



**THE GOOD, THE BAD
AND THE UGLY**

**THINGS ARE ABOUT TO GET SPICY
4TH, 8TH, 13TH LEVEL**



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INTRODUCTION

The Good, the Bad, and the Oni is a 5th-edition hunt intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 4, 8, or 13. Characters who complete this hunt should earn enough experience to progress one-fourth of the way to 5th level, one-third of the way to 9th level, or three-fifths of the way to 14th level. The adventurers must brave a perilous spice desert to rid the local miners of the influence of a nefarious pepper oni.

After hearing of the troubles caused by the infamous Gum Gang and their attack on the local miners, the adventurers must enter the walnut mine and confront the bandits and their new master. Ways to resist the poisoned condition and fire damage, as well as a means of contending with Fiends and blinding foes, will be invaluable for this fight.

BACKGROUND

For countless aeons, the five gods of flavour have watched over the Islands of Y'ummm and its people. Despite their squabbles and wars, they've always remained united in their fight against a common enemy: the spice devils. Any of their fiendish servants that attempt to rise up against this palatable pantheon are promptly struck down by their combined power.

One such fiend is the pepper oni, a particularly formidable foe who led an army of deviled eggs against the gods. After its defeat, it was sentenced to an eternity of imprisonment for its crimes and sealed away in a remote corner of the islands—a giant walnut in the middle of a harsh desert on the isle of Pahn'Trie. The gods never expected civilization to thrive in such a hostile environment and thought the pepper oni to be safely exiled in its nutty prison.

Now, centuries later, Pahn'Trie is home to a small but stalwart community of pioneers dedicated to carving out a life for themselves on the edges of the Spice Sands. Though resources are scarce, they have found a great source of wealth in the colossal nuts spread throughout the desert and inadvertently began to harvest the pepper oni's resource-rich prison.

Within the walnut-jail, they unearthed an unexpected treasure, a bejewelled golden statue! Drawn by rumours of treasure, the Gum Gang, a group of infamous outlaws, made plans to steal the statue in a bold raid on the walnut mine. However, unbeknownst to all was the statue's true purpose: a ward designed to keep the pepper oni in an eternal sleep. After remov-

ing the statue from its altar, the pepper oni awoke from its aeons-long slumber and saw in the bandits an opportunity for manipulation and escape.

Whispering to the leader of the Gum Gang with promises of great power, the pepper oni convinced her to orchestrate an assault on the mine. This resulted in the deaths of many miners, forcing the few survivors to retreat to safety. The Gum Gang now dwells within the walnut, keeping the people of Pahn'Trie away from their main source of income and breaking down the last few walls between them and their new master. Should the pepper oni gain its freedom, it would surely unleash a plethora of spicey machinations and burning maledictions upon the Islands of Y'ummm.

SUMMARY

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

- ♦ **Which Monster?** The pepper oni, an ancient Fiend imprisoned by the gods of flavour long ago.
- ♦ **Monster's Motivations.** To amass an army of followers that can help it escape and resume its war on the gods.
- ♦ **Monster's Previous Actions.** The pepper oni telepathically incited the Gum Gang into a brutal attack upon the miners. The Gum Gang killed many and now work to release the pepper oni from his walnut prison.
- ♦ **Where's the Monster?** The pepper oni's lair is a colossal walnut in the middle of the Spice Sands.

ADVENTURE HOOKS

The Spice Sands are not a nice place to be, and your players may need a little extra motivation to brave its shifting dunes. Here are a few ways you might entice them to do so:

- ♦ **Curiosity: The Mysterious Shrine.** Humperdink (or some other researcher interested in the arcane) excitedly tells any who will listen of the discovery of a strange shrine deep within a sealed nut. That a band of petty thieves turned into bloodthirsty brigands shortly after its discovery must mean something esoteric and arcane is afoot. Miners report seeing countless enigmatic inscriptions carved on the walls—think of the knowledge that could be gained from them!

- ♦ **Morality: Empty Pantry.** With the Gum Gang in control of the largest and most profitable walnut mine, the people of Pahn'Trie are left without a steady source of food and income, struggling to survive in the harsh conditions of their home. Breaking into a different nut would take longer than they can afford, and so the local sheriff, Chuck Nourish, pleads to any good-hearted adventurers for aid in their time of need.
- ♦ **Compensation: Wealthy Investor.** The Duke of Dessert (an alias of Baron Bodrum, a villainous businessman on the Islands of Y'ummm) promises a monetary reward to adventurers who save the walnut mine, in which he has invested heavily. The party is also welcome to keep the idol, if they manage to retrieve it from the bandits. The idol is made of solid gold and covered in gems—it's surely worth a pretty penny.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
4th	400 gp	900
8th	1,200 gp	4,500
13th	4,000 gp	12,650

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

Chuck Nourish, the sheriff of the frontier town of New Scoville and de facto leader of the people of Pahn'Trie, has sent word for help, hoping to find a group of adventurers brave enough to stand up to the Gum Gang. He acts as the party's primary contact for this hunt, and can explain the situation and how the party can help.

CHUCK NOURISH

Humanoid (pepperkin), sheriff, he/him

Personality. Strong, silent type with a love for tough justice.

Appearance. Dishevelled green bell pepper, wears a leather vest and pants, carries a magitech revolver.

Desire. To go on one last adventure and relive the glory of his heydays.

Fear. That the frontier folk will perish under his watch.

"Don't go believin' every tall tale the townfolk tell about me. Only 'bout 90% of them are true."

CHUCK NOURISH

Chuck Nourish is a male pepperkin who rose to fame after single handedly saving the town of New Scoville from a group of outlaws using nothing but his signature roundhouse kicks. This got him promptly and unanimously elected as the local sheriff. Since that day, his reputation alone has been enough to keep bandits at bay, and the excitement of putting bandits behind bars has been replaced with the monotony of finding farmer Billy's lost goats.

Information. Chuck can give the party a map and directions to the mine. He has also recently discovered the location of the Gum Gang's hideout, and marks this on the map. It is only a slight detour from the route the party would need to take to the mine, and he recommends searching there for clues. Despite the advantage the map provides, reaching either location through the hazardous Spice Sands still requires Tracking checks as normal (see Tracking, page 4).

Playing the Sheriff. Though Chuck enjoys the pivotal role he plays in the community, a part of him secretly yearns for some of the excitement of the days of yore. The thrill of a duel at high noon... a frantic chase on horseradishback... a drunken brawl at the saloon... Chuck is not the young pepper he once was and he knows that giving into his desires may be dangerous at his age... but could it be worth it?



CHUCK NOURISH

PAHN'TRIE

The isle of Pahn'Trie is one of the most remote in the entirety of Y'ummm. Its hostile environment keeps most folk well away, but some motivated souls see an opportunity to tap the land for resources with little to no competition. Explorers, prospectors, and bandits alike call the isle their home, gathering in tiny settlements and camps around its coast. The most notable of these settlements is New Scoville, where lawful folk have built a community for themselves, safe from the reach of outlaws and the other dangers of the desert.

NEW SCOVILLE

New Scoville is the largest town in Pahn'Trie... but that isn't saying much. Consisting of an amalgam of hastily constructed buildings lining a mess of narrow streets, the town is home to just 200 frontiersfolk. The saloon doubles as the town hall, the sheriff's office is also the jail and fire station, and the bank, post office, and warehouse all share a single building.

The people of New Scoville are hardened pioneers, used to toiling away under the scorching sun and chasing off troublemakers. The town is one of the most diverse in Y'ummm, comprising people from all walks of life—veggiekin, gummykin, fruitfolk, and more, all working together in harmony. Strangers are generally seen with suspicion, and many have been sent packing covered in tar and feathers after being a bit too rowdy during the nightly saloon brawls.

GUM GANG'S HIDEOUT

After being charmed by the pepper oni, the Gum Gang's leader, 'Calamity' Karamel, repurposed the gang to begin mining the walnut-prison, leaving behind their treasure stockpile and naught but a caretaker crew of third-rate bandits to protect it. One of those bandits, a bookish gumball named Peppermint Pete (N male **sniper gum bandit**), has been studying the statue and made some unsettling discoveries (see Clue 3: Fiendish Idols, page 8). The composition of the bandits present at the hideout is given in the Hideout Bandits table below. Pete does not take part in the conflict.

HIDEOUT BANDITS

Hunt Level Composition

4th	3 sniper gum bandits* , 1 heavy gum bandit*
8th	3 heavy gum bandits* , 1 bomber gum bandit*
13th	2 heavy gum bandits* , 4 bomber gum bandits*

*See Appendix C

Treasure. Pete hides with the statue under the floorboards if the party attacks and emerges afterward to tell the party the information in Clue 3. The statue is made of solid gold and studded with gems. Its components' worth differs depending on the hunt level, but four of its gems are always diamonds.

IDOL VALUE

Hunt Level	Gold Value	Gems
4th	100 gp	(2d4 + 4) x 10 gp
8th	250 gp	(3d4 + 4) x 50 gp
13th	500 gp	(4d4 + 4) x 100 gp

THE SPICE SANDS

Taking up most of the isle of Pahn'Trie are the Spice Sands, a vast desert of paprika, garlic powder, cinnamon, and countless other spices, all finely ground and combined into a mélange that makes up its sandy ground. Unfortunately for the settlers, these spices are nearly impossible to separate from one another, making the mixture quite unpalatable and completely worthless. Instead, the true treasure of the desert is in its mines, nuts of titanic proportions spread across the region, waiting to be harvested for their precious, fat-rich flesh.

UNIQUE FAUNA AND FLORA

Despite the hostility of the Spice Sands, countless species of animals and plants have adapted over time to thrive in its flavourful dunes, which they now call home.

S'morepions. Plates of graham cracker hide the chocolatey interior of the elusive s'morepions. Their long tails are tipped with a stinger full of potent venom, concealed by a harmless marshmallow that envelops it. During the day, s'morepions bury themselves in the sand with only their tails sticking out, letting the scorching sun partially melt the marshmallow to create a sugary scent that attracts prey. When a creature is about to bite down on the tantalising treat, the s'morepion strikes, its stinger bursting forth to deliver painful punishment.

Regular s'morepions pose little threat to seasoned adventurers and use the statistics of a **scorpion** (CR 0). Giant s'morepions are far more dangerous, using the statistics of a **giant scorpion** (CR 3) and replacing the Sting attack with the following:

Marshmallow Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage. The target is **grappled (escape DC 12)** and must make a **DC 12 Constitution saving throw**, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. Until the grapple ends, the s'morepion can't use its Marshmallow Stinger attack against a different target.

Rattlesnacks. The rattlesnacks of the Spice Sands have developed a system to ward off predators, shaking the hard candy wrapped around their tails to produce a frightful noise. To the locals, however, this may as well be the ringing of a dinner bell. Each different colour on their bodies indicates a specific flavour, granting them a complex profile that makes them highly coveted as meals... but beware! Before embarking on this culinary adventure, a hungry explorer must learn to distinguish the harmless rattlesnacks from their dangerous venomous variants: "Sweet touches sour, safe to devour. Sweet touches bitter, avoid that critter."

Non-venomous rattlesnacks use the statistics for a **lizard** (CR 0). Venomous rattlesnacks use the statistics for a **poisonous snake** (CR 1/8). They're often found in nests across the Spice Sands, where they gather into **swarms of poisonous snakes** (CR 2).

Cactoast. The heat of the desert causes these strange plants to rise from the sands like dough—because they *are* dough. Baked and then toasted to golden perfection by the sun, cactoasts secrete a buttery substance that grants them an appetising glisten and a delicious flavour. Just remember to remove the barbed spines before digging in! A single fully-grown cactoast can easily provide a day's sustenance for up to four Small or Medium creatures, but its salted secretions increase the need for hydration; creatures who eat at least one portion of these plants require twice as much water that day.

TRACKING

Reaching the walnut mine involves crossing the Spice Sands, and requires three Tracking checks and two successes, with each check taking approximately 6 hours. If you are using the tracking encounters from *Heliana's Guide to Monster Hunting*, use the encounters from the desert section and feel free to replace any narrative encounters with those in this.

After the first successful Tracking check, the party should arrive at the Gum Gang's Hideout (see page 3). The second successful check delivers them to the walnut mine. If you are not using the Tracking system, make sure that your players still come across the bandit camp and find Clues 2 and 3 before they reach the mine.

INTERPLANAR ICE CREAM

A gentle desert breeze carries a sweet, fruity scent that the party can easily follow to its source: a giant hermit crab carrying an ice cream shop on its back. He introduces himself as Larry, the itinerant ice cream vendor, and staunchly disputes any claims that he has met the party before under a different name. In reality, the crab's true name is Gary. His reasons for taking different aliases are unknown, but it's possible that he really enjoys messing with people. In this iteration, he wears a cowboy hat with a wide brim and a red handkerchief tied around his neck. Speaking in a thick drawl, he relays his woes to the party, complaining that marine life forms such as himself aren't well-suited to this dry climate.

Quite parched, 'Larry' proposes a trade: should the party provide him with all of their water, he will offer each of them one of its magical treats in return. 'Larry' seems confident that a "capable group of adventurers" will be able to quickly "find an oasis or something" to resupply. If the party accepts the trade, each member can select one of the two treats described below. 'Larry's' ice cream always stays magically cold, despite the weather, and can be consumed as a bonus action, after which it is expended.

Sweet Chilli Popsicle. A creature that eats this treat gains **resistance** to fire damage until the end of its next turn.

Spiced Grapefruit Sorbet. A creature that eats this treat gains **immunity** to the poisoned condition until the end of its next turn.

SPICESTORM

Unusually strong winds in the region have kicked up the sands and created a dangerous phenomenon known as a spicestorm: a giant cloud of finely ground spices that can cause severe damage if inhaled. A creature that succeeds on a **VDC Wisdom (Perception or Survival)** check can notice the incoming threat in time to allow the party to react; otherwise, the party is caught unaware.

A creature that attempts to pass through the spicestorm must succeed on a **VDC Constitution saving throw** or become **poisoned** for 24 hours and have

disadvantage on its next Tracking check. Creatures that are wearing protective masks or that noticed the storm have **advantage** on this saving throw.

SUGAR RUSH

Excited hollers can be heard just over the next rise; Ol' Sourdough Sam (N male breadfolk **commoner**), a local prospector, is excitedly celebrating his find! While panning the waters of a trickling brook, he has found pure sugar crystals—a rare commodity in the Spice Sands.

Ol' Sourdough is reluctant to share his spot, and the party must succeed on a **VDC - 3 Charisma (Persuasion or Intimidation)** check in order to approach and befriend him, at which point he allows them to try their luck in the brook. Each party member can spend **1 hour** panning for sugar, making a **VDC Dexterity (Perception)** or **Wisdom (Sleight of Hand)** check at the end of that time. On a success, a party member finds sugar crystals worth an amount of gold pieces equal to 10 times the party's level. Subsequent checks result in no finds.

THE FRUIT WITH NO LABEL

The party is approached by a mysterious stranger known only as the Fruit with No Label (CN male applekin ranger), who challenges them to a contest of speed and marksmanship, wagering something

that he believes the party needs: food, water, mining masks (see Clue 1: Masks, on page 6), or *potions of healing*. To enter the contest, the party must make an equally significant wager, such as any mounts they may have or supplies they may need to cross the Spice Sands.

The rules of the competition are simple: the stranger, armed with a magitech pistol, faces off against a single party member, armed with a ranged weapon of their choice. They stand **30 feet** apart, facing one another. On the signal of one of the spectators, both contestants roll for initiative and make a single ranged weapon attack against the other. The stranger has a **+4** modifier to initiative rolls, a **+9** modifier to hit with ranged weapon attacks, and deals **8 (1d8 + 4)** piercing damage on a hit. The first to hit is the victor and takes all of the wagered prizes.

If neither attack hits, there are no victors and each side keeps their wagers, which disappoints the stranger greatly. Success or failure, if the player character uses a firearm for the duel, they earn the stranger's respect and he gives them information on the area that grants the party **advantage** on its next Tracking check.

"LARRY"



KNOW THY ENEMY

During their journey, the party have the chance to gather multiple clues regarding the pepper oni:

- The pepper oni produces a powerful pepper gas that can poison creatures. The effects of this gas can be mitigated with masks or other appropriate facial coverings.
- The pepper oni is particularly vulnerable to being blinded on account of its third eye.
- The pepper oni is a Fiend in service to the spice devils. Many of its attacks are imbued with scorching fire.

The first clue can be discerned when the party visits New Scoville. The second and third clues can be found in the Gum Gang's mostly-abandoned hideout.

CLUE 1: MASKS

Deposits of toxic spice gas build under the desert sands and occasionally vent out at the surface. The people of Pahn'Trie are used to this oddity and know how to avoid these gases, but the giant walnut that serves as the pepper oni's prison is particularly thick with fumes, requiring the miners to wear specialised protective masks. These more potent fumes are brought about by the Fiend's presence.

When the party arrives in New Scoville, they find one building has recently burnt down. The previous night, a small Gum Gang squad attacked the town, destroying the town's mining gear in an inferno. Speaking with Chuck Nourish and exploring the warehouse can reveal the Gum Gang's intention: to disincentivise others from returning to the walnut.

Chuck Nourish. Chuck divulges the following information:

- Members of the Gum Gang have just burned down part of a warehouse and fled.
- The warehouse contained regular tools like pickaxes and hammers, and protective equipment like the mining



HANDOUT 1.
MASKS



HANDOUT 2. BLIND ADULATION

masks, which miners used to protect themselves from the walnut mine's poisonous fumes.

- These masks are specially made, and simply wrapping any piece of cloth around your face wouldn't offer the same protection.
- The Gum Gang doesn't need masks, as they don't have mouths or noses.
- There is no other mining equipment in the town.

You can read the following out loud:

"Y'all rode in just in time," Chuck says as he leads the party through the town in the direction of a plume of dark smoke rising into the sky. "Them Gum Gang lowlifes are stirrin' up trouble again. Just last night, they went 'n lit up the warehouse where we keep all our supplies. Thing is, they didn't lay a finger on the vittles—went straight for the masks our hard-workin' miners use for protection. Without 'em, venturing into that mine is more foolish than pettin' a hungry rattlesnack. Air in that mine's even thicker with spice than usual, for some reason. You'd hit the dirt faster than I can empty a barrel into a bandit... 'n that's mighty fast."

Exploration. If the party chooses to comb through the remains of the warehouse, each character can make either of the following checks:

- A successful **VDC Intelligence (Investigation)** check reveals that the fire spread from the area where the mining masks were being kept.

- A successful **VDC Wisdom (Perception)** check allows the party to find two masks that survived the flames. How lucky!

If the party wants to find more masks, some unscrupulous miners around town may be willing to sell theirs for an exorbitant amount: twenty times the APL in gold... for each mask.

Using the Clue. The mining masks are useful in the fight against the pepper oni:

- Wearing the masks completely negates the effects of the pepper gas in the mine (see Environmental Hazard: Pepper Gas on page 9).
- A creature wearing a mining mask has **advantage** on saving throws against being poisoned by any of the pepper oni's traits, actions, or lair actions, as well as against the Spice Bomb action option of the bomber gum bandits.

CLUE 2: BLIND ADULATION

The pepper oni is sensitive to bright light, thanks to its oversized third eye. A creature that studies the statue found in the Gum Gang's Hideout (page 3) notices that all of the statues' eyes close when sunlight hits them. A creature with a **passive Investigation of VDC** or higher posits that the statue—and perhaps the pepper oni—is prone to being blinded.

Flashbangs. Interrogating any of the bandits or succeeding on a **DC 12 Intelligence (Investigation)** check allows a character to locate a marshmallow-lined box containing three thunderorbs. These orbs—each of which is enchanted with the *flashbang* spell (see Appendix B, page 21)—have a glassy exterior that

contains a roiling storm inside. A creature can use an action to arm and throw an orb at a surface up to a distance equal to three times its Strength score. When it hits the surface, the orb explodes, unleashing the effects of the spell centred on that point.

CLUE 3: FIENDISH IDOLS

The pepper oni is a Fiend that wields poison and fire. This information can be revealed by an interaction with Peppermint Pete, or his research notes, both of which are found in the Gum Gang's Hideout (page 3). If the party avoids the bandit's hideout, Pete tracks them down to deliver some crucial information (see *A Fiendish History* opposite). If the party defeats the bandits at the hideout, Pete surrenders and you can read the following:

“Scuse me,” comes a frail voice from under the floor. “Can I come out now?” A floorboard slowly lifts and the glassy, bulbous head of a timid gumball peaks out. “I think you might want this,” he says proffering a bejewelled statue, the weight of which his thin arms struggle to bear. “Before you kill me, I think there’s something you need to know...”

A Fiendish History. Whether straight from the horse’s mouth or his notes, Peppermint Pete imparts the following to the party:

- The walnut is a prison for the pepper oni.
- The pepper oni is a Fiend who tried to lead an army of deviled eggs against the Gods of Flavour long ago.
- The pepper oni was skilled at manipulating mortals and left a trail of fiery destruction and poisonous fumes in its wake.
- The pepper oni whispered to the leader of the Gum Gang with promises of great power. The bandits took over the mine in order to release the Fiend and should still be there now, breaking away at the last of the walls.

THE BATTLE AHEAD

The battle with the pepper oni is divided into three distinct phases, referred to as waves. In the first wave, the party must contend with the members of the Gum Gang, who have just begun to crack into the pepper oni’s prison. After they are defeated, the pepper oni breaks free, along with some of its deviled eggs, and attacks the party. When the pepper oni is defeated, it enters its mythic state, enveloping itself in blue flames and summoning another Fiend to assist it.

HANDOUT 3. FIENDISH IDOLS



THE WALNUT MINE

Several different nut mines tower over the sands in this region, but the walnut is the largest and richest of them all. At its centre is a large shrine where the Gods of Flavour imprisoned the pepper oni, sealing it with runes of power carved into the walls and a golden idol in the pepper oni's likeness that bound the enchantment together. Now that the idol has been removed, the oni stirs once more.

Environmental Hazard: Pepper Gas. The mine is suffused with potent pepper gas that burns the nostrils and lungs. After each minute that a creature spends in the mine, it takes **Vdam** fire damage. When a creature in the mine suffers a critical hit, it must make a **VDC Constitution saving throw** or accidentally inhale more of the gas, taking **Vdam** fire damage. Creatures that don't breathe or that wear mining masks are unaffected by this hazard.

Environmental Hazard: Tremors. As the party battles the Gum Gang, the pepper oni struggles to break free, repeatedly slamming against the walls of its prison. On initiative count 20 of each round during wave 1, the entire mine trembles and each creature within it must succeed on a **VDC Dexterity saving throw** or be knocked **prone**. Once the pepper oni breaks free at the start of wave 2, this hazard ceases.

Helping Hand. At any time during the battle, Wyatt, Chuck Nourish's trusty horseradish, gallops into the mine, sent by the sheriff himself with some helpful supplies, such as a couple of thunderorbs (see page 7) or *potions of healing* (normal, greater, or superior at 4th, 8th, and 13th hunt level, respectively).

LAIR ACTIONS

While within the mine, the pepper oni can exert its malevolent influence on its surroundings. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vdist
4th	12	+4	3 (1d6)	10 ft.
8th	14	+6	7 (2d6)	20 ft.
13th	16	+8	14 (4d6)	30 ft.

Lair Actions. On initiative count 20 (losing initiative ties), the pepper oni takes a lair action to cause one of the following effects. It can't take the same action two rounds in a row. See the table above for the damage, roll modifiers, and save DCs. The oni can only use lair actions once it breaks free from its prison, in waves 2 and 3.

Hellhole. A small portal to the Spice Hells opens in an unoccupied space of the oni's choice within its lair. This portal isn't large enough for anything to come through, but the hands of other fiends stick out, attempting to grapple all creatures within **5 feet** of the portal with a **Vmod** bonus to the check. On initiative count 20 of the next round, the hands release the creatures and the portal closes.

Lungburn. The pepper gas that suffuses the mine becomes even thicker. When a creature starts its turn within the oni's lair, it must succeed on a **VDC Constitution saving throw** or take **Vdam** fire damage. Creatures wearing mining masks automatically succeed on this saving throw. This effect lasts until initiative count 20 of the next round.

Smokescreen. Fumes coalesce to create a cloud of dark smoke in a **10-foot radius** centred on a point of the oni's choice within its lair. This cloud lasts until initiative count 20 of the next round, and it heavily obscures the area. A creature that starts its turn within the cloud or enters it for the first time on its turn must succeed on a **VDC Constitution saving throw** or be **poisoned** until the start of its next turn.

ENTERING THE MINE

As the party enters the walnut mine, read or paraphrase the following:

The pepper gas in the mine is so thick that you can almost see it—hazy patches of fumes clinging to the ceiling, making your eyes water and your nostrils tingle. They seem to ripple in time with the rhythmic ringing of pickaxes that echoes down the tunnels.

Before long, you arrive at the centre of the walnut and behold the prison that the miners accidentally unearthed. Ancient symbols are etched into the walls themselves, covering every inch in an elaborate and inscrutable pattern. These runic sequences curve around crude depictions of an unnerving visage with a devilish grin, a third eye prominent on its forehead. In the centre, an empty pedestal, now caked in the blood of the honest miners that weren't able to escape the slaughter. Gumball miners clad in the colours of the Gum Gang are hard at work here, steadily wearing down the wall, which trembles as something on the other side violently crashes against it.





The Gum Gang is in the mine with a singular purpose: to release the pepper oni and obtain the incredible power they were promised. They are eager to kill the interlopers as quickly as possible in order to return to the task at hand and so promptly attack without much of a chance for conversation.

WAVE 1: THE GUM GANG

The bandits are highly focused on their task, and the din of the mining makes it difficult to hear intruders. If the party wishes to take a stealthy approach, the bandits have **disadvantage** on Perception checks made to spot them. If the bandits notice the party, or they don't try to be stealthy, you can read or paraphrase the following:

The noise comes to an abrupt stop as the bandits notice your presence, dropping their tools and reaching for their weapons instead. Their leader regards you with a relaxed, cocky demeanour, already drunk with the power promised to her by the oni, and speaks to her crew. "Looks like we got ourselves some company, fellas. Let's teach our guests not to stick their noses where they don't belong."

Wave 1 begins as soon as the Gum Gang attacks. Obsessed with the pepper oni's promises, they aren't keen to parlay and can't be persuaded or threatened to leave. They won't chase party members who run out of the mine, preferring to simply return to their work. Throughout the fight, the oni rages in its prison, causing occasional tremors that throw the combatants off-balance.



SNIPER GUM
BANDIT

ENEMIES

The enemies in wave 1 are members of the Gum Gang. They are commanded by their leader, 'Calamity' Karamel, who is marked with a superscript L in the list below. The statistics for all enemies are presented in Appendix C.

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

- 6 **sniper gum bandits** (CR 1/4)
- 1 **heavy gum bandit**^L (CR 2)

Level 8. At 8th level, the wave 1 combatants are:

- 3 **sniper gum bandits** (CR 1/4)
- 1 **heavy gum bandit** (CR 2)
- 1 **gum bandit captain**^L (with 140 hit points instead of 170; CR 8)

Level 13. At 13th level, the wave 1 combatants are:

- 4 **heavy gum bandits** (CR 2)
- 2 **bomber gum bandits** (CR 5)
- 1 **gum bandit captain**^L (CR 9)

TACTICS

While their leader is still alive, the Gum Gang follows its instructions, acting in an organised, strategic manner, as detailed below. After their leader dies, the other bandits fall into disarray, and each one simply attacks whichever enemy is closest or poses the most threat to it, often getting in the way of other bandits. All bandits fight to the death.

Sniper Gum Bandits. These bandits all focus on the same party member with their ranged attacks. They choose someone who prefers to stay in the backline and hasn't been knocked prone, opting for whoever appears to be the least armoured. If a different enemy comes into melee range, they use their Nimble Escape bonus action to move away and continue to assail their target. Otherwise, they move around the battlefield, trying to stay out of reach and using their Nimble Escape to hide behind stalagmites and gain **advantage** on their attack rolls.

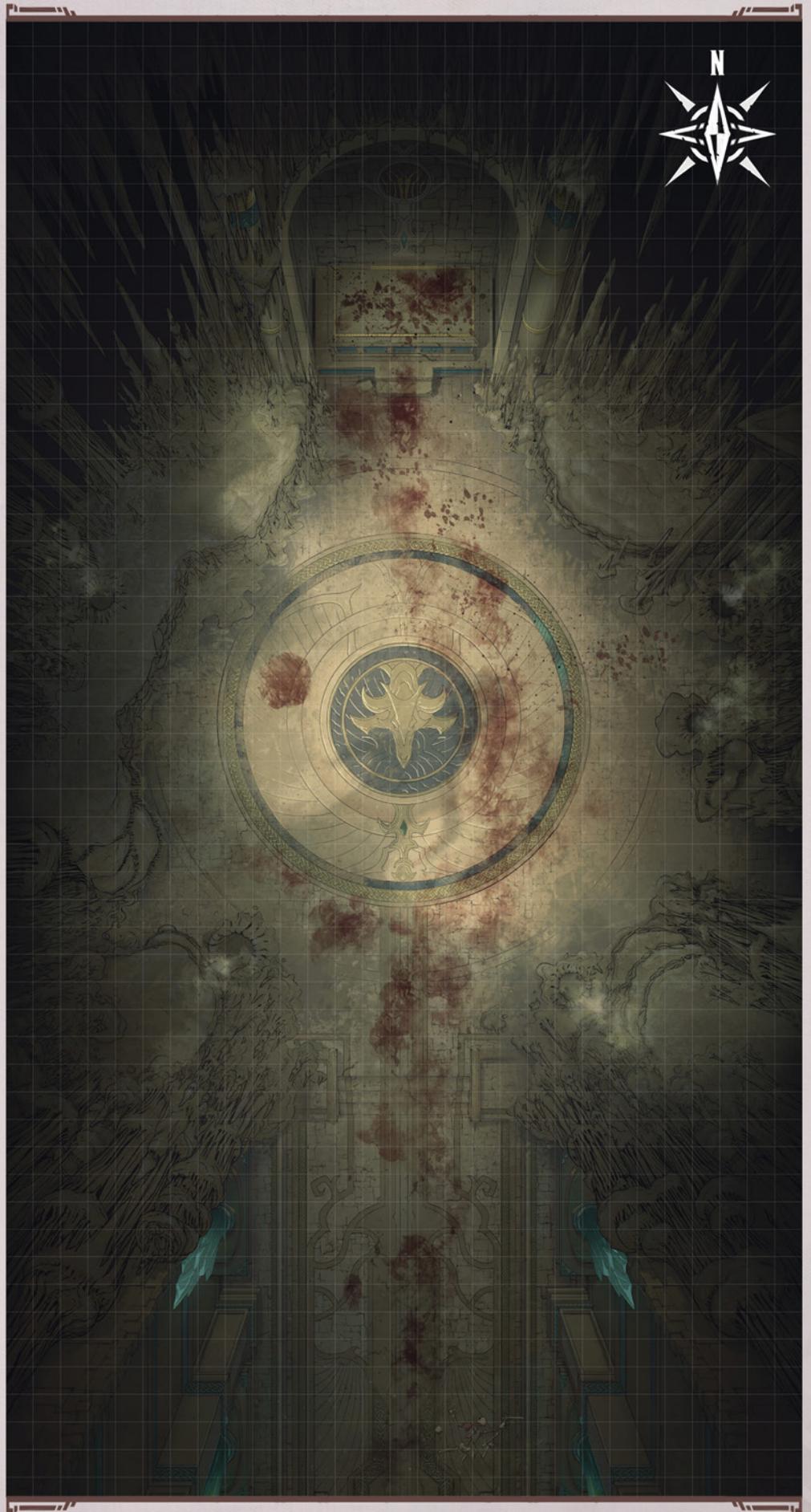
Heavy Gum Bandits. These bandits are in charge of keeping the party's frontline busy while their comrades pick off the backline one by one. They favour using their Charge action to gain extra movement, then follow it up with their Rampage bonus action to tear through their foes with increased speed, knocking them all prone. While doing this, they avoid targeting whichever enemy the sniper gum bandits have chosen as their target, since knocking them prone would give the snipers **disadvantage** on their ranged attack rolls. Heavy gum bandits prefer to attack in melee, using



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. PEPPER PENITENTIARY



their enormous slingshots as greatclubs, only resorting to ranged attacks if they can't reach their foes.

Bomber Gum Bandits. With an incredibly versatile arsenal at their disposal, bomber gum bandits do their best to hit the party where they're weakest. They quickly assess the party's abilities and use their bombs according to what they've observed. Spellcasters that rely on sight are targeted with Sparklers to blind them, whereas foes that make a lot of attack rolls are poisoned with Spice Bombs. The bomber gum bandits know how the mining masks work and avoid using Spice Bombs on creatures wearing them. If possible, the bandits try to catch melee combatants with their Dry Icing bombs at a distance, preventing them from joining the fight.

Gum Bandit Captain. The bandit captain acts in a way similar to the bomber gum bandits. It prefers to stay at a safe distance, knowing that its death will sow chaos among its crew, and prioritises its own safety.



DEVILED EGGS

WAVE 2: DEVILED EGGS

After the death of the last of the gum bandits, the party gets one round to prepare for the fight against the pepper oni. Narrate how it continues to crash against the other side of the wall to build up tension and convey to your players that they don't have much time until it breaks free. Wave 2 begins when the wall crumbles at last and the pepper oni steps out, accompanied by the last remains of its loyal army—a few deviled eggs that were sealed alongside it. You can read or paraphrase the following:

You've barely had a second to breathe when a large fissure forms on the far wall with a deafening crack. Each thundering boom of the oni's blows begets a new fissure, until a web-like pattern of cracks has formed over the entire wall and it finally gives in, shattering into hundreds of tiny pieces before the fiend.

An imposing silhouette becomes visible through the settling dust, stepping over the debris and into the light. "I had plans for those fools, you know," comes its raspy voice. The oni is before you now, a hulking monstrosity of vivid red, carrying a massive spiked club. "You will be punished for your interference."

ENEMIES

The enemies in wave 2 are the pepper oni and the last of its legion of deviled eggs. The statistics for all enemies are present in Appendix C. The pepper oni starts using lair actions at the beginning of wave 2.

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

- 2 deviled eggs (CR 1/2)
- 1 poblano pepper oni (CR 3)

Level 8. At 8th level, the wave 2 combatants are:

- 4 deviled eggs (CR 1/2)
- 1 swarm of deviled eggs (CR 4)
- 1 serrano pepper oni (CR 7)

Level 13. At 13th level, the wave 2 combatants are:

- 4 swarms of deviled eggs (CR 4)
- 1 reaper pepper oni (CR 12)

TACTICS

The deviled eggs have served the pepper oni for aeons and easily pick up on their master's intentions. The combatants fight according to the tactics below.

Deviled Eggs. The deviled eggs are blindly loyal and fight to the death to serve the pepper oni. They try to spread out and try to affect as many creatures as possible with their Sulphurous Stench trait. When a deviled egg's hit points are low, it tries to position itself so that its Deathburst will affect many of its foes. A particularly eager deviled egg may even rush head-first into the enemy's ranks to do so, willingly provoking opportunity attacks.

Pepper Oni. The pepper oni prefers to fight in melee. It targets the party member that is closest to it when it breaks out and focuses on that enemy until it's been defeated. The oni switches focus prematurely if a specific foe has a reliable way of exploiting its Photosensitivity trait, preferring to target that foe instead. If a party member proves to be particularly resistant to the oni's attacks and effects, the oni orders the deviled eggs to gang up on it, knowing that the mining masks won't protect against the eggs' stench.

The oni uses its Jalapeño Poppers action whenever possible, usually on the party's backline, forcing foes to move into more disadvantageous positions. It's not opposed to catching deviled eggs in the blast if necessary. It spreads its legendary actions equally between making attacks with its Kanabanero and using the *bloodweave* spell to cause party members to attack one another, moving only if there's no foe within its reach.

For its lair actions, the oni alternates between Lungburn and Hellhole, not caring if it hinders its allies as well. It prefers to save its Smokescreen to deploy as a defensive measure, centred on itself, when it's especially vulnerable—such as when it's been blinded.

WAVE 3: GHOST PEPPER

When the pepper oni is reduced to 0 hit points, its Ghost Pepper mythic trait activates and wave 3 begins. A portal opens in the middle of the cavern, from which a Fiend emerges to assist the oni—a gift from the spice devils to their servant. The Fiend rolls initiative on initiative count 0 of the round on which the oni is reduced to 0 hit points, joining combat on the following round. Read or paraphrase the following:

The brutish oni falls to one knee, breathing heavily. "It's been a long time since anyone has given me a workout like this..." it pants. "But this was only a taste of the power of the spice devils!"

The air begins to sizzle and crackle—no, not the air. The sound is coming from the oni's skin, which bubbles with heat before erupting with jets of blue flame that coat its entire body in an infernal aura. As it gets back to its feet, reinvigorated, a portal rips open in the centre of the chamber through which a hellish creature drags its malformed body.

ENEMIES

The enemies in wave 3 are the pepper oni in its mythic form and the Fiend sent by the spice devils. Shr-imps are small, flying Fiends with pink carapaces and an abundance of thin limbs. They use the statistics of **imps**. Durian devils are covered in a spiky shell that reveals yellow flesh with a pungent scent when broken. They use the statistics of **barbed devils**, but their hit point maximum is 60. Vulchurros are bipedal, vulture-like creatures whose long necks consist of fried dough sprinkled with cinnamon sugar. They use the statistics of **vrocks**.

Level 4. At 4th level, the wave 3 combatants are:

- 1 shr-imp (**imp**, CR 1)
- 1 **poblano pepper oni*** (CR 4; mythic form)

Level 8. At 8th level, the wave 3 combatants are:

- 1 durian devil (**barbed devil** with 60 hit points; CR 4)
- 1 **serrano pepper oni*** (CR 9; mythic form)

Level 13. At 13th level, the wave 3 combatants are:

- 1 vulchurro (**vrock**, CR 6)
- 1 **reaper pepper oni*** (CR 16; mythic form)

*See Appendix C

TACTICS

Driven to desperation, the pepper oni goes all out, teaming up with the summoned Fiend against the foe with the fewest hit points whenever possible. Its new Tabasco Tackle mythic action enables it to deal damage even as it repositions, and new spells give it ways of burning its foes at a distance.

END OF WAVE

This wave ends once the pepper oni is reduced to 0 hit points. When this happens, any remaining allies that it has are sucked into hellish portals and vanish. Read or paraphrase the following:

The oni slumps to the ground as the last of its azure flames peter out, kicking up a small cloud of dust and ash. You witness its bulky form rapidly shrivel, leaving only a husk of the formidable foe you just faced, a pathetic bundle of stick-thin limbs desperately struggling to support their own weight—and failing.

“You think... this is the end?” The oni’s voice is weaker than before, but still it teases you. “The spice devils... are watching. You... are on their hit list now...” And with a last, raspy breath, it expires, finally succumbing to its wounds.



PEPPER ONI

OPTIONAL ENDING: DETONATION

If you're running a one-shot, there might not be much point in harvesting the pepper oni's corpse. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When the pepper oni is defeated in its mythic form, it ignites some abandoned explosives as a last act of petty vengeance. You can read the following:

Twice now you've defeated the pepper oni, and yet its eyes gleam with defiance still. Surely it must know that it's over, that there's no escape... but the devilish smirk forming on its lips tells you it has one last trick up its sleeve. Following its gaze reveals a few crates left behind by the miners, all marked with the same faded label: "EXPLOSIVES". Realisation dawns on you... but before anything can be done, the pepper oni flicks a single spark from its fingers and the world is engulfed in thunder and flame.

The resulting explosion causes the ceiling to collapse on the pepper oni, slaying it, and compromising the structural integrity of the mine. The party now has to flee down the crumbling tunnels towards the exit, which is located **300 feet** away from the oni's chamber. On initiative count 20 of each round until all party members have escaped the mine, roll a **d4** to determine a random event that occurs.

d4 Effect

1 A portion of the ceiling collapses on a random creature. It must succeed on a **VDC Dexterity saving throw** or take **Vdam × 2** bludgeoning damage and be **restrained** until it or another creature within reach uses an action to make a successful **VDC Strength** check to release it.

2 A pocket of pepper gas in the mine ignites and explodes in a **10-foot-radius sphere** near a random creature. Each creature in the area must make a **VDC Dexterity saving throw**, taking **Vdam × 2** fire damage on a failed save, or half as much damage on a successful one.

3 A large fissure with a depth of **Vdist** opens underneath a random creature, which must make a **VDC Dexterity saving throw**. On a failed save, it falls in, taking falling damage and being knocked **prone**. On a successful save, it can safely jump to one side of its choice.

4 Roll again, rerolling this result. On initiative count 10 of this round, roll on this table again, rerolling this result.

AFTERMATH

Here are some possible outcomes of the hunt:

- It takes the people of Pahn'Trie a few days to return to the mine after the pepper oni is vanquished, but commerce soon flourishes once again. If the optional ending is used and the mine collapses, it instead takes them a few weeks to open the tunnels back up, during which time they struggle economically. Either way, they are grateful for the party's help.
- Leaderless, the last members of the Gum Gang split into small bands of petty thieves and scatter across the isle. Chuck Nourish may call upon the party's help to apprehend the last of these ne'er-do-wells.
- Realising that he can't ensure the safety of New Scoville on his own, Chuck Nourish takes on a deputy, whom he begins to instruct in the art of gunslinging and roundhouse kicking. The party is always welcome to sit in on one of these lessons.
- The defeat of a powerful servant of the spice devils draws the attention of the Gods of Flavour. One or several of them take a special interest in the party and approach them with a divine quest.
- Similarly, the other spice devils note that a band of adventurers bested one their mightiest lieutenants, and decide to either bring the party over to their side or destroy them for their defiance. Over the course of the next few weeks, the party is accosted by Fiends, all bearing promises of wealth and power. Should these offers be refused, the spice devils send more of their servants to ambush the party at every opportunity.



BOMBER GUM
BANDIT

TREASURE

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

HARVESTING

The following unique components can be harvested from the remains of the pepper oni, in addition to those normal for a Fiend.

PEPPER ONI HARVEST TABLE

Component DC	Components
10	Eye
15	Horn
20	Heart ^v



PEPPER PICK

CRAFTING

The following unique items can be crafted from the pepper oni's components.

PEPPER ONI CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Capsitoxin	Potion	Uncommon	—	Fiend (pepper oni) eye	Frail	270 gp
		Rare			Robust	960 gp
		Very rare			Potent	4,960 gp
Pepper Pick	Weapon (war pick)	Uncommon	Required	Fiend (pepper oni) horn	Frail	790 gp
		Rare			Robust	3,200 gp
		Very rare			Potent	12,650 gp
Shotgum	Weapon (any firearm)	Uncommon	Required	Fiend (pepper oni) heart	Frail	630 gp
		Rare			Robust	2,870 gp
		Very rare			Potent	12,580 gp

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

APPENDIX A - MAGIC ITEMS

CAPSITOXIN

Potion, rare (requires attunement)
Component: fiend (pepper oni) eye

Don't let the friendly appearance of this bell-pepper-shaped bottle deceive you! Distilled from over a dozen carefully selected varieties of hot pepper and mixed with the eyes of a Fiend, this powerful poison is one of the spiciest substances in all of Y'ummm, and perhaps the world. Ingest at your own peril.

This poison can be delivered through ingestion, inhalation, or injury, and has different effects depending on the method.

Ingestion. A creature that ingests this poison must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1d4 hours**. While poisoned in this way, the creature is **blinded**, as its eyes water endlessly from the spice, and takes **2d6** fire damage at the end of each hour.

Inhalation. As an action, you can throw this poison at a point within **30 feet** of you, causing it to burst into a **10-foot-radius sphere** of spicy fumes that rapidly dissipate. Each creature in the area must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes **4d6** fire damage and is **poisoned** until the end of its next turn. While a creature is poisoned in this way, it is also **blinded**. On a successful save, a creature takes half as much damage and isn't poisoned.

Injury. As an action, you can apply this poison to a weapon that deals piercing or slashing damage. The poison stays potent for **1 hour** or until a creature is hit with an attack roll using the coated weapon. A creature hit by the coated weapon must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1 minute**. While poisoned in this way, a creature takes **2d6** fire damage at the end of each of its turns.

Uncommon variant: Reduce the **DCs** to **13**, the duration of the ingested poison to **1 hour**, and the damage of the inhaled poison to **1d6**. A creature suffering the effects of the injury poison can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Very rare variant: Increase the **DCs** to **16**, the duration of the ingested poison to **3d4** hours, the damage of the inhaled poison to **6d6**, and the damage of the injury poison to **3d6**.

CAPSITOXIN



PEPPER PICK

Weapon (war pick), uncommon (requires attunement)
Component: fiend (pepper oni) horn

"Peter Pepper picked the pungent pepper pick to pick a peck of plump pickled peppers for a potent pepper potion."

— Y'ummmite tongue twister

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Pepper Pop. When you hit a target with an attack roll using this weapon, you can expend **1 charge** to release a portion of the pepper gas contained within and ignite it in a small, controlled explosion. Roll a **d4**. On a **3** or lower, the target takes an extra **1d6** fire damage. On a **4**, the explosion is a little larger than anticipated, causing you to take **1d6** fire damage, and the target to take an extra **3d6** fire damage and make a **DC 13 Strength saving throw**. On a failed save, the target is pushed up to **10 feet** directly away from you and knocked **prone**.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DC** to **15**, the damage the target takes on a **3** or lower to **2d6**, and the damage the target takes on a **4** to **4d6**.

Very rare variant: Increase the attack and damage bonus to a **+2**, the charges to **8**, the recharge to **1d4 + 4**, the **DC** to **16**, the damage the target takes on a **3** or lower to **2d6**, and the damage the target takes on a **4** to **4d6**.

SHOTGUM

Weapon (any firearm*), very rare (requires attunement)
Component: fiend (pepper oni) heart

Dropping out of most barrels with all the impetus of a lethargic snail, Y'ummite gumballs are far too heavy to be used as ammunition by regular magitech firearms. To fix this issue, a shotgum's special firing mechanism combines a little powdered fiend heart and a lot of gunpowder, shooting each projectile out with the explosive force of a cannonball.

Gumballs. This weapon deals bludgeoning damage instead of its normal damage type, and deals an extra **1d4** bludgeoning damage to each target it hits. Instead of bullets, it uses gumballs as ammunition. Gumballs can be purchased from stores in Y'ummm for the same price as bullets. When you hit a creature with an attack using this weapon, you can choose for the gumball to stick to that creature until it or another creature

within reach uses an action to detach any gumballs on the target. A creature's speed is reduced by **5 feet** for each gumball attached to it.

Up. As a bonus action while holding this weapon, you can speak its command word, causing each gumball attached to a creature within **60 feet** of you to inflate into a bubble. Each Medium or smaller creature with at least two gumballs attached to it must succeed on a **DC 16 Strength saving throw** or suffer the effects of the *levitate* spell as if you cast it (no concentration required). For each size category above Medium, a creature needs one additional gumball to be affected. Inflated gumballs can't be removed from a creature. The bubbles last for **1 minute** before deflating, ending the effect and falling off the creature. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the Up property. The weapon doesn't deal extra damage on a hit.

Rare variant: Reduce the **DC** to **15**. The weapon doesn't deal extra damage on a hit.

*See firearms in L'Arsenes Ledger



SHOTGUM

APPENDIX B - SPELLS

BLOODWEAVE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Class: Bard, Bender (water), Sorcerer, Warlock, Wizard

You attempt to seize control of the blood inside a Humanoid you can see with range. The target must make a **Constitution saving throw**. On a failed save, you can force that creature to use its reaction to move up to its speed in a direction you choose, and then use its action on its next turn to do one of the following: fall prone, drop what it is holding, or make one weapon attack against a creature you choose within its reach or range. At the end of that creature's compelled action, your command over its body fades. Creatures that have a challenge rating or level of 5 or higher automatically succeed on the Constitution saving throw to resist this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the challenge rating or level of creatures that automatically succeed on this saving throw increases by 3 for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, it can target any creature with blood, not only Humanoids.

FLASHBANG

3rd-level evocation

Casting Time: 1 action

Range: 60 feet (10-foot-radius sphere)

Components: V, S, M (a handful of metal powder)

Duration: Instantaneous

Class: Bard, Bender (air), Ranger, Sorcerer, Warlock, Wizard

You throw a tiny spark at a point within range where it erupts with a bright flash and thunderous bang which can be heard **600 feet** away. Each creature in a **10-foot-radius sphere** centred on that point must make a **Constitution saving throw**. On a failure, a creature takes **2d8** thunder damage and is **blinded** and **deafened** for **1 minute**. On a success, a creature takes half as much damage and isn't blinded or deafened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8, and the radius increases by 5 feet, for each slot level above 3rd.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** and the radius increases by **5 feet** for each slot level above 3rd.

APPENDIX C - CREATURES

PEPPER ONI

Pepper oni are brutish monsters in league with the spice devils—the most powerful Fiends in the cosmology of Y’ummm. Despite their formidable, muscular figures, the most terrifying feature of a pepper oni is its devilish smile, a rent of sadistic malice. Many who have faced one of these creatures are haunted for weeks thereafter by nightmares of that cruel, toothy grin.

Sizzling Spice. In combat, pepper oni effuse peppery gas that builds up in a victim’s lungs and burns them from within—a slow, torturous death. The level of spiciness that each oni possesses dictates its ranking in their infernal hierarchy, and it’s said that merely glancing at the highest ranked pepper oni is enough to make one’s throat close and eyes water.

Fiendish Commanders. Pepper oni’s imposing physiques and authoritative demeanours make them extremely gifted at bullying weaker fiends and intimidating mortals into conscription. For this reason, they are often chosen as lieutenants and field commanders, leading armies in savage crusades against the gods. Oni rarely care about the forces under their command and gladly sacrifice their subordinates in pursuit of personal gain.

LAIR ACTIONS

While within the mine, the pepper oni can exert its malevolent influence on its surroundings. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vdist
4th	12	+4	3 (1d6)	10 ft.
8th	14	+6	7 (2d6)	20 ft.
13th	16	+8	14 (4d6)	30 ft.

Lair Actions. On initiative count 20 (losing initiative ties), the pepper oni takes a lair action to cause one of the following effects. It can’t take the same action two rounds in a row. See the table above for the damage, roll modifiers, and save DCs. The oni can only use lair actions once it breaks free from its prison, in waves 2 and 3.

Hellhole. A small portal to the Spice Hells opens in an unoccupied space of the oni’s choice within its lair. This portal isn’t large enough for anything to come through, but the hands of other fiends stick out, attempting to grapple all creatures within **5 feet** of the portal with a **Vmod** bonus to the check. On initiative count 20 of the next round, the hands release the creatures and the portal closes.

Lungburn. The pepper gas that suffuses the mine becomes even thicker. When a creature starts its turn within the oni’s lair, it must succeed on a **VDC Constitution saving throw** or take **Vdam** fire damage. Creatures wearing mining masks automatically succeed on this saving throw. This effect lasts until initiative count 20 of the next round.

Smokescreen. Fumes coalesce to create a cloud of dark smoke in a **10-foot radius** centred on a point of the oni’s choice within its lair. This cloud lasts until initiative count 20 of the next round, and it heavily obscures the area. A creature that starts its turn within the cloud or enters it for the first time on its turn must succeed on a **VDC Constitution saving throw** or be **poisoned** until the start of its next turn.

RULES REMINDER: SIMULTANEOUS EFFECTS

A creature can’t be affected by multiple game effects with the same name while their durations overlap. This includes instantaneous effects such as the oni’s Jalapeño Poppers—if a creature is caught in the explosion of more than one pepper at the same time, it only makes the saving throw for one of them. Therefore, the oni wants to use this effect to catch as many different creatures as possible and spread hazards across the battlefield—not focus them all in one spot!



POBLANO PEPPER ONI

Large Fiend (Devil), Lawful Evil

Armour Class 14 (natural armour)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Str +5, Con +5

Skills Deception +7, Persuasion +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal, telepathy 120 ft.

Challenge 3 (700 XP), or 4 (1,100 XP) in its Mythic Form

Proficiency Bonus +2

Ghost Pepper (Mythic Trait; Recharges after a Short or Long Rest). If the oni would be reduced to 0 hit points, its current hit point total instead resets to 76 hit points, it gains 30 temporary hit points, it recharges its Jalapeño Poppers, and it regains any expended uses of Legendary Resistance. Additionally, it becomes wreathed in ghostly azure flames, can use the options in the “Mythic Actions” section for 1 hour, and some of its attacks and abilities are modified for 1 hour. Award a party an additional 1,100 XP (1,800 XP total) for defeating the oni after its Ghost Pepper activates.

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

Pepper Spray. A creature that hits the oni with a melee attack while within 5 feet of it must make a **DC 13 Constitution saving throw**, as spicy blood sprays at it. On a failed save, the creature is **poisoned** until the end of its next turn. Success or failure, if the oni’s Ghost Pepper trait is active, the creature also takes 2 (1d4) fire damage.

Photosensitivity. The oni has **disadvantage** on saving throws against being blinded.

Spice Overload. A creature poisoned by any of the oni’s effects (including lair actions) takes 2 (1d4) fire damage at the start of each of its turns.

ACTIONS

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

Hit: 8 (1d10 + 3) piercing damage, plus 3 (1d6) fire damage if the oni’s Ghost Pepper trait is active.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (2d6) fire damage, or 10 (3d6) fire damage if the oni’s Ghost Pepper trait is active.

Jalapeño Poppers (Recharge 5-6). The oni takes a pepper and tosses it at a point it can see within 30 feet of it, causing it to immediately detonate in a 5-foot radius. Each creature in the area 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. Thick pepper gas then lingers in the area until the end of the oni’s next turn. A creature that starts its turn in the gas or moves into it for the first time on its turn must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of its next turn.

LEGENDARY ACTIONS

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

Attack. The oni makes one attack with its Kanabanero or Fire Ray.

Cast Spell. The oni casts *charm person* or *bloodweave**, using Charisma as the spellcasting ability (**save DC 13**).

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

*See Appendix B

MYTHIC ACTIONS

If the oni’s Ghost Pepper trait has activated in the last hour, it can use the options below as legendary actions.

Tabasco Tackle. The oni moves up to its speed in a straight line towards a creature it can see. It then slams into the creature if it’s within reach, attempting to knock it to the ground and releasing a pepper spray in the process. The creature must make a **DC 13 Strength saving throw**. On a failed save, it takes 7 (2d6) bludgeoning damage and is knocked **prone**. On a successful save, it takes half as much damage and isn’t knocked prone. Regardless of the result, the creature must then make a saving throw against the oni’s Pepper Spray trait.

Cast a Better Spell (Costs 2 Actions). The oni casts *burning hands* or *scorching ray*, using Charisma as the spellcasting ability (+5 to hit, **save DC 13**).

SERRANO PEPPER ONI

Large Fiend (Devil), Lawful Evil

Armour Class 15 (natural armour)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

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

Saving Throws Str +7, Con +7

Skills Deception +10, Persuasion +7

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP), or 9 (5,000 XP) in its Mythic Form

Proficiency Bonus +3

Ghost Pepper (Mythic Trait; Recharges after a Short or Long Rest). If the oni would be reduced to 0 hit points, its current hit point total instead resets to **104** hit points, it gains **70** temporary hit points, it recharges its Jalapeño Poppers, and it regains any expended uses of Legendary Resistance. Additionally, it becomes wreathed in ghostly azure flames, can use the options in the “Mythic Actions” section for **1 hour**, and some of its attacks and abilities are modified for **1 hour**. Award a party an additional 5,000 XP (7,900 XP total) for defeating the oni after its Ghost Pepper activates.

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

Pepper Spray. A creature that hits the oni with a melee attack while within **5 feet** of it must make a **DC 15 Constitution saving throw**, as spicy blood sprays on its face. On a failed save, the creature is **poisoned** until the end of its next turn. Success or failure, if the oni’s Ghost Pepper trait is active, the creature also takes 4 (**1d8**) fire damage.

Photosensitivity. The oni has **disadvantage** on saving throws against being blinded.

Spice Overload. A creature poisoned by any of the oni’s effects (including lair actions) takes 4 (**1d8**) fire damage at the start of each of its turns.

ACTIONS

Multiattack. The oni makes two attacks with any combination of Kanabanero and Fire Ray.

Kanabanero. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) piercing damage, plus 5 (**1d10**) fire damage if the oni’s Ghost Pepper trait is active.

Fire Ray. Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 7 (**2d6**) fire damage or 10 (**3d6**) fire damage if the oni’s Ghost Pepper trait is active.

Jalapeño Poppers (Recharge 5-6). The oni takes two peppers and tosses each one at a point it can see within **30 feet** of it, causing them to immediately detonate in a **5-foot radius**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking 17 (**5d6**) fire damage on a failed save, or half as much damage on a success. Thick pepper gas then lingers in the area of each explosion until the end of the oni’s next turn. A creature that starts its turn in the gas or moves into it for the first time on its turn must succeed on a **DC 15 Constitution saving throw** or be **poisoned** until the end of its next turn.

LEGENDARY ACTIONS

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

Attack. The oni makes one attack with its Kanabanero or Fire Ray.

Cast a Spell. The oni casts *charm person* at 1st level or *bloodweave** at 3rd level, using Charisma as the spellcasting ability (**save DC 15**).

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

*See Appendix B

MYTHIC ACTIONS

If the oni’s Ghost Pepper trait has activated in the last hour, it can use the options below as legendary actions.

Tabasco Tackle. The oni moves up to its speed in a straight line towards a creature it can see, without provoking opportunity attacks. It then slams into the creature if it’s within reach, attempting to knock it to the ground and releasing its pepper spray in the process. The creature must make a **DC 15 Strength saving throw**. On a failed save, it takes 11 (**2d10**) bludgeoning damage and is knocked **prone**. On a successful save, it takes half as much damage and isn’t knocked prone. Regardless of the result, the creature must then make a saving throw against the oni’s Pepper Spray trait.

Cast a Better Spell (Costs 2 Actions). The oni casts one of the following spells at 3rd level, using Charisma as the spellcasting ability (+7 to hit, **save DC 15**): *burning hands* or *scorching ray*.

REAPER PEPPER ONI

Large Fiend (Devil), Lawful Evil

Armour Class 16 (natural armour)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	15 (+2)	16 (+3)	21 (+5)

Saving Throws Str +9, Con +9

Skills Deception +13, Persuasion +9

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP), or 16 (15,000 XP) in its Mythic Form

Proficiency Bonus +4

Ghost Pepper (Mythic Trait; Recharges after a Short or Long Rest). If the oni would be reduced to 0 hit points, its current hit point total instead resets to **189** hit points, it gains **110** temporary hit points, it recharges its Jalapeño Poppers, and it regains any expended uses of Legendary Resistance. Additionally, it becomes wreathed in ghostly azure flames, can use the options in the “Mythic Actions” section for **1 hour**, and some of its attacks and abilities are modified for **1 hour**. Award a party an additional 15,000 XP (23,400 XP total) for defeating the oni after its Ghost Pepper activates.

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

Pepper Spray. A creature that hits the oni with a melee attack while within **5 feet** of it must make a **DC 17 Constitution saving throw**, as spicy blood sprays on its face. On a failed save, the creature is **poisoned** until the end of its next turn. Success or failure, if the oni’s Mythic Trait is active, the creature also takes 7 (**2d6**) fire damage.

Photosensitivity. The oni has **disadvantage** on saving throws against being blinded.

Spice Overload. A creature poisoned by any of the oni’s effects (including lair actions) takes 7 (**2d6**) fire damage at the end of each of its turns.

ACTIONS

Multiattack. The oni makes two attacks with any combination of Kanabanero and Fire Ray.

Kanabanero. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 10 (**1d10 + 5**) piercing damage, plus 7 (**2d6**) fire damage if the oni’s Ghost Pepper trait is active.

Fire Ray. Ranged Spell Attack: +9 to hit, range 120 ft., one target. **Hit:** 9 (**2d8**) fire damage or 13 (**3d8**) fire damage if the oni’s Ghost Pepper trait is active.

Jalapeño Poppers (Recharge 5-6). The oni takes two peppers and tosses each one at a point it can see within **30 feet** of it, causing them to immediately detonate in a **5-foot radius**. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking 24 (**7d6**) fire damage on a failed save, or half as much damage on a success. Thick pepper gas then lingers in the area of each explosion until the end of the oni’s next turn. A creature that starts its turn in the gas or moves into it for the first time on its turn must succeed on a **DC 17 Constitution saving throw** or be **poisoned** until the end of its next turn.

LEGENDARY ACTIONS

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

Attack. The oni makes one attack with its Kanabanero or Fire Ray.

Cast a Spell. The oni casts *charm person* at 1st level or *bloodweave** at 5th level, using Charisma as the spellcasting ability (**save DC 17**).

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

*See Appendix B

MYTHIC ACTIONS

If the oni’s Ghost Pepper trait has activated in the last hour, it can use the options below as legendary actions.

Tabasco Tackle. The oni moves up to its speed in a straight line towards a creature it can see, without provoking opportunity attacks. It then slams into the creature if it’s within reach, attempting to knock it to the ground and releasing its pepper spray in the process. The creature must make a **DC 17 Strength saving throw**. On a failed save, it takes 13 (**2d12**) bludgeoning damage and is knocked **prone**. On a successful save, it takes half as much damage and isn’t knocked prone. Regardless of the result, the creature must then make a saving throw against the oni’s Pepper Spray trait.

Cast a Better Spell (Costs 2 Actions). The oni casts one of the following spells at 4th level, using Charisma as the spellcasting ability (+9 to hit, **save DC 17**): *burning hands* or *scorching ray*.

THE GUM GANG

The Gum Gang traces its origins to a group of gumball thieves, exiled from the Islands of Y'ummm for their unrepentant criminal behaviour and sentenced to live out the rest of their lives on the then-uninhabited isle of Pahn'Trie. Years later, the first settlers and explorers arrived on the shores of Pahn'Trie and offered the gumball exiles a fresh start. Instead of joining the growing community and being pardoned for their past misdeeds, however, the resentful gumballs opted to emulate their ancestors and pillage the well-equipped settlers.

Since that day, the Gum Gang has been a constant, troublesome presence in Pahn'Trie, and the source of many woes for honest folk trying to eke out a living. From robbing caravans to stealing cattle, burning farms to ransoming kidnapped settlers, there is no crime these outlaws won't commit—except perhaps insurance fraud. They strike fast, often, and without a shred of mercy.

SNIPER GUM BANDITS

The people of Pahn'Trie are wary of passing through canyons in the Spice Sands, and rightfully so—there's no telling if sharpshooting outlaws are lying in wait at the top, readying their wrist-mounted slingshots to ambush unsuspecting travellers. These marksmen make up the majority of the Gum Gang's numbers, and they are remarkably slippery. Should a situation turn south, they prefer to disengage and retreat to fight another day.

SNIPER GUM BANDIT

Medium Humanoid (Gumball), Any Non-lawful Alignment

Armour Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Acrobatics +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Sneak Attack (1/Turn). On its turn, the bandit deals an extra 3 (1d6) 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 bandit that isn't incapacitated and the bandit doesn't have disadvantage on the attack roll.

ACTIONS

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

Slingshot. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage

BONUS ACTIONS

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



HEAVY GUM BANDIT

Large Humanoid (Gumball), Any Non-lawful Alignment

Armour Class 14 (ring mail)

Hit Points 66 (7d10 + 28)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +5, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Reckless. At the start of its turn, the bandit can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

ACTIONS

Multiattack. The bandit makes two Greatclub attacks, or uses its Charge action and makes one Greatclub attack.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Heavy Slingshot. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and the target must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

Charge. The bandit gains 15 feet of extra movement until the end of its turn. If the bandit makes a Greatclub attack immediately after moving, the target must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

BONUS ACTIONS

Rampage. The bandit goes on a rampage, moving up to its remaining movement in a straight line. During this movement, it can move through the spaces of creatures smaller than it. Each creature whose space it moves through can make either a **DC 13 Dexterity saving throw** or, if the creature isn't prone, a **DC 13 Strength saving throw**. On a failed saving throw, a creature is knocked **prone** and takes 5 (2d4) bludgeoning damage. On a successful Dexterity saving throw, a creature takes no damage and isn't knocked prone. On a successful Strength saving throw, a creature takes half as much damage, isn't knocked prone, and pushes the bandit back into the nearest unoccupied space from whence it came.



BOMBER GUM BANDIT

Medium Humanoid (Gumball), Any Non-lawful Alignment

Armour Class 16 (breastplate)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	16 (+3)	14 (+2)	10 (+0)

Skills Acrobatics +6, Investigation +6, Survival +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Deathburst. When the bandit dies, one of its remaining Gumbombs explodes, causing the associated effect centred on the bandit's corpse and destroying any remaining Gumbombs.

ACTIONS

Multiattack. The bandit throws two different Gumbombs.

Gumbomb. The bandit throws a gumbomb, choosing from the options below, at a surface it can see within **45 feet** of it, where it explodes, creating one of the effects below centred on it.

Chewy Gum (2/Day). Sticky gum erupts in a **10-foot radius**. Each creature in the area must succeed on a **DC 14 Strength saving throw** or be **restrained** for **1 minute**. A creature can use its action to make a **DC 14 Strength** check, freeing itself or a creature within its reach on a success.

Dry Icing (2/Day). Freezing nitrous icing explodes in a **10-foot radius**. Each creature in the area must make a **DC 14 Dexterity saving throw**. On a failure, a creature takes 18 (**4d8**) cold damage and its speed is halved until the end of next turn. On a success, a creature takes half as much damage and its speed is unaffected.

Sparkler (2/Day). The gumbomb explodes with a boom and dizzying flash of light in a **10-foot radius**. Each creature in the area must make a **DC 14 Constitution saving throw**. On a failure, a creature takes 13 (**3d8**) thunder damage and is **blinded** and **deafened** until the end of its next turn. On a success, a creature takes half as much damage and isn't blinded or deafened.

Spice Bomb (2/Day). Noxious fumes explode in a **10-foot radius**. Each creature in the area must succeed on a **DC 14 Constitution saving throw** or be **poisoned** until the end of its next turn. A creature that is poisoned in this way takes 17 (**5d6**) fire damage at the start of its turn.

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

Magitech Blunderbuss. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., reload (1), one target. *Hit:* 10 (**3d4 + 3**) piercing damage.

BONUS ACTIONS

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

RULES REMINDER: RELOAD

Reload (X) is a new weapon property, present in the magitech firearms first introduced in *Heliana's Guide*. A limited number of shots, specified by the number in parentheses, can be made using weapons with this property. A character must then reload it using an action before the weapon can be used to make attacks again.

GUM BANDIT CAPTAIN

Members of the Gum Gang are generally self-centred, short-sighted, and prone to violence. For this reason, they tend not to get along with other Humanoids, least of all each other. In fact, the whole gang would probably collapse if not for the presence of a few commanding figures that keep the rabble in line through bribery and intimidation. These leaders coordinate their crew in battle, forcing them to act in accordance with basic tactics that make a group of gum bandits more dangerous than the sum of its parts.



GUM BANDIT CAPTAIN

Medium Humanoid (Gumball), Any Non-lawful Alignment

Armour Class 17 (studded leather)

Hit Points 170 (20d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	17 (+3)	16 (+3)	10 (+0)

Saving Throws Dex +9, Con +8, Wis +7

Skills Acrobatics +9, Intimidation +4, Investigation +7, Perception +7, Survival +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Infernal

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Deathburst. When the bandit dies, one of its remaining Gumbombs explodes, causing the associated effect centred on the bandit's corpse and destroying any remaining Gumbombs.

Pistol Expert. Being within **5 feet** of a hostile creature doesn't impose disadvantage on the bandit's ranged attack rolls.

Sneak Attack (1/Turn). On its turn, the bandit 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 bandit that isn't incapacitated and the bandit doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The bandit makes two attacks with its Pistol Whip or Magitech Pistol and throws one Gumbomb.

Pistol Whip. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Magitech Pistol. *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., reload (6), one target. *Hit:* 9 (1d8 + 5) piercing damage.

Gumbomb. The bandit throws a gumbomb, choosing from the options below, at a surface it can see within **45 feet** of it, where it explodes, creating one of the effects below centred on it.

Sour Gum (3/Day). Sticky gum erupts in a **10-foot radius**. Each creature in the area must succeed on a **DC 15 Strength saving throw** or be **restrained** for **1 minute**. A creature that is restrained in this way takes **10 (4d4)** acid damage at the start of each of its turns. A creature can use its action to make a **DC 15 Strength** check, freeing itself or a creature within its reach on a success.

Sparkler (3/Day). The gumbomb explodes with a boom and dizzying flash of light in a **10-foot radius**. Each creature in the area must make a **DC 15 Constitution saving throw**. On a failure, a creature takes **18 (4d8)** thunder damage and is **blinded** and **deafened** until the end of its next turn. On a success, a creature takes half as much damage and isn't blinded or deafened.

BONUS ACTIONS

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

REACTIONS

Skirmisher. After a creature hits or misses with a melee attack against the bandit, the bandit can move up to its speed without provoking opportunity attacks.

DEVEILED EGGS

Deveiled eggs are the sad husks of poor souls who, put under horrific torture, agreed to serve the spice devils. Devoid of any kindness or compassion, these wretched little imps march in lockstep behind their fiendish overlords, wishing only to cause the same pain and strife they once suffered.

Torturous Recipe. The process through which a regular eggfolk is converted into a deveiled egg is almost too vile to describe. The egg is first put under powerful necromantic magic before being boiled alive—but this is only the beginning. Their innards are extracted, scrambled with giant forks, mixed with foul spices, then reinserted into their bodies to cause a constant dull ache that slowly drives them to madness. Few can resist this punishment for long. To this day, there is no knowledge of any eggfolk that underwent this process without eventually agreeing to the devils' demands.

Rank and File. Though individually fragile, massed deveiled eggs can defeat even the most battle-hardened battalion, if not with their spears, then with their toxic, sulphurous stench. These putrefied foot soldiers follow a strict hierarchy; a deveiled legion comprises ten 'crates', each of which contains six 'cartons', which in turn comprise 84 individual eggs, grouped into seven 'dozens'. Fiendish captains and generals care not for the life of an individual deveiled egg; their explosive, poisonous deaths can be more lethal than the thrusts of their spears.



DEVILED EGG

Tiny Fiend (Devil), Lawful Evil

Armour Class 12 (natural armour)

Hit Points 22 (5d4 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Infernal

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Deathburst. When the deviled egg is reduced to 0 hit points, it explodes in a sulphurous mess. Each creature within **10 feet** of the corpse must make a **DC 12 Dexterity saving throw**, taking 10 (4d4) poison damage on a failure, or half as much damage on a success.

Sulphurous Stench. Any creature that starts its turn within **5 feet** of the deviled egg must succeed on a **DC 12 Constitution saving throw** or be **poisoned** until the start of its next turn.

ACTIONS

Multiattack. The deviled egg makes two Spear attacks. It can replace one of these attacks with Belch, if available.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Belch (Recharge 6). The egg belches toxic fumes in a **10-foot cone**. Each creature in the area must make a **DC 12 Constitution saving throw**, taking 7 (3d4) poison damage on a failure, or half as much damage on a success.

SWARM OF DEVILED EGGS

Large swarm of Tiny Fiends (Devil), Lawful Evil

Armour Class 12 (natural armour)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	6 (-2)	9 (-1)	5 (-3)

Damage Resistances acid, cold, fire, lightning, piercing, slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Infernal

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Deathburst. When the swarm takes more than 20 points of damage in a single instance or is reduced to 0 hit points, it explodes in a sulphurous mess. Each creature within **10 feet** of the swarm must make a **DC 14 Dexterity saving throw**, taking 10 (4d4) poison damage on a failure, or half as much damage on a success.

Sulphurous Stench. Any creature that starts its turn within **5 feet** of the deviled egg must succeed on a **DC 14 Constitution saving throw** or be **poisoned** until the start of its next turn.

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 deviled egg. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm makes two Spears attacks. It can replace one of these attacks with Belch.

Spears. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half its hit points or fewer.

Belch. The swarm belches toxic fumes in a **10-foot cone**. Each creature in the area must make a **DC 14 Constitution saving throw**, taking 7 (3d4) poison damage on a failure, or half as much damage on a success.

APPENDIX D - FAMILIAR

Within this chapter you'll find one familiar that can be crafted from the remains of the pepper oni and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, this familiar comes replete with a bespoke tech tree, granting additional options tamers (a class introduced in *Heliana's Guide*) can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiar as a small power boost.

CRAFTING FAMILIARS

To craft a bespoke familiar, Humperdink (or another biomancer) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

PACT OF THE CHAIN

If you're using a bespoke familiar as the familiar for a warlock's Pact of the Chain, you might want to make it slightly more powerful so that it compares with the other available options. To do so, simply give it an extra three Hit Dice (and adjust its hit points accordingly), the 1st-level improvement on its skill tree, and your choice of one of the 3rd-level improvements.

TAMERS

Don't have *Heliana's Guide*? No worries. You can still check out the base class and a subclass by scanning or clicking the QR code below, or by typing in the URL. More subclasses and unique familiars are available in other Loot Tavern publications or on our Patreon.



HELIANA.LT/TAMER

BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers. A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

Shared Resilience. When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain 1 additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.



TAMER LEVEL

1

3

5

9

13

17

GROWTH I
 PREREQUISITE: BECOME COMPANION
"Starts as a foalradish..."

BLAZE DASH I
 PREREQUISITE: —
"It has the hottest tracks..."

SWIFT I
 PREREQUISITE: —
"It has the need..."

MULTIATTACK
 PREREQUISITE: —
"If at first they don't fall down..."

MOUNT I
 PREREQUISITE: —
"Giddy up..."

GROWTH II
 PREREQUISITE: GROWTH I
"...grows into a coltradish..."

HORSE KICK
 PREREQUISITE: MULTIATTACK
"...kick them again."

SWIFT II
 PREREQUISITE: SWIFT I
"...the need for speed."

BLAZE DASH II
 PREREQUISITE: BLAZE DASH I
"...no, I mean literally."

GROWTH III
 PREREQUISITE: GROWTH II
"...and finally, a stallionradish."

MOUNT II
 PREREQUISITE: MOUNT I
"...time to ride into the sunset."

HORSERADISH

"Ein horseradish bucked Heliana off ze saddle zis one time, und now she sinks she's not vorthy. I vonder ven L'Arsène plans on tellink her he snuck ein snake into its path as ein prank."

— Humperdink, Sworn to Secrecy

Type: Monstrosity
Creature Component: Any pepper oni
Bonus Tamer Improvement: Growth I and +2 Hit Dice

Roving the arid plains of the Isles of Y'ummm, horseradishes are noble creatures with free, unbreakable spirits. In many parts of the world, riding one is seen as a badge of honour and a sign

of virtue, for horseradishes allow themselves to be mounted only by those they deem worthy, and their finely tuned instincts make them excellent judges of character. Exaggerated tales have given them an unfortunate reputation as unintelligent and frightful, but they are among the most loyal companions an adventurer can have, and there's no feeling quite like the wind in your hair as you speed along on a horseradish's back.

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

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

MONSTER TRAINER

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

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

BLAZE DASH I

Prerequisite: 3rd-level tamer

Type: Active (action)

When the horseradish takes the Dash action, it can choose to leave behind a trail of flames in the spaces it moves through for the rest of the turn. The flames last until the start of its next turn, and when a creature starts its turn in them or moves into them for the first time on a turn, the creature must succeed on a **Dexterity saving throw** or take 3 (**1d6**) fire damage.

When the horseradish's tamer reaches 5th level in the tamer class, this damage increases to 7 (**2d6**).

SWIFT I

Prerequisite: 3rd-level tamer

Type: Active (action), Passive (companion)

The horseradish's speed increases by **5 feet**. When the horseradish takes the Dash action, it takes the Disengage action as well, and gains 3 (**1d6**) temporary hit points.

When the horseradish's tamer reaches 5th level in the tamer class, the temporary hit points increase to 7 (**2d6**).

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The horseradish's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Hooves attack increases to a **d8**.

MOUNT I

Prerequisite: 5th-level tamer

Type: Passive (companion, tamer)

The horseradish counts as one size larger when determining its carrying capacity, the weight it can push, drag, or lift, and which creatures can use it as a mount.

The horseradish acts as a controlled mount for its tamer, and an independent mount for any other creature. When acting as a controlled mount, there's no limit to the actions that it can take. It shares its tamer's initiative count and takes its turn at the same time as the tamer. The tamer must still use a bonus action to command the horseradish to take specific actions using their Pocket Familiar feature, but the horseradish acts upon that command immediately, instead of after the tamer's turn.

Additionally, when the horseradish gains temporary hit points with its Swift I improvement, its rider gains the same amount.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the horseradish can make two attacks.

HORSE KICK

Prerequisite: 9th-level tamer, Multiattack

Type: Passive (companion)

If the horseradish hits a creature with two Hooves attacks on the same turn, the creature must make a **Strength saving throw**. On a failed save, it's knocked **prone** or pushed up to **10 feet** away from the horseradish (tamer's choice).

SWIFT II

Prerequisite: 9th-level tamer, Swift I

Type: Passive (companion), Active (action)

The horseradish has **advantage** on Dexterity saving throws, and its speed increases by **5 feet**. This improvement is in addition to the increase from Swift I.

In addition, when the horseradish takes the Dash action, it can move through hostile creatures' spaces and ignores difficult terrain until the end of the turn.

BLAZE DASH II

Prerequisite: 13th-level tamer, Blaze Dash I

Type: Active (action)

Instead of its normal flame trail, the horseradish can choose to cast the *wall of fire* spell (no components required) when it takes the Dash action, creating the wall, which can be in any shape rather than just a circle or a straight line, along the spaces it moves through. Once the horseradish has cast the spell in this way, it can't do so again until its tamer finishes a long rest.

Once the horseradish's tamer reaches 17th level in the tamer class, the damage of the horseradish's Blaze Dash I improvement increases to 10 (3d6).

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The horseradish's size increases to Large, its Hit Die size increases to a d10 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Hooves attack increases to a d10.

MOUNT II

Prerequisite: 17th-level tamer, Mount I

Type: Passive (tamer)

While mounted on the horseradish, its tamer gains a +2 bonus to AC, they can make any spell that targets only themselves also target the horseradish, and when they and the horseradish are subjected to an effect that allows them both to make a Dexterity saving throw, the tamer can choose to take the result of the horseradish's roll instead of their own.

HORSERADISH

Tiny Monstrosity, Unaligned

Armour Class 11

Hit Points 4 (1d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances fire

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Skittish. When the horseradish sees a Tiny Beast or Tiny Monstrosity, it must succeed on a **DC 11 Wisdom saving throw** or become **frightened** of it for **1 minute**. The horseradish can repeat this saving throw at the end of each of its turns, ending the effect on a success. Once the horseradish succeeds on the saving throw to avoid or end the effect, it can't be frightened by this trait again until it finishes a long rest.

Spicy. When a creature within **5 feet** of the horseradish scores a critical hit against it, the creature takes **7 (2d6)** fire damage as some mildly spicy blood sprays at it.

ACTIONS

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

Hit: 4 (1d4 + 2) bludgeoning damage.





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