of him must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vicio's Murderous Intent for the next 24 hours.

Fan of Knives (Recharge 5-6). Vicio releases a spray of knives in a 15-foot radius around him. Each creature in that area must make a DC 17 Dexterity saving throw, taking 20 (8d4) piercing damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Nimble Escape. Vicio takes the Disengage or Hide action.

Legendary Actions

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

Attack. Vicio makes one Kunai attack.

Crippling Poison. Vicio applies a crippling poison to his kunai. A creature hit by the poisoned kunai must make a DC 15 Constitution saving throw or be poisoned and have its movement speed reduced by half for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once applied, the poison retains its potency for 1 minute, or until Vicio hits a creature with a kunai.

Pin. Vicio throws a kunai at a creature. That creature must succeed on a DC 17 Dexterity saving throw or have its movement speed reduced to 0 until it or another creature uses an action to remove the kunai

Homicidal Whistling (Costs 2 Actions). Choose one creature within 60 feet of Vicio that can hear him. That creature must succeed on a DC 14 Wisdom saving throw or fall under an illusion until the end of Vicio's next turn. While under the illusion, Vicio is invisible to that creature.

YELLOWCAP

Yellowcaps are small, humanoid fey creatures with hair of bright yellow flame. These gleeful firebrands have the ability to move freely between one plane or dimension to another without the use of vortices or portals, ,typically traveling in groups of two to four. They serve benevolent and powerful fey lords and ladies by scouring the planes for those who might have become lost; letting their brightness guide travelers to the way home. Though they work for free, they do ask that those they assist offer a donation for their services, usually in the form of a story or precious memory. These donations are purely voluntary, and the yellowcaps do not pressure or blackmail any into offering them.



YELLOWCAP

Small Fey, Any Alignment

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 25 ft., fly 30 ft.

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

Skills Nature +2, Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Sylvan
Challenge ½ (100 XP)
Proficiency +2

ACTIONS

Firebolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage

Lance. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Spellcasting. The yellowcap casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

- At will: *dancing lights, sacred flame*
- 1/day: *faerie fire*

REACTIONS

Dazzling Lights (Recharge 5-6). When the yellowcap is the target of an attack from a creature within 15 feet of it, it points its finger at the attacker causing bright lights to flare before them. That creature must succeed on a DC 12 Constitution saving throw or be blinded until the start of its next turn.

VOJ'KARRON
THE HYDRA PRINCES

NAME: Voj'Karron the Hydra Princes

GOAL: Voj'Karron want to establish a prosperous salamander colony on the Material Plane, taking captives and resources from any who stand in their path.

BOND: Voj'Karron tirelessly seek out the approval of their father, the king, despite never quite being able to secure it.

FLAW: Voj'Karron bicker ceaselessly with each other, which sometimes prevents them from making timely decisions or delivering effective orders to their subordinates.



BACKGROUND

Voj'Karron are a pair of conjoined salamander twins born to King Gostarchos of the Court of Conflagration on the Elemental Plane of Fire. The left twin is named Voj; the right, Karron. The twins each have their own neck and head, but share one pair of arms and a single body with nine serpentine tails. Had the twins not been born into such high status within salamander society, they would surely be eaten by the other salamanders for having been deemed weak, deformed, and abominable. Their royal heritage and potential heirship to their father's throne, however, ensured that they would be protected and live to adulthood. Though it saved them from an early death, the status of their birth brought with it the crushing pressure of expectation, made more intense by their father's obvious preference for his first son and presumed heir, Zeca. Voj'Karron's father made clear that his throne would pass to the offspring of his which had rightfully earned it through their acts of power. Since birth, Voj'Karron have struggled to prove their worth and make their case for their father's throne in the shadow of their brother.

Voj'Karron came to learn that to have any chance at succession, they would have to set a new precedent of achievement. While their brother rampaged across the Plane of Fire raiding in their father's name, Voj'Karron set their sights on a new frontier: the Material Plane. Salamanders had historically believed that the Material Plane had little to offer them, but Voj'Karron had heard stories of great dwarven forges in the mountains on the Material and reckoned that if they searched diligently and benefited from some luck, they might find a portal that put them close to an opportunity for great wealth. Voj'Karron ordered their underlings to find as many existing elemental rifts as they could, and for their evocators to open new ones where the elemental energies allowed. They then sent scouts through these rifts, searching within a few miles on the other end for raiding targets. After over a year of searching, Voj'Karron broke through. Their scouts had found a rift that connected them to the inside of a mountain that was home to a thriving dwarven clan.

Voj'Karron gathered their troops and organised a wide-scale assault, planning to establish a foothold in the mountain and gradually take more and more territory as they reinforced themselves, with the ultimate goal of colonising the mountain and taking the dwarves' resources for themselves. So far, Voj'Karron's plan has been successful. The salamanders have established a foothold in the mountain within a former dwarven stronghold and threaten to take more dwarven territory by the week.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The **salamander fledglings** of Voj'Karron's colony
2	Sroswi the **salamander evocator**
3	Iyathasa the **salamander warlord**
4	Masha the **salamander brood wyrm**
5	Voj'Karron's **molten salamander** allies
6	The **iron toads**



SALAMANDER FLEDGLINGS

Voj'Karron have hundreds of **salamander fledglings** under their authority. Eager to prove themselves as worthy members of their tribe, the salamander fledglings compose the bulk of Voj'Karron's forces on the Material Plane and fight viciously to earn their status. The fledglings almost always fight to the death, for to return to the tribe in retreat would be a show of weakness that would surely mean exile.

SROSWI THE EVOCATOR

Sroswi is a **salamander evocator** that has served Voj'Karron faithfully for many years. Though many other salamanders have a low opinion of Voj'Karron because of their physical condition, Sroswi has been a friend of the twins since the three of them were fledglings. Court politics on the Plane of Fire are not favourable to Sroswi, and so he believes that he can take more power for himself on the Material Plane alongside Voj'Karron. Voj'Karron have relied and continue to rely heavily on Sroswi to locate convergences of elemental energy where portals might be opened.

IYATHASA THE WARLORD

A new frontier brings new opportunities. The salamander Iyathasa, alongside Voj'Karron and Sroswi, saw the potential colonisation of the Material Plane as a chance to raise his own status. Iyathasa led the initial raids on dwarven territory on behalf of Voj'Karron to great success, earning himself the title of **salamander warlord.** Iyathasa has been granted the privilege of overseeing the tactical and military operations of the salamanders on the Material Plane. Though Vaj'Karron don't know it, Iyathasa would slay the twin princes and take power for himself the moment the opportunity presented itself.

MASHA THE BROOD WYRM

Voj'Karron wanted to establish spawning pits on the Material Plane as soon as possible to strengthen the legitimacy of the colony and eventually help to provide reinforcements.

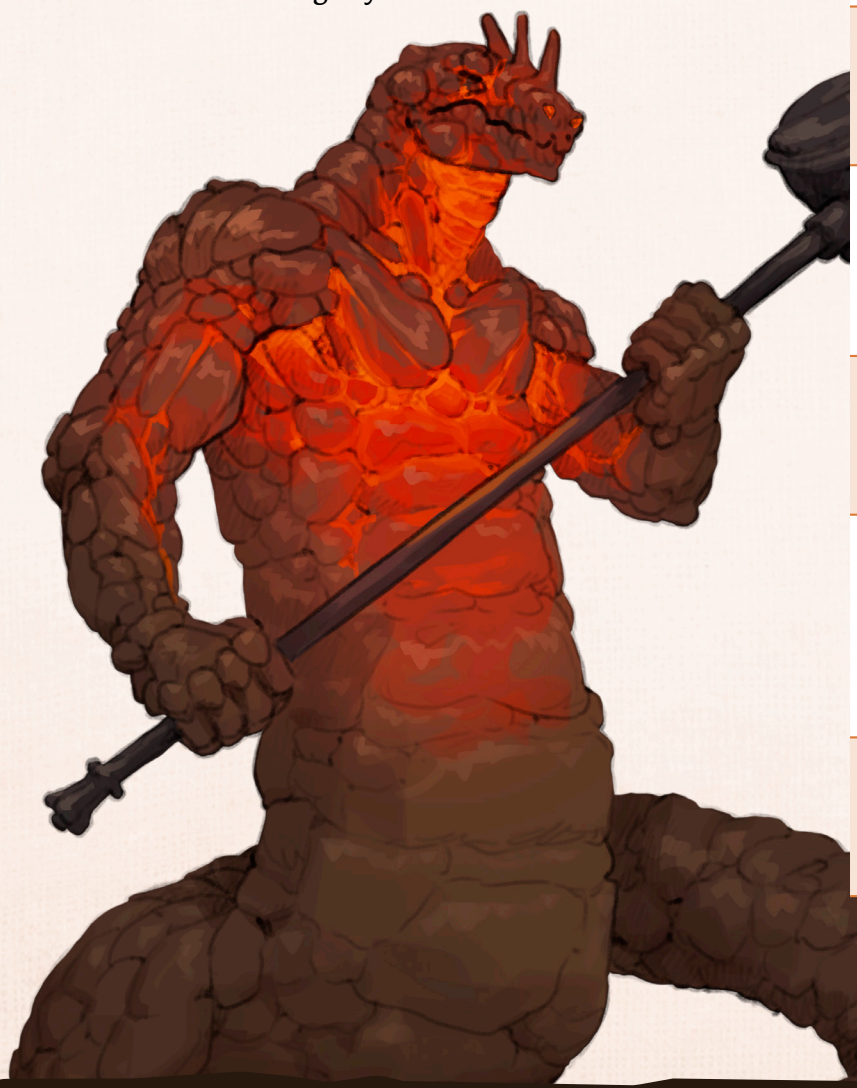
To protect the eggs laid in the first spawning pit of the foothold, Voj'Karron brought Masha, a **salamander brood wyrm**, through a planar



portal. The hydra princes had little friends in their younger years and so spent much time with Masha near the spawning pits, bonding with the wyrm. That was many years ago, but Masha, now an elder wyrm, remains just as strong and ferocious in her old age.

THE MOLTEN SALAMANDERS

A fraction of Voj'Karron's forces are composed of a few dozen **molten salamanders** from the Elemental Plane of Fire who had long been allies of the Court of Conflagration. The molten salamanders are led by one named Namvri, who has his own personal reasons for wanting to leave his native plane. Some months ago, Navri made an infernal pact with a visiting devil, and the time has come for him to repay his end of the bargain. Instead, Navri is hoping to shake the devil off his trail by fleeing to the Material Plane. The other molten salamanders know nothing of this; he has convinced them that the colony presents them all with opportunity for wealth and glory.



THE IRON TOADS

As Voj'Karron and the salamanders advance through the mountain, the dwarves who realise their strongholds will be lost to the extraplanar invaders usually attempt to destroy their forges so that they will never be sullied by the salamanders. Voj'Karron and the salamanders were prepared for this, and so have brought with them many **iron toads** which they use as temporary, mobile forges in which they can repair and reforge their weapons while they work to capture new dwarven forges or attempt to repair the ones that have been destroyed.

QUESTS

D6	QUEST
1	The party must help the dwarves set up defenses and repel a salamander assault on one of their settlements within the mountain.
2	The party must locate and close the elemental portal that the salamanders are using to gather reinforcements from the Plane of Fire.
3	The party must gather intel to learn of Swosi's movements and then intercept the evocator while he attempts to find a suitable location for opening another portal to the Plane of Fire.
4	The party must convince the multiple feuding dwarven clans that inhabit the mountain to unite against their new common enemy, the salamanders.
5	The party must assault a forward salamander outpost where they will slay Iyathasa the warlord and find battle-plans and communications documents allowing them to hatch a plan against Voj'Karron.
6	The party must assault or infiltrate the former dwarven settlement where the salamanders have established their foothold so they can slay Voj'Karron.

DURING COMBAT

Voj'Karron relish bloodshed and, if anything, can be easy to provoke and reckless in battle. In combat, they use their bonus action on their white hot flames ability every round. They use their rechargeable scorching rays ability at the start of combat and at every other opportunity as the ability recharges. Voj'Karron will generally prioritise a single target with all three rays in order to remove them from the fight if possible, preferably targeting enemy combatants outside of melee range. Voj'Karron spend their legendary actions every round on their tail barrage ability until they have four tails left or less, at which point they spend their legendary actions on one fire breath ability and one scimitar attack as applicable.



IRON TOAD

Iron toads are massive frogs whose bodies are formed entirely of superheated and molten iron, with internal organs of solidified fire. Conventional wisdom suggests that the first iron toad was created thousands of years ago by a powerful efreeti king on the Elemental Plane of Fire as a gift for his wife. The iron toads, which can reproduce asexually, are presumed to have descended from this single ancestor. The insides of an iron toad burn impossibly hot, and creatures such as azers or salamanders have been known to domesticate iron toads so that their vocal sacs can be used as mobile forges. Iron toads are carnivorous, and though they prefer to feed on insectoid creatures, they will attempt to eat nearly any living creature they think they can swallow. While the iron toads are native to the Plane of Fire, they have been known to be found rarely in volcanic areas on the Material Plane, presumably after wandering through planar rifts.



Iron Toad

Medium Elemental, Unaligned

Armor Class 20 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 3 (700 XP)
Proficiency +2

Fire Absorption. Whenever the toad is subjected to fire damage, it takes no damage and it can immediately roll to recharge its fire breath. If its fire breath is already charged, it has advantage on its next recharge roll.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) fire damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Fire Belch (Recharge 5–6). The toad belches expelling fire and magma in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. A creature grappled by the toad has disadvantage on the saving throw.

MOLTEN SALAMANDER

Salamander eggs that hatch in proximity to rifts, vortices, or portals to the Elemental Plane of Earth can spawn offspring infused with the energy of said plane that eventually mature to become molten salamanders. Though it is uncommon due to the nomadic nature of their kind, a salamander tribe that persists over many generations in an area close to such an interplanar connection will eventually become entirely composed of molten salamanders. Molten salamanders have bodies of super-heated rock, though for unknown reasons, they grow to be slightly smaller in size than normal salamanders. For this reason, they tend to find themselves on the lower rungs of the salamander social ladder.



MOLTEN SALAMANDER

Large Elemental, Neutral Evil

Armor Class 18 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Cold
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 3 (700 XP)
Proficiency +2

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage

Molten Rock. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) fire damage

Salamander Brood Wyrm

Huge Dragon, Neutral Evil

Armor Class 17 (barding)
Hit Points 142 (15d12 + 45)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Skills Perception +4
Damage Immunities Fire
Condition Immunities Frightened
Senses Blindsight 30 ft., Darkvision 60 ft., Tremorsense 30 ft., Passive Perception 14
Languages Draconic, Ignan
Challenge 8 (3,900 XP)
Proficiency +3

Tunneler. The brood wyrm can burrow through solid rock at half its burrowing speed and can leave a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The brood wyrm can use its Frightful Presence. It then makes three attacks: one with its bite and one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) fire damage

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Regurgitate Obsidian Egg. *Melee or Ranged Weapon Attack:* +7 to hit, reach 20 ft. or range 60 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage plus 14 (4d6) fire damage

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage

Frightful Presence. Each creature of the brood wyrm's choice that is within 120 feet of the brood wyrm and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the brood wyrm's Frightful Presence for the next 24 hours.

Molten Breath (Recharge 5–6). The brood wyrm expels molten rock across the ground in a 30-foot cone in front of it. Each creature in that area, that is touching the ground, must make a DC 10 Constitution saving throw, taking 27 (5d10) fire damage and catching fire on a failed save, or half as much damage and doesn't catch fire on a successful one. Until someone takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Salamander Brood Wyrm

Salamander brood wyrms are fire wyrms native to the Elemental Plane of Fire that have been domesticated by salamander tribes to serve as protectors for their spawning grounds. Salamanders lay dozens of obsidian eggs at a time in massive, super-heated pits of rock. Because of their nomadic tendencies and general apathy towards personally carrying out any domestic duties, they have domesticated fire wyrms to protect their eggs while they roam from area to area. Each brood wyrm is fitted with custom metal plates forged by the salamanders that help it fend off any of the potential predators on the Plane of Fire that might otherwise help themselves to the obsidian eggs.

CULLING THE WEAK. Not all eggs laid by salamanders survive to hatch. Up to a third of all eggs laid by salamanders have softer shells than the healthier eggs, which can contribute to any salamanders hatching from the soft-shell eggs to be physically inferior. Salamanders have no patience for the weak — brood wyrms are trained to identify soft-shell eggs and are allowed to eat any weak eggs they find as a reward, which they swallow whole. Sometimes, in combat, a brood wyrm might violently regurgitate a recently-swallowed egg at an enemy, sending a superheated egg of obsidian on a rapid projectile path toward its target.



Salamander Evocator

Large Elemental, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 91 (14d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Int +3, Wis +3, Cha +8
Skills Arcana +3
Damage Vulnerabilities Cold
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 6 (2,300 XP)
Proficiency +3

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Spellcasting. The salamander casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16,+7 to hit with spell attacks):

- At will: *flame blade, firebolt* (2d10)
- 2/day: *scorching ray*
- 1/day each: *flaming sphere* at 3rd-level, *fireball*

Reactions

Reactive Spellcasting (2/day). The salamander casts the *hellish rebuke* spell. and using Charisma as the spellcasting ability (spell save DC 16).

Salamander Evocator

Though salamanders typically prefer more tactile endeavors such as metal-shaping and have no particular affinity for magic as a group, there remain individuals willing to dedicate themselves to arcane pursuits. Such salamanders are known as evocators, and they seek out powerful beings on the Elemental Plane of Fire such as efreeti or visiting infernal archwizards from which they can learn. Despite most salamanders having no interest in studying the arcane themselves, warring tribes are happy to have evocators among their number for the benefits they provide in battle. Evocators take their name from their preference for destructive evocation magic, particularly spells that call forth the power of fire, earth, and lightning.



SALAMANDER FLEDGLING

Though fire snakes mature into salamanders after a period of just one year after they hatch, a new salamander that has yet to earn its status as a recognized member of its tribe is known as a salamander fledgling. Salamanders increase in size and power as they age — fledglings are the greenest and weakest of all salamanders and are therefore subject to the whims of their superiors amongst the tribe. Salamander tribes run their fledglings through physical trials and gauntlets so that weaker prospects are culled and the remaining survivors are proven to be capable. While it takes the typical fledgling approximately two years to earn formal tribal membership, certain candidates shed their fledgling status faster by being recognized for special acts of savagery and ferocity. Many fledglings are first to volunteer for the front lines of any assault as they are eager to prove their worth to their tribe as quickly as they can.



Salamander Fledgling

Medium Elemental, Neutral Evil

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	12 (+1)

Damage Vulnerabilities Cold
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 2 (450 XP)
Proficiency +2

Charge. If the salamander moves at least 20 feet straight toward a target and then hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damageor 4 (1d8) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) fire damage

SALAMANDER WARLORD

Salamander warlords are those that have risen to the top of the salamander social hierarchy, where the strongest and mightiest salamanders rule over the others. The warlords are masters of salamander hit-and-run warfare, and generally command bands of lesser salamanders that can swell to hundreds in number, especially during large-scale territorial disputes on the Elemental Plane of Fire.



Salamander Warlord

Large Elemental, Neutral Evil

Armor Class 17 (half plate)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Damage Vulnerabilities Cold
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages Ignan
Challenge 7 (2,900 XP)
Proficiency +3

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes three attacks: two with its spear and one with its tail.

Spear. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage. Once per turn, the salamander can cause one of the following additional effects (choose one or roll a d6):

- 1–2: *Goading Attack*. The target must succeed on a DC 16 Wisdom saving throw or have disadvantage on all attack rolls against targets other than the salamander until the end of its next turn.
- 3–4: *Maneuvering Attack*. The salamander chooses a friendly creature who can see or hear it. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of this attack.
- 5–6: *Pushing Attack*. If the target is Huge or smaller, the target must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from the salamander.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the salamander can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the salamander. A creature can benefit from only one Leadership die at a time. This effect ends if the salamander is incapacitated.

Voj'Karron the Hydra Princes

Large Elemental, Neutral Evil

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	13 (+1)	18 (+4)

Skills Deception +9, Perception +6, Persuasion +9
Damage Vulnerabilities Cold
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 16
Languages Common, Ignan
Challenge 15 (13,000 XP)
Proficiency +5

Heated Body. A creature that touches Voj'Karron or hits them with a melee attack while within 5 feet of them takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon Voj'Karron wield deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Legendary Resistance (3/Day). If Voj'Karron fail a saving throw, they can choose to succeed instead.

Multiple Heads. Voj'Karron have advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Nine-Tailed Salamander. Voj'Karron have nine tails. Each tail can be attacked (AC 15; 10 hit points; immunity to fire and psychic damage). Destroying a tail deals no damage to Voj'Karron, who can regrow a replacement tail at the end of a long rest.

Wakeful. While Voj'Karron sleep, at least one of their heads is awake.

Actions

Multiattack. Voj'Karron make three attacks: two with their scimitars and one with one of their tails.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) fire damage

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) fire damage

Scorching Rays (Recharge 5-6). Voj'Karron create a ray of fire on each of their tails and hurls them at targets within 120 feet of them. Make a ranged spell attack for each ray (+9 to hit). On a hit, the target takes 7 (2d6) fire damage. Voj'Karron can hurl up to three rays of fire at one target.

Bonus Actions

White Hot Flames. The tips of each of Voj'Karron's tails ignite with blinding white flames, producing bright light in a 20-foot radius and dim light for an additional 20 feet.. When Voj'Karron hit a creature with a weapon or spell attack, they can expend any number of flames to launch them at the target, dealing extra fire damage to the target equal to the number of flames expended. Any unused flames are extinguished at the end of Voj'Karron's turn.

Legendary Actions

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

Attack. Voj'Karron make one scimitar attack.

Fire Breath (Costs 2 Actions). Voj'Karron exhale fire in a 45-foot line that is 10 feet wide. Each creature in that line must make a DC 10 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Tail Barrage (Costs 3 Actions). Voj'Karron target a number of creatures equal to the number of tails they currently have, that are within 10 feet of them, and make one tail attack against each creature.



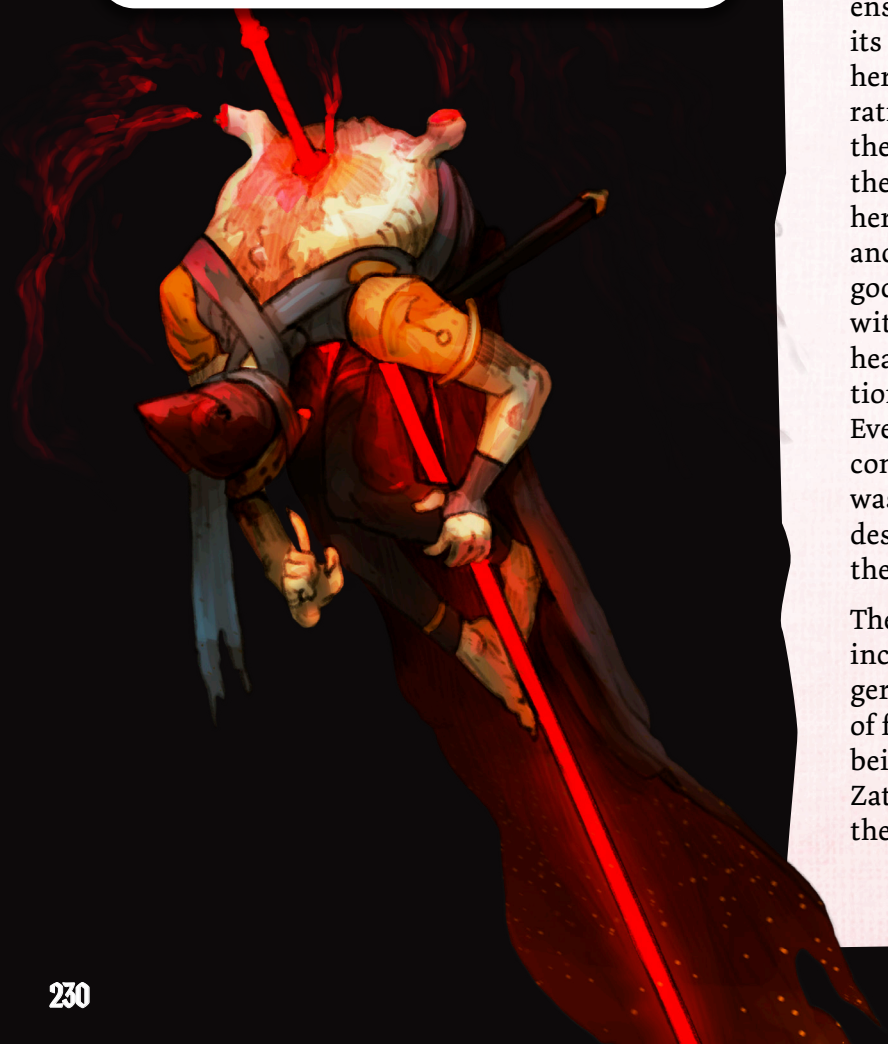
ZATARIS
THE IMPALED GOD

NAME: Zataris, the Impaled God

GOAL: Zataris seeks to reconstruct the Great Vault of Forbiddance on the Material Plane so that it might be better protected against the other celestials she believes are scheming against her.

BOND: Zataris searches endlessly for a worthy successor who may ascend and take over her status as god of secrets after her death.

FLAW: As Zataris slowly dies from a fatal wound, her mind has become frayed and her judgment clouded. Her paranoia has little basis in reality and her orders to her servants are increasingly nonsensical.



BACKGROUND

Millennia ago, during the war of Boiled Blood between the agents of the celestial Court of Secrets and the demonic hordes of the Pact of Ten Thousand Screams, Zataris, god of secrets herself, was grievously wounded by the Flensed General, who drove his lance through her heart with his dying act. Zataris soon learned that the wound would eventually prove fatal, as the demonic powers of the Flensed General prevented her from removing the lance without destroying herself. As a result, its necrotic energy began to eat away at her life essence, putting her on a clock that ticked toward her ultimate destruction. Despite her appeals, the other gods saw no way to help her. Knowing that her end was near, Zataris set about putting her affairs in order.

Though thousands of years have passed since Zataris's impalement, this time is perceived much quicker by the gods than it is by mortals. The god of secrets knew that she must act quickly. As the overseer of the Great Vault of Forbiddance within Celestia, Zataris had to ensure that the conditions were in place for its continued oversight and maintenance after her death. For a time, Zataris proceeded with rationality and dignity towards her end. But as the centuries passed, the necrotic energies of the Flensed General's lance continued to infect her mind and body. Zataris became despairing and paranoid and soon grew spiteful of the gods, who she began to believe were deliberately withholding the means with which she could be healed. The closer she approached her destruction, the worse the effects of the lance became. Eventually, Zataris lost her grip on reality and convinced herself that the war of Boiled Blood was a vast conspiracy designed to weaken and destroy her so that the other gods could plunder the Great Vault of Forbiddance.

The Great Vault of Forbiddance is said to contain incomprehensible numbers of secrets both dangerous and mundane, as well as a vast wealth of forbidden knowledge so that non-celestial beings may be protected from their uncovering. Zataris, in her delirium, falsely believes that the Vault of Forbiddance must be reconstructed

on the Material Plane so that it is further away from the other gods and thus more difficult for them to infiltrate. She has ordered her celestial subjects to begin reconstructing its walls, spires, and tunnels within a vast forest on the Material Plane. In her frayed state of mind, however, she has provided them with new building plans that deviate from its original architecture to make specific "strategic improvements" that have only resulted in a jumbled, nonsensical construction of labyrinthine walls and twisted towers that expand by the day. Though her celestial subjects might suspect that Zataris is not in her right mind, their first duty is to carry out her orders regardless of circumstance, and so they do so without hesitation.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The **virtuous abettor** servants of Zataris and the Court of Secrets
2	The **innominate tutelaries** of the new Great Vault of Forbiddance
3	Sassar the **thousand-faced confessor**
4	The **beatified inquisitors** that gather intelligence for Zataris
5	The **keykeepers**, custodians of the new Great Vault of Secrets
6	The **ledgermakers**, Arakiba and Morieshal

VIRTUOUS ABETTORS

The **virtuous abettors** in service to Zataris carry out the majority of the construction work of the new Vault of Forbiddance on the Material Plane. They funnel building materials through celestial portals, consult Zataris' jumbled architecture plans, and lay stone atop stone to bring the plans to fruition. The abettors also conduct site preparation work, including clearing trees as necessary and ensuring that mortals do not wander too close and either interrupt construction or witness anything that they shouldn't.

INNOMINATE TUTELARIES

The **innominate tutelaries** help Zataris oversee the reconstruction of the Great Vault of Forbiddance and dutifully patrol its new chambers and corridors to protect it from any who would seek to assault it. The tutelaries are led by Prelate Teriash, who fought alongside Zariel in the war of Boiled Blood.

SASSAR THE THOUSAND-FACED CONFESSOR

Sassar is a **thousand-faced confessor** who serves as Zataris's closest advisor and second-in-command. Sassar shares a great unrequited love for Zataris, and though he understands that the god of secrets is not in her right mind and that reconstructing the Vault of Forbiddance on the Material Plane is nonsensical, he has concluded that obeying Zataris's dying wishes is not only his divine duty, but also the best and final way that he can demonstrate his undying love for her. He hopes that Zataris will nominate him as her successor so that he might ascend to godhood.





BEATIFIED INQUISITORS

Zataris is suspicious of any temples or churches nearby the reconstruction of the Great Vault of Forbiddance. In her paranoia, she believes that other celestial agents have posted spies in these locations to gather information on her reconstruction project. To combat this non-existent threat, she has sent **beatified inquisitors** to infiltrate these temples and churches to root out these spies. In some cases, she has ordered the inquisitors to slaughter the worshippers inside. Despite the inquisitors never finding evidence of any other celestial activity, they follow Zataris's orders to the letter.

KEYKEEPERS

The **keykeepers** assist with transferring secrets and knowledge from the vault on Celestia to the new vault being constructed on the Material Plane. Knowing that she is nearing her end and wanting to achieve as much as possible before she dies, Zataris has ordered the keykeepers to bolster their efforts in searching the Material Plane for keys that may be deemed dangerous to the preservation of life.

LEDGERMAKERS

Arakiba and Morieshal are two **ledgermaker** celestials that have loyally served Zataris as record-keepers for many millennia. Their efforts are focused on organizing the contents of the Great Vault of Forbiddance for movement from Celestia to their new home on the Material Plane and keeping track of inventory during transport. Each of them know by heart the layout and contents of both the old Vault of Forbiddance and the Vault being newly reconstructed.

ADVENTURE HOOKS

The players may wish to stop the reconstruction of the Vault of Forbiddance for a number of reasons. A few of these reasons are outlined below.

THE CONCERNED PROTECTOR. A dryad, druid, or other protector of the forest has witnessed the reconstruction of the Vault of Forbiddance and has lived to tell the tale. Though the protector is obviously concerned about the disturbance to the forest as a result of the construction, they recognize the celestial servants and know that something greater is deeply wrong. The party is intrigued by the protector's story of the mysterious expanding structure and is driven to investigate.

A CHANCE AT POWER. Either a patron of the party or the party themselves believes that a specific secret or piece of knowledge of great value is being moved to the reconstructed Vault of Forbiddance on the Material Plane. The party seeks to infiltrate the vault and bypass its defenses to take possession of what they seek.

QUESTS

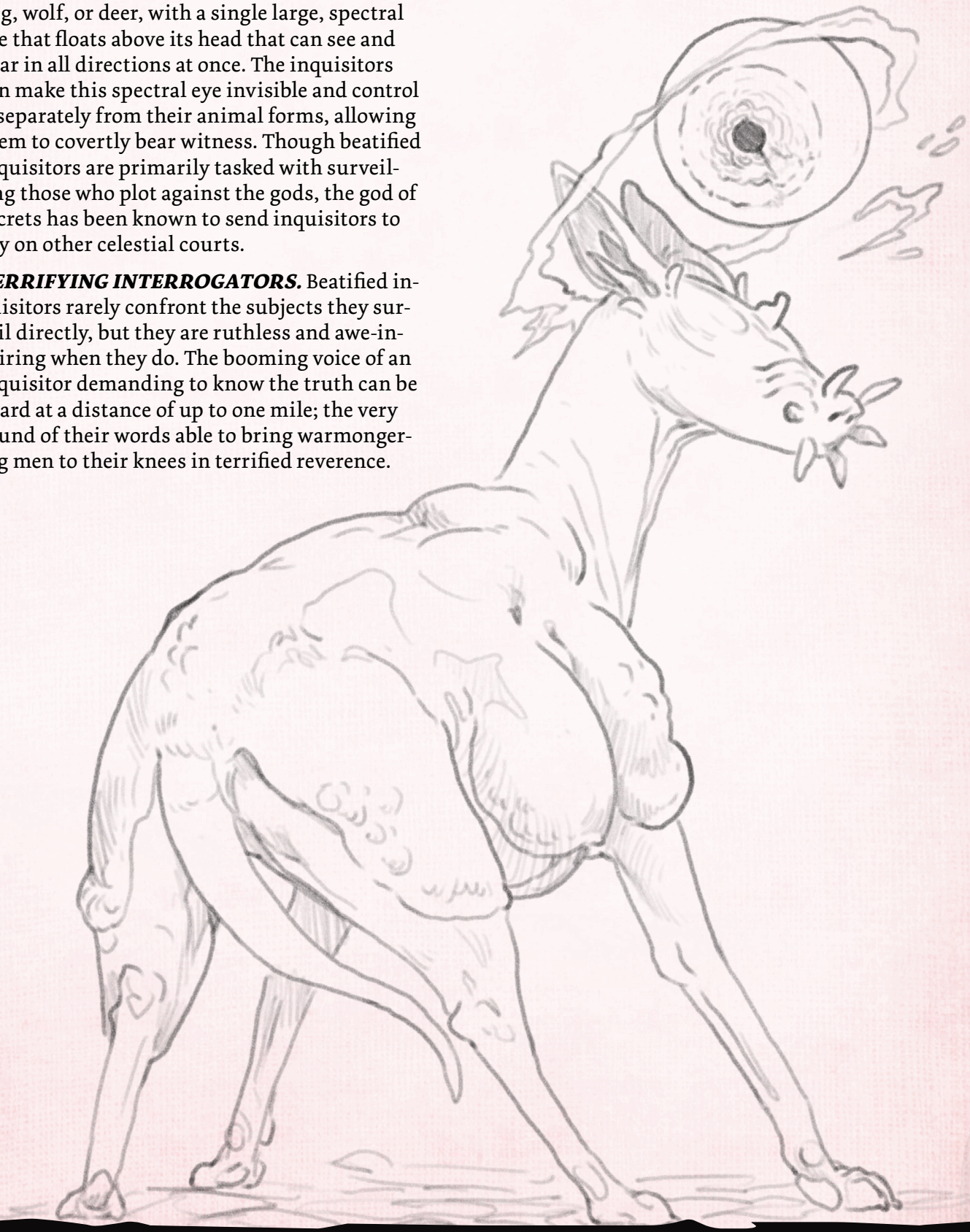
D6	QUEST
1	Hunters and travelers have reported sightings of strange creatures in the woods. Some people have disappeared. The party is asked to investigate, where they will discover that virtuous abettors are trying to keep people away from the vault's construction.
2	Zataris has begun sending beatified inquisitors to attack nearby churches and temples for fear that they might be harboring celestial spies. The party must help defend a holy site and learn of the reason for its attack.
3	The party must fend off the advances of a thousand-faced confessor sent by Zataris to stop the party from interfering with her plans to reconstruct the Vault of Forbiddance.
4	The party must find and destroy a ledgermaker near the outskirts of the new Vault of Forbiddance so that they can read its documents to learn about the vault's interior and its occupants.
5	The party must travel to Celestia to petition other celestials for aid in convincing Zataris that they mean her no harm and that the Great Vault of Forbiddance is safe in Celestia.
6	The party must navigate the twisting spires of Zataris's new Vault of Forbiddance to find Zataris and either slay her or convince her to abandon her plans on the Material Plane.



BEATIFIED INQUISITOR

Beatified inquisitors are the eyes and ears of the celestial courts, and all inquisitors answer to the god of secrets. A beatified inquisitor often appears as a seemingly blind animal, usually a dog, wolf, or deer, with a single large, spectral eye that floats above its head that can see and hear in all directions at once. The inquisitors can make this spectral eye invisible and control it separately from their animal forms, allowing them to covertly bear witness. Though beatified inquisitors are primarily tasked with surveilling those who plot against the gods, the god of secrets has been known to send inquisitors to spy on other celestial courts.

TERRIFYING INTERROGATORS. Beatified inquisitors rarely confront the subjects they surveil directly, but they are ruthless and awe-inspiring when they do. The booming voice of an inquisitor demanding to know the truth can be heard at a distance of up to one mile; the very sound of their words able to bring warmongering men to their knees in terrified reverence.



Beatified Inquisitor

Medium Celestial, Lawful Good

Armor Class 18 (natural armor)
Hit Points 157 (21d8 + 63)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	20 (+5)	20 (+5)	12 (+1)

Saving Throws Int +9, Wis +9, Cha +5
Skills Insight +9, Investigation +9, Perception +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Truesight 240 ft., Passive Perception 19
Languages All
Challenge 12 (8,400 XP)
Proficiency +4

Angelic Weapons. The inquisitor's weapon attacks are magical. When the inquisitor hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

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

Magic Resistance. The inquisitor has advantage on saving throws against spells and other magical effects.

Pounce. If the inquisitor moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Actions

Multiattack. The inquisitor makes two melee attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage plus 18 (4d8) radiant damage.

Spellcasting. The inquisitor casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

- At will: *detect evil and good, detect thoughts, sacred flame (3d8)*
- 3/day each: *counterspell, dispel magic*
- 1/day each: *commune, zone of truth*

Booming Voice (Recharge 5-6). The inquisitor releases a bellowing shout, releasing a shockwave in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) thunder damage on a failed save and be incapacitated until the start of the inquisitor's next turn on a failed save, or half as much damage and isn't incapacitated on a successful one.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from the inquisitor, and the shout is audible out to 1 mile.

Legendary Actions

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

Detect. The inquisitor makes a Wisdom (Perception) check.

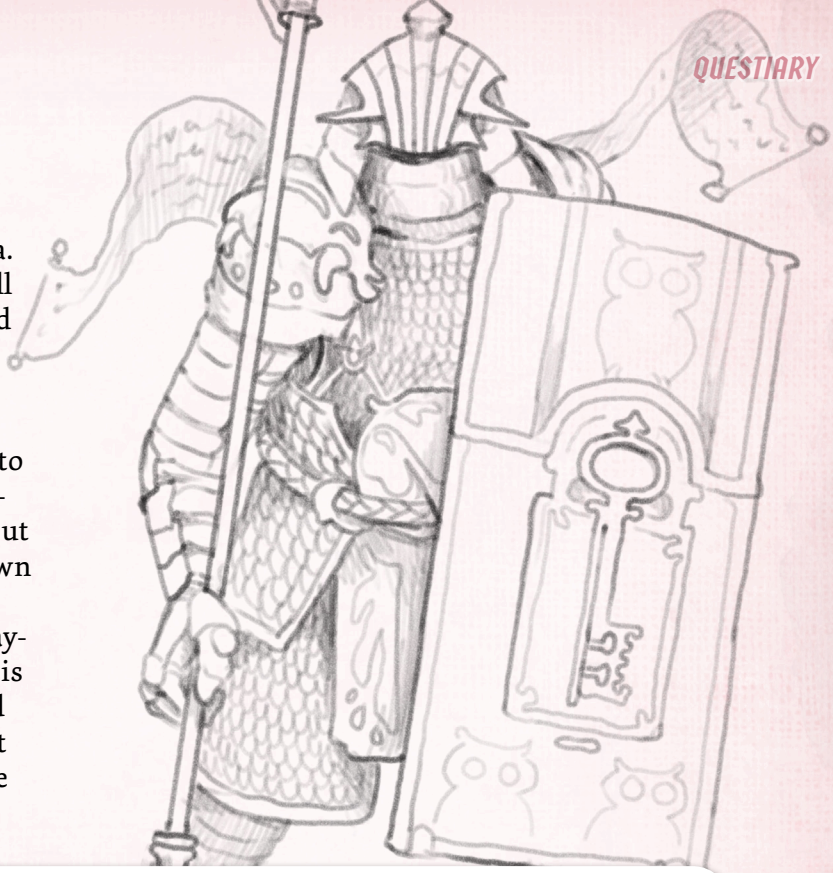
Disarm. A creature within 5 feet of the inquisitor must succeed on a DC 13 Strength check, or drop whatever it is holding in its hand(s).

Subdue. The inquisitor attempts to grapple a creature within 5 feet of it.

Attack (Costs 2 Actions). The inquisitor makes one melee weapon attack.

INNOMINATE TUTELARY

Innominate Tutelaries are the guardians of the Great Vault of Forbiddance within Celestia. These faceless celestials are enshrouded in full suits of dazzling plate armor and are equipped with impenetrable tower shields and long, ornate spears. The will of the tutelaries is unbreakable, they cannot be intimidated or purchased and they never retreat; always willing to fight until their ultimate destruction if necessary. So renowned are the tutelaries throughout the courts of Celestia that other gods are known to procure their services for their own needs. For the tutelaries, the act of service itself is payment enough. Any payment for their services is instead directed toward the god of secrets and knowledge, Zataris, who will temporarily part with a tutelary only if she believes she shall be sufficiently compensated.



Innominate Tutelary

Large Celestial, Typically Lawful Good

Armor Class 20 (plate, shield)
Hit Points 171 (18d10 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	12 (+1)	18 (+4)	8 (-1)

Saving Throws Dex +8, Wis +8
Skills Athletics +10, Perception +8
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Passive Perception 18
Languages All
Challenge 11 (7,200 XP)
Proficiency +4

Magic Resistance. The innominate tutelary has advantage on saving throws against spells and other magical effects.

Warden's Zeal (Recharges after a Short or Long Rest). When the innominate tutelary is reduced to half of its maximum hit points for the first time, it can use its reaction to unroll the scroll on its spear and speak its command word, causing radiant light to emanate from the spear for 1 minute. While the spear emits light, its reach is increased by 5 feet and it deals an extra 10 (3d6) radiant damage (not included in the attack).

ACTIONS

Multiattack. The innominate tutelary makes two melee attacks.

Scroll-Wrapped Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage

LEGENDARY ACTIONS

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

Move. The innominate tutelary moves up to half its speed.

Sweep. The innominate tutelary in a 5-foot long, 15-foot wide line in front of it. Each creature in that line must make a DC 18 Strength saving throw or be knocked prone.

Attack (Costs 2 Actions). The innominate tutelary makes one attack with its scroll-wrapped spear.

KEYKEEPER

Keykeepers are the custodians of the Great Vault of Forbiddance within Celestia. The Vault is infinitely large, containing many billions of individual rooms where pieces of knowledge are stored. Each keykeeper personally carries several thousand keys on their person and possesses a perfect memory that allows them to match any particular key with its corresponding door. Should intruders bypass the innominate tutelaries that protect the Vault's entrances, the keykeepers act as a capable second line of defense against any unauthorized entry. Keykeepers cannot be independently negotiated with, for they only willingly unlock a door upon the request of a ledgermaker or higher-ranking celestial agent.

ACTIVE AGENTS. In some rare cases, keykeepers are sent beyond the bounds of Celestia to retrieve and preserve keys that have been deemed too dangerous to exist in the hands of mortals or other non-celestial beings, such as keys to lost vaults of forbidden eldritch knowledge or chests of ancient arcane power. These quests may bring the keykeepers to the Material Plane, where they will forcibly remove such keys from mortal hands if necessary.

KEYKEEPER

Medium Celestial, Neutral

Armor Class 17 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	21 (+5)	18 (+4)

Saving Throws Str +10, Con +9, Wis +10
Skills Investigation +7, Perception +10
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Passive Perception 20
Languages All, Telepathy 120 ft.
Challenge 14 (11,500 XP)
Proficiency +5

Flyby. The keykeeper doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Holder of the Keys. The keykeeper knows the number of keys it has on it at all times. As an action the keykeeper can conjure one key from its body into its hand, or back to the original location on its body.

Magic Resistance. The keykeeper has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The keykeeper makes two attacks with its key mace.

Key Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 4 (1d8) radiant damage

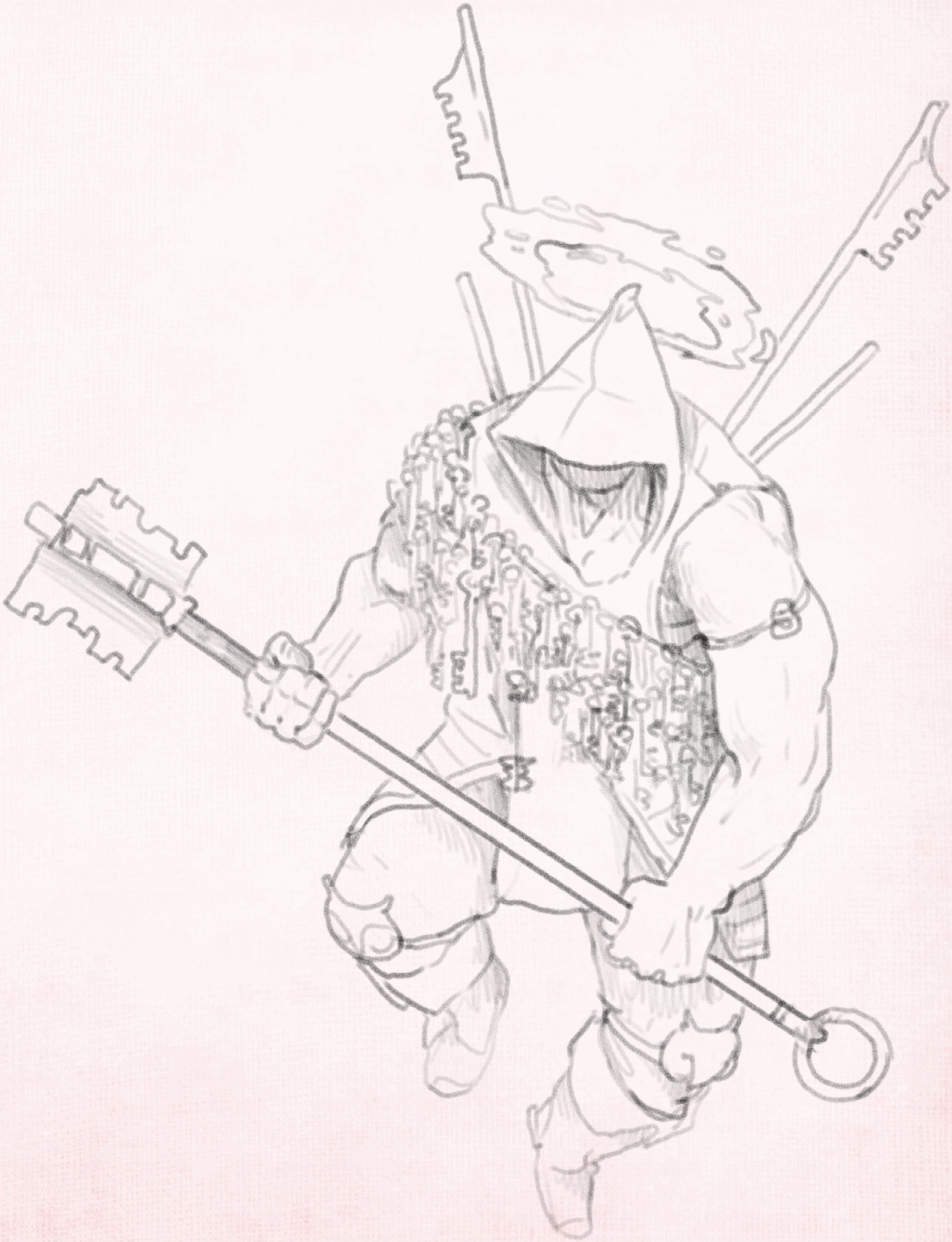
Key Barrier (Recharges after a Short or Long Rest). The keykeeper bellows a command word, causing the keys that hang from its person to surge outward and coalesce into two rapidly spinning rings in a 5-foot-radius sphere centered on the keykeeper for 1 minute. While the keys are spinning, ranged weapon attacks have disadvantage against the keykeeper. Additionally, at the start of each of the keykeeper's turns, each creature within 5 feet of it takes 10 (3d6) slashing damage. A creature that touches the keykeeper while the keys are spinning or hits it with a melee attack while within 5 feet of it takes 10 (3d6) slashing damage.

Unlock. The keykeeper casts the *knock* spell.

LEGENDARY ACTIONS

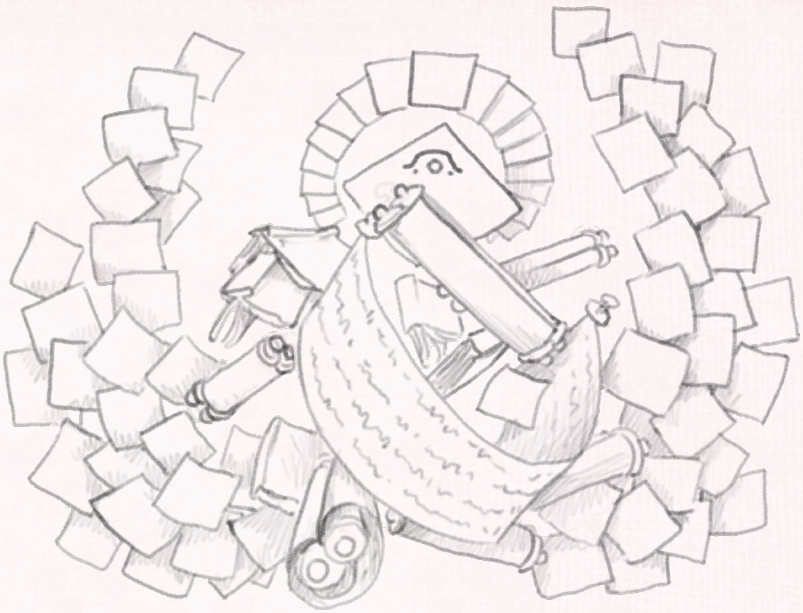
The keykeeper can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The keykeeper regains spent legendary actions at the start of its turn.

Attack. The keykeeper makes one attack with its key mace.



LEDGERMAKER

The ledgermakers keep records of inventory, treasury, and debts owed for the courts of Celestia. Celestials often perform acts of service for each other in exchange for a favor owed at a future date; the ledgermakers exist to keep track of these and other important matters. Other celestials will request the services of a ledgermaker in advance of complex negotiations, such as in some cases of sorting souls that have left the Material Plane into their appropriate afterlives in Celestia. The ledermakers are capable of defending themselves in the rare instances of another party attempting to unlawfully retrieve or modify a record held by the ledgermaker.



LEDGERMAKER

Medium Celestial, Neutral Good

Armor Class 15 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	22 (+6)	20 (+5)	19 (+4)

Saving Throws Int +9, Wis +8
Skills History +9, Investigation +9, Perception +8, Religion +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Truesight 120 ft., Passive Perception 18
Languages All, Telepathy 120 ft.
Challenge 8 (3,900 XP)
Proficiency +3

Deathburst. When the ledgermaker dies, it explodes, scattering scrolls, dust jackets, and book pages in all directions. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage by catching the page on a successful one. A creature that catches a page of the ledgermaker can read it to learn one random fact about the world.

Magic Resistance. The ledgermaker has advantage on saving throws against spells and other magical effects.

Probing Telepathy. If a humanoid communicates telepathically with the ledgermaker, it must succeed on a DC 17 Intelligence saving throw, or have a book created containing all the humanoid's knowledge in the ledgermaker's space.

ACTIONS

Multiattack. The ledgermaker casts sacred flame. It then makes two slam attacks.

Spellcasting. The ledgermaker casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

- At will: *detect evil and good, mage hand* (the hand is invisible), *identify, illusory script, minor illusion, sacred flame (4d8)*
- 3/day each: *detect thoughts, dispel magic, passwall, scrying*
- 1/day each: *commune, legend lore, modify memory, private sanctum* at 6th level, *raise dead*

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage

Thousand-Faced Confessor

Medium Celestial, Neutral

Armor Class 16 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Wis +10, Cha +9
Skills Deception +9, Insight +10, Perception +10, Persuasion +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Truesight 60 ft., Passive Perception 20
Languages All, Telepathy 120 ft.
Challenge 9 (5,000 XP)
Proficiency +4

Familiar Face. When a creature that is alone, sees the confessor for the first time (while the confessor is under the effects of the *disguise self* spell) it sees the confessor as one of its friends, family, or other creature it confides in the most.

Magic Resistance. The confessor has advantage on saving throws against spells and other magical effects.

Thousand-Faces. The confessor can store up to 1,000 faces that it has assumed while gathering the burden's of others. It can change its face at will to any face it has stored, and it can replace any face it wishes with a new one it obtains.

Actions

Multiattack. The confessor uses its Many-Faced. It then makes two attacks with its angelic touch.

Angelic Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) radiant damage

Modify Burden. The confessor casts the *modify memory* spell on a creature that has shared one of its burden's with it. When cast in this way, the confessor can affect the target's memory of the burden even if it didn't happen in the last 24 hours or if it lasted more than 10 minutes. Additionally, a *greater restoration* or *wish* spell cast on the creature restores the creature's true memory.

Spellcasting. The confessor casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 18):

- At will: *arcane eye, detect evil and good, disguise self, sacred flame (4d8)*
- 3/day each: *detect thoughts, modify memory, scrying*
- 1/day each: *commune, mislead*

Unburden. When a creature spends at least one minute speaking to the confessor, the confessor can use an action to have the creature make a DC 18 Wisdom saving throw. On a failed save, the creature confides any secret it is burdened by to the confessor. If a creature's saving throw is successful , the creature is immune to the confessor's Unburdened for the next 24 hours, but it is not aware of the confessor attempts to unburden it.

Many-Faced. The confessor's face changes randomly to one of the many faces it has stored.

1. **Frightful Face.** The confessor's face changes to one of many terrifying faces it has stored. Each creature within 120 feet of the confessor's and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the confessor's Frightful Face for the next 24 hours.
2. **Disease-Ridden Face.** The confessor's face changes to one of many disease-ridden faces it has stored before exhaling noxious breath in a 30-foot cone in front of it. Each creature in that area must succeed on a DC 16 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.
3. **Feral Face.** The confessor's face changes to one of many monstrous faces it has stored before moving up to half its speed and making one bite attack (+8 to hit; 8 (1d8 + 4) piercing damage) against a creature in range.
4. **Charming Face.** The confessor's face changes to one of many pleasant faces it has stored. Each creature within 120 feet of the confessor's and aware of it must succeed on a DC 17 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the confessor's Charming Face for the next 24 hours.

THOUSAND-FACED CONFESSOR

The thousand-faced confessors act primarily on behalf of the god of secrets and knowledge. These divine beings may appear to people who are tortured by great and terrible secrets so that they can free their charge from their burden and lock the secret away in the Great Vault of Forbiddance within Celestia. The confessor can always put on a face that will be comforting to its charge; usually appearing as friends or family members of the burdened. Their mere presence projects an aura of compassion and compels mortals to speak freely about what they know. Despite their often comforting appearances, however, the confessors sometimes take justice into their own hands. Woe to the mortal who the confessor has judged irredeemable, for they will be struck down in a holy fury of a thousand snarling faces.

VIRTUOUS ABETTOR

Virtuous abettors are lesser angels that act as the servants and messengers of the celestial courts and the gods that rule them. These stout, bipedal celestials take on properties and identifying marks of the gods in which they serve. Abettors to the god of secrets and knowledge might be marked with flowing script or mysterious runes, while abettors to the god of war may develop more musculature and carry larger weapons. Abettors are created by the gods using the spirits of beasts that have passed on to the Material Plane. They are gifted with increased intelligence and the limited ability for speech in their new abettor forms. They possess a limited will of their own and act faithfully upon the orders of the god or other celestial that they serve, often carrying out their instructions to the letter.





Virtuous Abettor

Small Celestial, Any Alignment

Armor Class 14 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	16 (+3)	12 (+1)	7 (-2)

Saving Throws Int +5, Wis +3
Skills Religion +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 60 ft., Passive Perception 11
Languages All
Challenge 4 (1,100 XP)
Proficiency +2

Servant of the Gods. The abettor has advantage on any skill check or saving throw that would cause it to go against the teachings, wishes, or commandments of the god it serves.

Actions

Multiattack. The abettor makes three unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage

Spellcasting. The abettor casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

- At will: *detect evil and good, light, sacred flame (1d8)*
- 1/day each: *commune, cure wounds, lesser restoration*

Teleport. The abettor teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Bonus Actions

Divine Inspiration (Recharges on a Short or Long Rest). The abettor sings a hymn, inspiring a target within 30 feet of it. The target gains a d4 Inspiration die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

Legendary Actions

Divine Retribution. The abettor casts the *sacred flame* cantrip.

Teleport (Costs 2 Actions). The abettor uses Teleport.

Zataris, the Impaled God

Medium Celestial, Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 172 (23d8 + 69)
Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	19 (+4)	22 (+6)	23 (+6)

Saving Throws Wis +11, Cha +11
Skills Acrobatics +10, Athletics +10, Deception +11, Insight +11, Intimidation +11, Perception +11, Persuasion +11, Religion +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Truesight 120 ft., Passive Perception 21
Languages All, Telepathy 120 ft.
Challenge 16 (15,000 XP)
Proficiency +5

Blight Aura. Necrotic energies wash over the land in a 30-foot radius around Zataris, draining moisture and vitality from it. Nonmagical plants in the area, that isn't a creature, such as a tree or shrub, simply wither and die. At the start of each of Zataris's turns, each creature in the area takes 3 (1d6) necrotic damage, and it regains only half as many hit points from magical means until the start of Zataris's next turn.

Angelic Weapons. Zataris's weapon attacks are magical. When Zataris hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Legendary Resistance (2/Day). If Zataris fails a saving throw, she can choose to succeed instead.

Magic Resistance. Zataris has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Zataris makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 9 (2d8) radiant damage.

Putrid Touch. Zataris touches another creature. The target must succeed on a DC 16 Constitution saving throw or take 14 (4d6) necrotic damage, be poisoned and diseased for 1 hour. While diseased, the creature must make a DC 16 Constitution saving throw at the start of each of its turns. On a failed save, the diseased creature gains one level of exhaustion. When the creature is cured of the disease, the target loses every level of exhaustion gained from this action.

Spellcasting. Zataris casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 26):

- At will: *command, detect evil and good, guiding bolt, identify, knock, mending,*
- 3/day each: *arcane eye, commune, dispel evil and good*
- 1/day each: *arcanist's magic aura, legend lore, nondetection, raise dead*

Cry of Grief (Recharge 5-6). Zataris's wails in misery, causing excruciating pain to creatures in a 30-foot radius around her. Each creature in that area must make a DC 16 Wisdom saving throw, taking 31 (9d6) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. Zataris adds 5 to its AC against one melee attack that would hit it. To do so, Zataris must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Attack. Zataris make ones attack with her longsword.

Grab (Costs 2 Actions). Zataris uses her putrid touch.

Waterfowl Dance (Costs 3 Actions). Zataris leaps into the air without provoking opportunity attacks, before diving into an unoccupied space within 20 feet of her, slashing her blade in a 5-foot-radius sphere around her. Each creature in the area of her slash must make a DC 18 Dexterity saving throw, taking 9 (1d8 + 5) slashing damage plus 9 (2d8) radiant damage on a failed save, or half as much damage on a successful one.

If at least one creature fails its saving throw, Zataris can move up to 20 feet in a straight line without provoking opportunity attacks, and make one longsword attack against a creature that wasn't in the area of her slash.

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