

**"THE RANTINGS OF A BUNDLE OF MADDENED FOOLS"
-ALDEN LASCAR**

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Cover Art. In the amazing scene on the cover of this book, illustrated by Kiera McArthur, you can see Alden Lascar surrounded by creatures and items found in this deranged codex.

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PREFACE

Alden Lascar's Guide to the Strange, Peculiar, and Irreverent was the beloved creation of a group of broke and sleep-deprived college students led by their fearless leader (and professor), Randall Case. In his class "D&D: History and Design" on the campus of Southern New Hampshire University, students from widely varied fields of study came together over the desire to create something new. So much love, patience, and torturous sleepless nights have gone into this quirky collection. Each entry has passed through the hands of multiple students through our working groups: Content Review, Playtesting, Editorial, and finally Publication, to ensure the quality seen today.

Over the course of three months, we studied and discussed how Dungeons and Dragons has evolved and what we could do (and have done) to add to the wealth of content that already existed. This book isn't just a hodgepodge of silly ideas created by a group of students (you can tell because the title isn't just "Meat"). It's an extensive project lovingly crafted by a community of passionate individuals bringing their own unique style to their content, laughing, arguing, and creating together to produce something full of wonderment.

This collection of commodities can be used by Dungeon Masters of every level of experience and comes filled to the brim with items, puzzles, traps, non-playable characters, creatures, and even a couple of legendary dragons to go with your dungeons. There are potions that allow you to soar to great heights (or fall to great depths), ranger string that can only be bonded with if you believe in yourself, and electric rabbits that will shock you back to reality, Alden Lascar has compiled all of his pupil's creations for you to enjoy. Whether or not those artifacts are practical or futile, you get to decide.

With all the Dungeons and Dragons lovers roaming around our campus it only made sense to bring D&D lovers together, whether steeped in the arts or spellbound by mathematics, those who wish to discover the wonders of the body and those who use a pen and tablet as their sword and shield. We have come from all walks of life and all areas of study to be crammed into one room to conceptualize artifacts and ideas to share with the world.

We and Alden Lascar beckon you to join us in the void of our own creation.

Regards,

The Editorial Committee

ITEMS

WEAPONS

THE ODD BALL

Rarity: Rare

A Marble with a swirling rainbow caught within it's glass enclosure. It seems to simultaneously bubble like a liquid and swirl like a gas. Those who are around it have said to hear the laughing of children. Holders of this item leave chaos in their wake.

This item may be thrown as either a small throwing object such as a dart or as sling ammo. When a target is hit by this deal 1 Damage and cast a random wild magic effect from the corresponding table on the one that was hit. The Oddball then has a 1/4 chance to bounce to another random target. The new target must make a Dex save DC 15 in order to dodge the random attack. This item may be used once a day and must be attuned with by laughing for 24 collective hours with it in your possession in order to use.

Oddball Wild Magic Table
1- The Oddball regains 2d10 hit points.
2- The Oddball casts Polymorph on the target. If the target fails the saving throw, the target turns into a sheep for the spell's duration.
3- The Target's size increases by one size category for the next minute.
4- The Oddball casts Fireball as a 3rd-level spell centered on the target.
5- Each creature within 30 feet of the target takes 1d10 necrotic damage. The target regains hit points equal to the sum of the necrotic damage dealt.
6- Maximize the damage of the next attack that hits the target.
7- The DC difficulty to dodge The Oddball Increases by 1 for the next 3 days.
8- The next spell that is cast while the Oddball's target is within that spell's range targets the Oddball's Target instead of it's original target.

THE BOW AND ARCHER

Rarity: Very Rare

A simple wooden shortbow covered in arcane runes that glow with pulsing yellow energy. When inspected one might discover the inscription running along the length of the bow. The inscription reads: "When no arrow be knocked, grip with all thine might lest ye lose thine grasp during the flight."

If the bow is not attuned to its wielder it functions as a normal shortbow, but when attuned (which is achieved by firing 20 rounds into the sky), the user can then either use it normally or expend one of the bow's charges. In order to expend a charge, the player must use an action to draw the string back without knocking an arrow and choose an area within the bow's range (80/320)ft. The player will then be flung at high speeds to wherever they were aiming. They must make a DC 15 Dexterity Saving Throw or take 1d8 bludgeoning damage. If they target an area beyond the short bow's normal range they have disadvantage on the saving throw. The bow has 2 charges and regains expended charges at dawn (Level 4 is required for attunement).

POTIONS

VOISA'S VERY SPICY HEALING GEL

Small bottle: Common
Medium bottle: Uncommon
Large bottle: Rare



This strange liquid gel was created by an alchemist who hated the taste of potions. The herbs she used in its creation were of questionable variety. When they have contact with blood or skin they are fine. When they react with stomach acids, they tend to be less than friendly. Its strange viscous blue liquid swishes slowly in the bottle with little green beads barely moving as the gel rotates in the glass.

Main Effect: Must be applied topically. When used, depending on the size, it heals a certain amount of damage per use (1 action). Each bottle has 3 uses. A small bottle heals 1d4 plus constitution modifier per use, a medium bottle heals 1d6 plus constitution modifier per use, and a large bottle heals 1d8 plus constitution modifier per use. If more than 1 use is applied under an hour between uses, the player receives a -1 to the gel's healing effect.

THE SET THAT STICKS OR SLIPS

Rarity: Rare

A double ended glass bottle capped on each end by ornate stoppers. Scratches on the stoppers hint they were once labeled, but whatever writing was there is no longer legible. The liquid in both compartments are identical.

If one side of the bottle is consumed (or injected), whomever is affected is unable to loosen their grip on what/who they grasp. In addition, they cannot leave a grapple if successful against them. If the other side of the bottle is consumed (or injected), whomever is affected is unable to grip anything or anyone. In addition, grapple checks against them automatically fail and they cannot be restrained. Players must flip a coin to determine which potion they use. If tails: it sticks. If heads: it slips. Both sides can only be consumed once, and if a player attempts to use both potions the effects are made void.

All effects last for 1D4 hours.

STAFFS

STAFF OF IVY

Rarity: Rare

Requires attunement by making a DC 15 Nature check. Druids and Rangers can attune without making a Nature check.

The Staff of Ivy appears as a simple, rustic walking stick with a single twisting green vine wrapping about the length. However, those with a connection to nature and the outdoors will feel something greater coming from within this humble staff. They can feel the hands of past users that have worn down the sturdy, dark brown wood to a smooth polish, and see that the ivy wrapping about its length is the rich green of a healthy plant, despite not being planted. Upon grasping the staff, the scent of rich soil and foliage gently wafts up to the wielder.

Abilities: The staff has 6 charges and regains 1d4 +1 charges daily at dawn. The wielder, once attuned, can expend charges to cast the following spells:

- goodberry (1 charge): Plump red berries sprout from the vine on the staff when cast.
- ensnaring strike (2 charges)
- thorn whip (1 charge)

Vine Rope: The wielder may spend charges to create sturdy lengths of ivy that function identically to rope, creating 10ft of ivy rope for every one(1) charge spent. The ivy grows from the end of the staff. In addition, this magical ivy rope will obey simple commands from the wielder and is capable of slowly climbing vertical surfaces (moves 10ft/round) as well as trying itself into knots around objects. If the vine rope is damaged in any way, it loses all special properties and becomes normal plant-based rope.

STAFF OF THE AIRBORNE ASSAILANT

Rarity: Rare

Through intense discipline and never ending innovation, warriors have found a plethora of ways to expand the art of war. This masterfully crafted staff has two hidden compartments that contain leathery bat like wings meant for gliding. The weight is perfectly balanced on either side and lends the user a free flowing sensation as their hands control the smooth wooden weapon. These staves have been developed to embody the idea that one must flow with the elements to become a balanced a force of nature.

This winged staff can be used as a normal quarterstaff in combat. If you have proficiency with quarterstaves you have proficiency with the Staff.

While falling you may use your bonus action to reduce any fall damage you take by 50 feet and to glide forward in a straight line 2 feet for every foot you fall. The damage reduction can be stacked with any other effect that reduces fall damage.

WANDS

ARCANE ALTERNATOR

Rarity: Uncommon

A sleek wand used only by the most skilled of wizards. The handle is made of finely cut gemstone. The gem slowly fades into wood as it narrows into a slender tip. Written along the wood is the name of the wizard who is attuned to it. They have long seen use within the hands of elite militia and military groups. Its power shows itself differently for each wizard who has picked up the wand. Truly a Wizard's best friend.

This wand can only be used by wizards and must be attuned through a simple attuning ritual. The wand then modifies the spell "Magic Missile" based on the characters alignment as seen in the following chart.

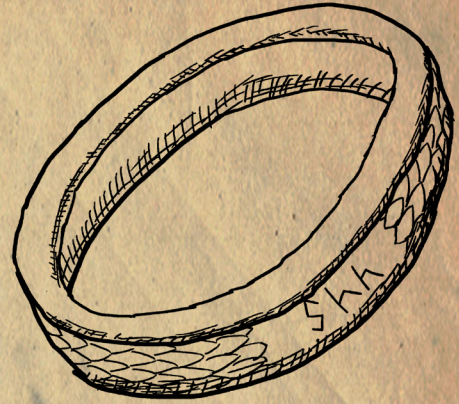
Lawful: You may cast 1 Dart as a bonus action on your turn.	Good: Damage is also Radiant
Neutral: +1 Damage per Dart.	Neutral: +1 Damage per Dart.
Chaotic: Add 3 more darts to the spell, however, you must now roll your spell attack roll to hit your targets.	Evil: Damage is also Acid

RINGS

THE RING OF PERMANENT SILENCE

Rarity: Rare

A simple silver ring engraved with the phrase 'Shh'. It does not make a single sound even when it's dropped or hit against something. When the wearer puts on the ring, they cease to make any noise. Their footsteps, breathing, and even the action of snapping is entirely silent. This also means that they can not speak.



This ring adds +5 to stealth. Immediately after putting on the ring, the player must roll a D20. The number rolled is the number of minutes the player has to remove the ring. If the player keeps the ring on any longer, it becomes impossible to take off, and the only way to remove both the ring and its effects is to cut off the finger it's attached to.

SILITH'S MOON RING

Rarity: Rare

The elven princess Silith gifts players this ring once they've proven their worth to her. This gift appears after completing Silith's Compass or if they have charmed her with their charisma. The ring is comprised of eight silver charms shaped and representing the moon's phases. Keeping the ring together, and fitting to any user is a thin blue thread-like glow. The charm representing the full moon lays in the middle and is embazzled with a blue crystal.

When the player wears this ring they will be gifted with the whimsical and trickery abilities of the moon, giving the player +2 charisma when the moon is waxing and -2 charisma when the moon is waning. +3 if the moon is full.

THE SPINNING RING OF CANTRIPS

Rarity: Rare

A silver ring with a loose band - capable of being spun - wrapped around its center. The band itself appears to have been carved with six, distinct symbols. When touched, the carvings give off a pale glow and the band hums.

Attunement:

This item can only be attuned to a player who knows no spells. To attune, the player must spend a long rest spinning the center band whilst repeatedly reading a list/book of spells and cantrips.

Once attuned, the player - at random - can use the ring to cast one of six, predetermined, damage-dealing cantrips by spinning the center band. Whichever cantrip is cast is determined through a 1D6 roll:

- 1) Acid Splash
- 2) Fire Bolt
- 3) Ray of Frost
- 4) Toll the Dead
- 5) Vicious Mockery
- 6) Thorn Whip

Due to the ring giving non-magic wielders the opportunity to cast spells, the player now has a spell save DC of 16.

Each cantrip acts as it normally would (Chap. 11, Player's Handbook), with the exception that the range of each spell is now 60 ft.

RING OF THE FORGOTTEN LOVER

Rarity: legendary

Requires Attunement

A golden ring depicting two hands clasped together. One side of the band is encrusted with numerous gems and jewels, while the other side has the slots for such riches. Without attunement, this ring serves as a sensible fashion choice for the self-important adventurer. On the inside of the ring, the phrase "To my Beloved" can be read, carved into the band. A voice can be heard by those who attune it.

This ring must be attuned by performing wedding vows and placing it on the player's finger. Once attuned, it cannot be removed while the character is still alive. By speaking the command word "Till Death Do Us Part" as an action, a Bridal Ghost is summoned in an unoccupied space within 10 feet of the wearer. The Bridal Ghost appears in a tattered wedding dress and veil, and uses the stats for the Ghost found in the Monster Manual. The wearer of the ring is not affected by Horrifying Visage.

The Bridal Ghost is completely obedient to any commands given to them by the wearer of the ring, regardless of the language used, however it is not necessarily friendly to the rest of the party (DM's discretion, though it cannot harm them physically), and will persist until the command word is spoken again or its HP drops to 0. Once recalled or killed, the Bridal Ghost cannot be summoned again until the player apologises and woos it (flowers, love poems, confessions, DM discretion).

Every time the Bridal Ghost dies, its behavior begins to change.

First Death: The Bridal Ghost cannot be summoned for 24 hours, in addition to the wooing process.

Second Death: The wooing process becomes more difficult (DM discretion)

Third Death: The Bridal Ghost will attempt to attack the other party members once summoned. The player must succeed a Wisdom save against its Charisma in order to have it listen to their orders.

Fourth Death: The Bridal Ghost will aggro on the wearer and attempt to possess them. If it fails, it will continue to attack them and only them, ignoring any orders given to it. If it succeeds, it will attempt to flee the party and make the host commit suicide.

WONDROUS ITEMS

AGATHA'S SPOON

Rarity: Common

Agatha the Turtle sells many magical items from her cart. This is one of them. Once a day you may wish for any non-magical liquid in the quantity of one spoonful. Chances are however, you will just get soup.

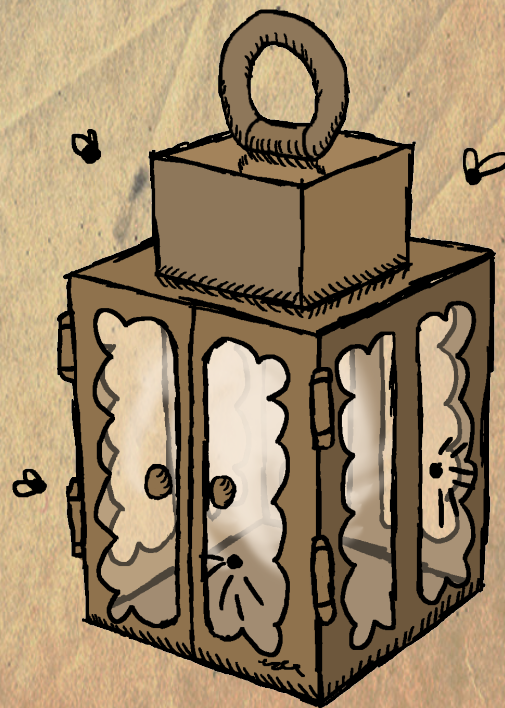
Item Usage Description: A simple wooden ladle. Once per day, players may use the spoon to wish for any non magical liquids. Roll one D8, any number above 4 will receive their desired liquid. Roll below a 4 and they will receive a simple soup.

LANTERN OF BASKING MOSQUITOES

Rarity: Uncommon

This dark-gray lantern's bars and casing was forged hundreds of years ago by a ironworker. This ironworker has left his worn signature at the bottom, which has not withstood the test of time and just looks like a faded curly line. It sheds light normally, as a strong and bright yellow glow. However, you hear a slight snap and sizzle sound emanating from the lantern itself. Bugs seem to be drawn to this lantern and die instantly when they touch it.

Functions as a normal lantern, however, in dire situations, as a bonus action, a player can pick off the bugs from the outside of the lantern eat some in order to restore 1D6 HP. This can happen 3 times a day.



THE LEFT GLOVE OF LANGUAGE

Rarity: Uncommon

A single left-handed white cloth glove that has an aura to it that inspires those who encounter it to write.

When worn by the player, they may write in whatever language they want, even if they do not speak or understand it. The glove is meant to be worn on the left hand, but if it is worn on the right hand, anything they write will be backwards.

BERNARD'S BELLOWING BREATH

Rarity: Rare

For centuries, the most prestigious of musicians have attempted to produce a pleasant sound from these bagpipes. Unsuccessful in their attempts, the only sound that anyone could conjure from the pipes was an odious shrill. You however notice a curious attribute, dried saliva on not only the mouthpiece but the end of each one of the pipes drones.

A downed player or party mate who posses Bernard's Bellowing breath can resuscitate themselves (or their fellow player) with automatically succeeding saving rolls. Once revived the player can then perform an additional action on their turn.

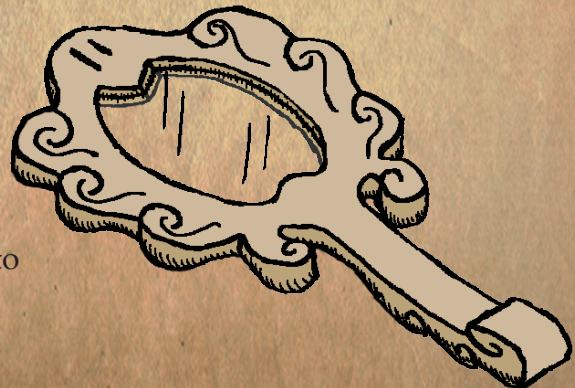
ETHEREAL LOOKING GLASS

Rarity: Rare

This item takes the form of a silver mirror, inlaid into a frame of filigree gold, and when held is cold to the touch. Upon looking into the mirror you see your reflection is semi-transparent, and your surroundings are strangely washed of color and enveloped in a thick grey fog, swirling from an unfelt wind...

The reflection of this hand mirror shows the Ethereal Plane instead of the Material Plane.

If you are attuned to this item (by spending a short rest studying it), it also reveals the presence of any invisible creatures caught in its reflection (with a range equal to as far as a creature can normally see).



THE LULLABUG

Rarity: Rare

A small solid gold statue of a ladybug about 2 centimeters in diameter, it buzzes when held as if it were alive. Faint music similar to a music box can be heard emanating from it.

As an action choose a creature within 10 feet of you. Make a sleight of hand check against the chosen creature's passive perception. On a failure, the target swats the Lullabug away and you can't use it on that creature again for 24 hours. There's also a 10% chance that the target hits the Lullabug and swats it to the ground, destroying it. On a success, the Lullabug animates and flies into the target's ear. The creature is then affected as follows:

Hostile: If the creature is hostile towards you it falls unconscious for 1 minute or until it is hit.

Neutral: If the target is neutral towards you it's charmed by you for 1 hour or until you or your companions do anything harmful to it. It regards you as a friendly acquaintance and doesn't know it's been charmed by you after the effect ends.

Friendly: If the target is friendly towards you it's affected as if you had cast the suggestion spell, except it doesn't make any wisdom saving throws. The rules for choosing courses of action still apply.

When the effect ends the Lullabug flies back to you and goes dormant for 24 hours.

MALICIOUS MERROW MEAT PIE

Rarity: Rare

Snaking through the belly of a small fishing community lays a river known by the locals as the Fish Cake River. Etched deep in the fertile soils, the Fish Cake River holds its secretive capacious bowels deep below the riverbeds coating of bioluminescent purple algae. These tunnels and caverns were once a safe breeding ground for fish to lay their roe. However, in recent years the towns Apothecary had developed the unfortunate habit of dumping their defunct potions upstream. These potions trickled down the river wafting, pooling, and blending in different pockets of the riverbed. Soaking through the gooey membranes of the fish eggs, the potions mutated the small guppies into ferocious Merrows. Under the cover of a thick moonlit haze, the Merrows slithered up the riverbed walls and attacked the sleeping townsfolk. Infuriated, the village elders devised a plan to kill all of the merrows and bake them into succulent seafood pies.

When one fish cake is consumed it gives the player the ability to breathe underwater and communicate with small and medium-sized aquatic creatures for one day. If the player consumes more than one fishcake, they develop the ability to befriend one aquatic creatures of any size with an automatically succeeding Charm Monster spell that lasts one day. After the one day, that sea creature becomes immune to the Charm Monster spell and infuriated that you cast it upon them. Also, when the players consume 2 or more fishcakes they develop the inability to survive above water, and they must submerge themselves in water every hour. If the player is not submerged for more than an hour, they suffer from exhaustion.

PIPER PIPPIN'S PANFLUTE

Rarity: Rare

A pan-flute and dart gun crafted by the Wood Elven Bard, Piper Pippin, who's love of music was only equalled by her bloodlust. It is one of three instruments she modified to be weapons. The worn bamboo is smooth to the touch, and pierce thine foe with sweet, sharp music is lovingly carved into the pipes in elvish.

A Bard-specific weapon that shoots five darts at once by playing a run across the pipes. Each dart does 1d4 piercing damage on hit, and you can choose to hit multiple targets once, or the same target five times. Once attuned (by playing hot-cross-buns in G-minor three times), the wielder no longer requires ammunition to fire. Twice a day they can also shoot a sleep dart that put the target to sleep on a failed constitution saving throw (DC14), or 5 poison darts per day that do 1d6 poison damage by playing a slow or fast tune before shooting.

THE POLTERGEIST'S PIECE

Rarity: Rare

A rusty, copper coin with the image of a skull etched into both the head and tail. The empty eyes almost speak to you, beckoning you to relinquish your lifeblood to its metal face.

Once a night an adventurer can summon any ghost for advice or to gain information by using a drop of blood and a "convincing" ritual chant. If the D.M. is convinced, the preferred spirit is summoned. Before it can be used it must be attuned by shedding a genuine tear for someone lost. The ghost summoned then follows the player for the remainder of the night within a radius of five feet, and disappears when the sun comes up. The ghost cannot participate in combat.



SHARD OF BLOODLETTING

Rarity: Rare

This small, tear-shaped glass fragment is tinged red, and has a soothing aura surrounding it. The shard is flat and smooth with rounded edges, as though it had just been pulled from the sea, excepting for a single long, razor-sharp edge.

The shard must be attuned by being submerged in a vial of the user's blood for a day. Once attuned you may cut yourself (or someone else may cut you) with the shard for 3d6 damage. This damage is unhealable for 1 hour. You may then choose one of two effects:

Chose another creature within a 15 ft radius. They regain hit points equal to the damage you took.

Chose another creature within a 15 ft radius. At the beginning of each turn, for 5 turns, the target gains temporary hit points equal to half the damage you took rounded up.

THIEF'S HELPING HAND

Rarity: Rare

Wooden box that once belonged to a thief of no renown. On one side, a circular opening with the inscription "An Offering to the Shadows" reveals some sort of swirling black fog.

When a player sticks their hand into the hole, the box shuts quickly, severing it. The forces in the box then re-animate the hand, which emerges from the box and can then be controlled independently from the body. The hand uses the stats of the player it belongs to. If the hand is returned to the box within an hour, it is re-attached to the arm. If the hour runs out, the hand becomes a hostile Crawling Claw. The stats for the Crawling Claw can be found in the Monster Manual.

TUNIC OF CONSTRICTION

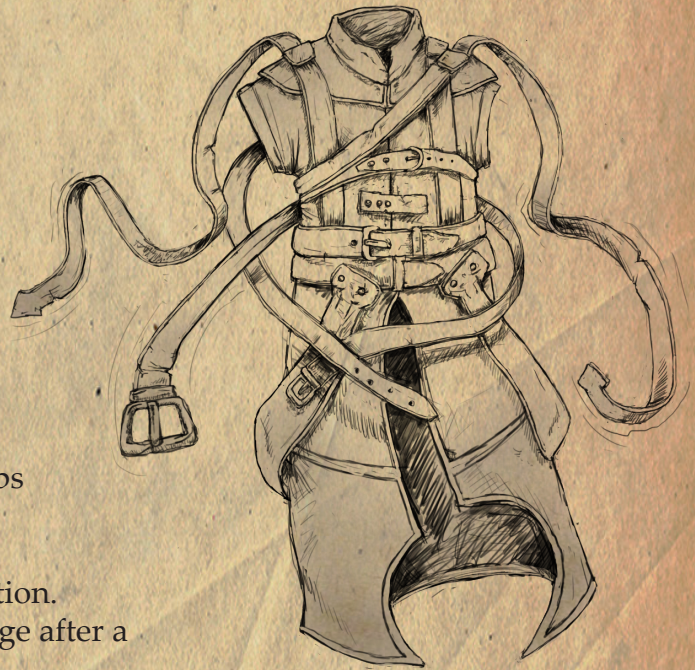
Rarity: Rare

Requires Attunement

This tunic, covered with multiple straps and belts of high quality leather that seem to float, was created with the intent to capture criminals. It was designed for guards using thick, sturdy fabric to safely apprehend prisoners without having harm come to themselves. The item magically launches many of the straps, constricting around targets.

The user must wear the tunic for 4 hours as it slowly tightens around the wearer to attune. When the command words "For Justice" are spoken the tunic becomes active. Straps are launched at a distance of 15ft. in a straight line in front of the user and detach themselves from the wearer.

Effects: The first humanoid in front of the user must make a DC14 dexterity saving throw to dodge the straps then every consecutive person in the line must then also make the throw unless someone in the line fails or the straps make the 15ft. When the straps attach to a humanoid they become Restrained, they can attempt a strength saving throw of DC16 every turn to break the Restrained condition. The Item has 1 charge and replenishes the charge after a long rest.



TWIN SPY GLASSES OF SIGHT

Rarity: Rare

A pair of short, pristine brass telescopes that appear to be identical at first glance. Upon further inspection, each one has a slightly different engraving of eyes on the side of the gleaming casing. Each etching features a set of eyes, with one eye open and the other closed. One spy glass has the left eye locked open with a piercing gaze while the right eye is shut, while the other spy glass features the opposite, implying their paired nature.

When looking through either spyglass, it functions as a normal telescope until the command word is spoken. Once spoken, the spyglass being held will now show the user the point of view from the other spyglass, as if they were looking through it, no matter how far apart they are from each other. Each spyglass can be activated twice per day, and the effect lasts up to one hour. The spyglass will return to normal after the duration or if the command word is spoken again, whichever comes first.

WAR PAINT OF ORCISH POWER

Rarity: Rare

This item takes the form of a primitive clay jar, worn by time and covered in tribal designs of mighty warriors slaughtering their enemies, their eyes alight with fury. The jar is sealed by a thick cloth tied to the mouth of the jar with rope. Inside the jar is a viscous face paint of any color. It wafts with the scent of cold winds, pine trees, and blood spilt in anger...

As an Action, the player may apply this war paint to themselves. For the next minute their Strength Modifier increases by +1, though their Strength Score remains the same. This effect can stack.

You have 10 uses of paint in this jar.
Once you expend the last use, the jar crumbles to ash.

DMs Note: This item should not be used in oneshots as it is too powerful, and is more suited for use in longer games where players can ration its uses, which cannot be regained.



FICKLE JAR OF ERUPTING EARTH

Rarity: Very Rare

A 2-gallon clear glass jar, with dirt and stones swirling and churning within. A faintly pulsing rune is etched on the lid. The jar is remarkably durable for glass, seemingly indestructible. It is rumored to be cursed with ill fortune, as most who find it are soon dead.

The jar can be opened by its wielder, expending 1 of its 6 charges. It sends a straight beam of earth flowing out of the mouth of the jar. All creatures in a 15 ft line must make a DC15 dex saving throw, taking 3D12 bludgeoning damage on a failed save or half as much on a success. The jar will automatically attune to its wielder after being used.

Once opened, a wielder must use their action each turn holding the jar open, unless they pass the open jar to a new wielder or use a bonus action to close it. This does not expend any charges. At the start of the wielder's turn, if they are attuned to the jar, it will backfire dealing 2d6 bludgeoning damage to any creature in a 10ft radius or half as much on a successful DC 16 dex save. This also expends a charge.

Charges can be replenished by burying the jar in at least 2 ft of dirt, at a rate of 1 charge per long rest.

If the jar's charges ever reach 0; the jar will shatter spectacularly, dealing 3d12 force damage to all creatures in a 15ft radius.

GIMBLE'S DRUM OF WAR

Rarity: Very Rare

Gimble was a famous dwarf bard who fought as a mercenary with his deadly Drum of War, a large, percussion instrument with faded, light wood and a beaten up green surface on the top. The drumhead looks to be made from the skin of some kind of lizard, and there seems to be a smell of rotting algae coming off of the sides.

With this attuned item any level 6 bard who successfully uses this drum as an action sends a wave of foul smelling gas to anyone in a fifteen foot radius. The creatures within the radius must make a constitution saving throw against the bard's spell DC. If the players fail, they must immediately take 2D8 necrotic damage. Players however, have advantage on the save throw



THE MYSTERIOUS MARBLES

Rarity: Very Rare

A small black pouch. Within it are clear glass marbles, each with a unique grey fog swirling in the center. There is a tiny, worn parchment paper that has small burn marks on the edges, written in common it reads: "These marbles have been passed down through generations. First used in a cup and ball game, one of the brutish men hosting the game got frustrated when he lost and threw the marble into the fireplace. Everyone was dismayed when he instantly appeared engulfed inside the flames. Use these carefully..."

When found, player rolls 1D10 to figure out how many marbles they find. When the player throws a marble, wherever it lands or shatters, the player then appears and essentially teleports to the location, no matter where it lands. This item does not have to be attuned. The throw takes an action to use, and there is a limit to range of the marbles once thrown (100 ft.)

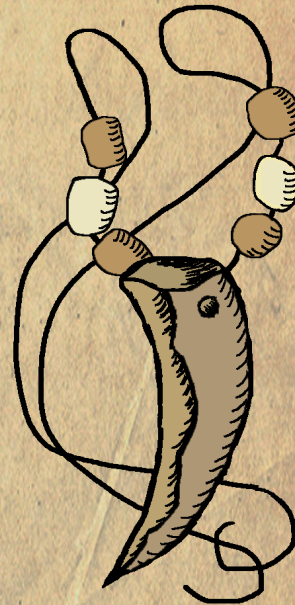
NECKLACE OF BEAR CONTAINMENT

Rarity: Very Rare

A strung tooth on a string with beads alternating between blue and white. The tooth seems old and worn, and appears to be from a bugbear from many years before. This necklace contains the spirit of a wild bugbear that can be summoned.

To use this item the player must be above Level 5 and must attune to it. The player attuned to the tooth may use it to summon a bugbear once a day, however, the user cannot control the bugbear once summoned. The bugbear spawns 10 feet away from the user and remains active for an hour, and then returns to the necklace.

To summon, the user must create a command word of their choosing. The user may return the Bugbear to the tooth at any time within the hour by calling them back using the same command word. The bugbear is hostile to you, but will attack whatever is closest to it. The bugbear



THE ROOTIN' TOOTIN' RANGER STRING

Rarity: Very Rare

To the ordinary eye, this string looks almost like any other piece of string. It's barely bigger than an adult human's palm. It's made of white cotton fibers, with a singular large gold thread twisting around the length. The edges are frayed and splinter off. To the ranger who knows their worth, this is the key to endless possibilities.

Attunement: Can only be attuned to a level 3 or higher ranger. To attune, the ranger must hold it in their hands and believe in themselves for five real time minutes.

Effect: Once attuned this item can turn into any string/rope based item/weapon no longer than 70 feet. The player must succeed on a deception or persuasion check against their own wisdom score. The string will transform into the desired item for one in-game day. If the player's character says something out loud that indicates they no longer believe in themselves, sarcastic or genuine, the string will revert and become unusable for three in-game days.

SKEEN'S FALSE FLASK

Rarity: Very Rare

Requires Attunement

At first glance, this flask appears quite ordinary save the small ornate bird skull draped about it. But an impish Warlock with a strange sense of humor enchanted the flask with mischievous purpose.

Once attuned, the owner can will the flask to give off any aroma they desire. If someone drinks from it, however, it tastes vile and putrid, causing the drinker to immediately vomit uncontrollably for 2 minutes and take 2d4 poison damage.



THE SKELETON DOOR KNOB

Rarity: Very Rare

Requires Attunement

This door knob is known throughout the world of thieves. A skeleton head made of gold makes up most of the door knob however a bright red jewel sits in the skull's mouth. The jewel is perfectly cut and gives off a soft, gentle hum when it is charged. Most think a thief created the door knob but others think that the jewel itself may have a greedy mind of its own.

To attune to the door knob, the attuner must spend one hour with the door knob and explain how greedy they are to the door knob. If the attuner is of the lawful alignment, then the attunement fails and the door knob shakes and hums loudly, becoming hot to the touch and flashing a blinding red. If they do not have the lawful alignment then the attunement succeeds and the door knob "chooses" that person. It glows a gentle red, hums calmly, and becomes comfortably warm to the touch for that person.

To activate the item the user must speak the command words "knock knock". If the door knob is against a wall that is 5ft thick or less and there is a 5ft air space on the other side. If these conditions are met the user is sucked into the jewel and teleported through the wall using the charge, leaving the door knob to fall to the ground where the user was. However, if any of the conditions are not met then the charge is used and nothing happens.

Can only contain 1 charge at any time.

Recharges through the jewel "consuming" 500 gp and waiting 3 days for the jewel to reactivate.



THE GUIDE OF GILDED GREED

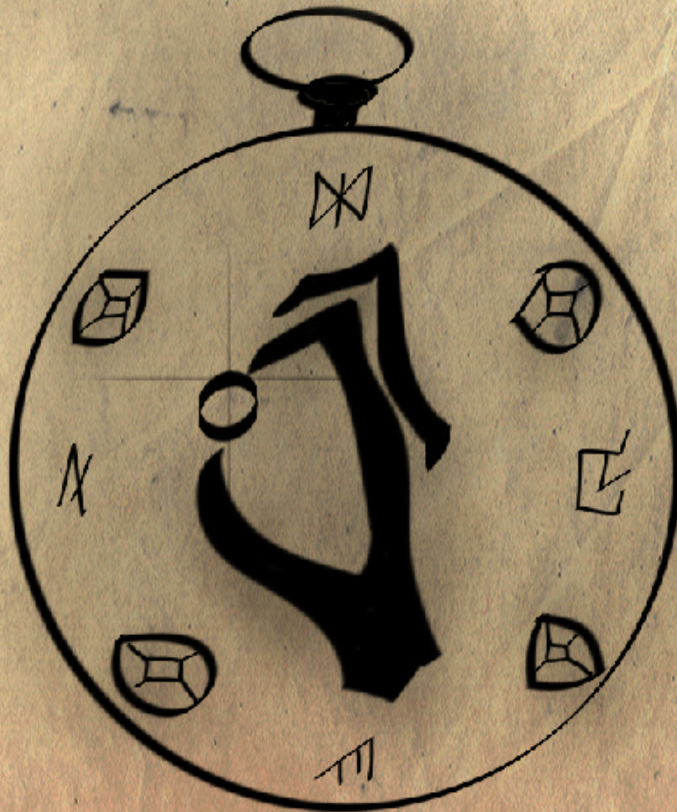
Rarity: Legendary

The needle of the small jeweled compass whirres excitedly before settling firmly on a single direction. An inscription on the inside of the compass reads, "Gold greases palms and instigates murder, this small friend can push you further."

When picked up by a creature the compass locates and points toward the most valuable stockpile of treasure or magical artifacts on the creatures current continent (up to the DM's discretion) and always points to that location.

Once the stockpile has been properly looted or stolen the item functions as a normal compass for the next 10 years. When 10 years have passed it once again repeats its effect.

The compass at face value (with no knowledge of its power) could be sold for 300-500 gp.



MANDRAKE FETISH

Rarity: Legendary

An eerie plant with a frighteningly humanoid appearance. With the right ritual, a mandrake fetish can reveal the secrets of the dead.

When the proper ritual is cast a fetish of a deceased person or creature can be created, possessing all of their knowledge, memories, and personality.

To create the fetish, the root must be buried atop the grave of a deceased person or creature under cover of night. The person who buries it must then water it with cow's milk in which three bats have been drowned every night for ten nights. After the tenth day, remove the root and speak the following incantation:

Advatus insuranium por mortanus dicere!

the fetish will spring to life, possessing all of the knowledge and personality of the dead person. It is capable of speech and some limited mobility. It is not, however, tied to the person who created it in any way. In most cases, it will be quite resentful and angry for having been awoken.



TRAPS

AEROSOL PROTECTION

Introduction

This trap is placed inside crypts or anywhere there are possible undead. A small hole is covered by a small layer of stone that moves when activated. A small spray of an unknown yet disgusting smell erupts into the face of whoever triggered it. Suddenly caskets start opening, dirt shakes, and crypts become alive. Undead move toward the poor soul who activated the trap. However, they don't seem to be after them but everyone else with them. The attracted creature and where the trap activates can be changed for different situations.

Triggers

This trap is activated when the entrance to something is opened. This could be a tomb, casket, door, or anything of the like.

Effects

When sprayed with the substance, the player becomes the target of all undead within 100ft of the target and lasts 5 minutes. The target is considered friendly to the undead and all undead will attempt to make it to the target to protect them. The undead will attack any creature within 50ft of the target but will never attack the target unless the target attacks them first. After the 5 minutes is over the undead become aggressive towards the target and only try to kill the target for the next 5 minutes.

Disarming the Trap

The trap can be detected with a successful DC 16 investigation check. It can be disarmed by making a successful DC 12 strength check to hold the stone in place which keeps it from firing. Once on the other side of the entrance a small bottle of the substance can be taken.

However if sprayed, the player can find a bottle that has a gaseous pheromone that gets rid of the effect. This is either found on one of the undead creatures sent after them or in a nearby casket.

THE BEAR TRAP

Introduction

A simple trap, but it can provide much needed levity in a tense dungeon crawl without sacrificing challenge.

A lone bear trap sits in a clearing covered by leaves. A ranger scoffs as he bends down to disarm the obvious hazard. The party jumps at the ranger's screams as he is flattened by a half-ton of falling polar bear.

Triggers

The Bear Trap triggers when a medium or larger creature steps on the trap. The jaws will snap closed, stopping just before actually closing on the creature. Much like a landmine, the trap won't truly activate until the creature attempts to remove their leg or arm from the trap.

Attempting to disarm the physical trap, without first dispelling the summoning rune will also cause the trap to spring.

Effects

When a creature activates the trap, roll a D6 from the table below and the corresponding Bear appears in an unoccupied space 10 ft above the target. The target must make a DC 15 Strength saving throw or be knocked prone as they are crushed under the bears weight. The bear is only hostile towards the creature that triggered the trap, unless otherwise provoked.

Disarming the Trap

The trap can be discovered with a DC 12 investigation or perception check.

A creature can disarm the trap with a DC 18 Arcana check followed by a DC 12 sleight of hand skill check. A failed check results in the trap being triggered.

Both the mechanical and arcane aspects of the trap must be disarmed for a creature to escape.

<i>Value</i>	<i>Bear</i>
1	Black Bear (MM Pg 319)
2	Brown Bear (MM Pg 320)
3	Cave Bear (MM Pg 335)
4	Polar Bear (MM Pg 335)
5	Owlbear (MM Pg 250)
6	Werebear (Hybrid) (MM Pg 209)

THE BRIDGE OF BETRAYAL

Introduction

Exiting a passageway, the party finds themselves on a small platform, 15ft deep, that sits before a narrow bridge of stone. The bridge spans a dark, unfathomably deep chasm. It appears to be at least 100ft long, and the other end of the bridge is obscured in darkness. The bridge is only wide enough for characters to cross single-file (less than 5ft wide), and there are no handrails or safety devices of any kind.

Triggers

Once a single character has progressed 30ft of more across the bridge, then the trap triggers.

Effects

Once the trap is triggered, a large stone slab 60ft high rises from the ground on the close side of the chasm, cutting off the passageway the party came from, and slowly begins moving forward towards the cliff edge at a speed of 5ft per turn. This forces the party to move onto the bridge or they will be pushed off into the chasm. At the same time, the portion of the bridge 15ft in front of the character who triggered the trap will crumble and fall into the chasm. Once both of these have happened, then a booming voice echoes through the cavern: "The toll must be paid, with the blood of betrayal. Two souls ('one soul' if only two people are present) shall be offered, cast into the chasm's maw. Once sated, you shall pass." The players will then begin to discuss the meaning of the words, and while this is happening, the bridge lengths will periodically begin to shorten by crumbling away in 5ft increments, starting from the farthest point and working backwards towards the starting platform. The DM should use their discretion to decrease the bridge length at a pace that pressures the party but gives them enough time to decide who to betray.

If the players willingly push a character off the bridge, then after the victim has fallen out of view a booming voice will announce: "Forsaking your comrades is a cardinal sin, and for that, you shall be punished." All players remaining on the bridge take necrotic damage equal to half their current hit points, rounded down. Then the bridge collapses entirely and all remaining characters fall. Any character who falls or willingly jumps into the chasm will drop 100ft before landing harmlessly on the ground waiting below, as if under the feather fall spell. The ground is obscured by a layer of magical darkness sitting 20ft above the ground that also blocks any sound coming from characters or objects who fall below it. If the party did not betray each other, then once all members have fallen to the bottom, a booming voice will announce: "Even in times of peril, you should never betray your friends. For your virtue, you may pass." In the event of either betrayal or solidarity, a door leading further into the dungeon waits in front of the players.

Disarming the Trap

The trap cannot be disarmed, if a player somehow gains the means to fly across the chasm or teleport to a section of bridge far away, then they will see a bare stone wall with no exit on the other side and the remainder of the bridge will crumble. Since the trap is entirely perceived danger and cannot kill anyone, it cannot be disarmed.

DARK RECITAL

Introduction

A trap designed to give the party a front row seat to a special performance.

The party enters into a decrepit theater, the seats worn and covered in dust. In the center of the room is an old stage, shrouded in darkness, save for a single spotlight illuminating a rune carved on the stage, flickering in and out. An empty orchestra pit sits in front of the stage. A player with

Darkvision, or who makes a successful Perception check (DC15), can hear whispering coming from behind the curtain.

Triggers

When any player steps onto the stage, they must make a Dex saving throw (DC 20) to avoid triggering the trap. Once the first player fails, the rune dissipates and the spotlight snaps to the target. The room then becomes alive, as the pit in front of the stage is filled with a spectral orchestra, who provide music for the coming performance. In addition, the curtain at the back of the stage opens, revealing a pulsing black mass. Every other round, two Shadows emerge from this mass (See the stats for a Shadow in the Monster Manual)

Effects

The player who triggers the trap finds the spotlight constantly follows their movement. The light cannot be blocked or dissipated. The Shadows rush towards this player first, but will break off if attacked. When any player is in the spotlight, they can see some sort of energy emanating from the mass at the back of the stage, which appears to lead towards the orchestra pit. Alternatively, any player can pass a DC15 Perception check to notice that the mass seems to pulse in time with the music, as if dancing to it.

Disarming the Trap

The rune at the center of the stage is simply a lure. To disarm the trap, a member of the party can enter the pit where the Spectral orchestra is playing in order to find and destroy the rune that is materializing them. This requires a successful arcana check (D15), and any player in the pit takes 2D4 psychic damage each round. Destroying the rune causes the orchestra to disappear, which in turn causes the mass behind the curtain to vanish with a round of applause, revealing the way out of the room.

DEATH SPHERE

Introduction

This trap is designed to isolate 2-3 members of a level 5-7 party, who must deal with being poisoned while their comrades do battle and struggle to free them.

There are scattered pieces of what appear to be broken statues littering the room, as well as small piles of bone here and there. In the center of the room is a large ring, thirty feet in diameter, two inches in height and six inches in width. The ring is inscribed with runes that begin to glow blue when the PCs draw close. A successful arcana check (DC20) suggests that the runes are some form of protection sigiltry.

Triggers

When any creature crosses the rings, the trap is triggered and a large swirling semi-translucent sphere appears in the middle of the ring. The three closest PCs within 60 feet of the center (DM's discretion) must make DC 16 Strength saving throw to resist being pulled into the sphere.

Simultaneously, a trap door opens, releasing a Girallon who immediately attacks the PCs outside of the sphere. Stats for the Girallon can be found in Volo's Guide to Monsters.

Effects

The sphere is filled with a poison, and once inside, PCs must make a series of CON saving throws to hold their breath. Each time they fail, they take 3d4 damage. If they succeed, they take zero damage.

The difficulty level for each save increases as follows:

First Save:	DC10
Second Save:	DC15
Third Save:	DC15
Fourth Save:	DC15
Fifth Save:	DC20
Sixth Save:	DC20

Disarming the Trap

Once the sphere coalesces, it appears to be made of some type of strange glass-like substance. Physical objects, energy, and magic are prevented from passing through the glass, so spells such as Teleport or Misty Step are ineffectual. However, magical and physical attacks against the sphere itself are possible from both inside and outside the sphere. However, attacking or performing other actions while holding one's breath is increasingly difficult. All attacks are performed at disadvantage.

The sphere has the following stats:

AC: 14 HP: 32 (5d10+6)

THE HALL OF THE ENCHANTED SNAKES

Introduction

Do not let them see you, do not let them know you're a living creature, or you'll never reach the end of this hallway alive.

The Hall of The Enchanted Snakes is a long hallway with fifteen snake statues on both sides. They are made of green stones and have eyes of enchanted rubies. Their tongues are small gray pipes with a strange odor emitting from them. At the end of the hallway is a wooden gate with square holes large enough for a halfling or gnome to squeeze through. Beside it stands the final of the snake statues, slightly larger than the rest. One of the stones in its back is protruding.

Triggers

If the player is spotted by the enchanted eyes, and does not bare the appointed mark of the owner of the trap, then the pipes on the tongues open and spew a burst of poison. As the players get further into the room, there is a chance they will step on a pressure plate. All the pipes will then open, slowly filling the room with noxious gas.

Effects

The players can avoid being hit by succeeding on a DEX (DC 16) saving throw. The effect will change depending on number of times hit.

Being hit once or more: Hit player(s) will gain the poison effect (disadvantage on attack rolls and ability checks) for 1D4 hour.

Being hit twice or more: For each additional hit, player(s) will take 1D4 poison damage. When the room is filling with poison gas: The players will roll initiative and take 1D4 of poison damage during each of their turns till they escape or fail.

Disarming the Trap

Without setting the trap off: The players must avoid the enchanted eyes, or trick them into seeing no living creature. The player(s) who notice the pressure plate can dodge it/disarm it. The players can also clog the pipes, cut them off at the source, or find a way to resist the poison (DM's discretion). If the player(s) bare a certain mark, (DM's discretion) they can pass through the hall unscathed.

When set off: The players can escape the hall by opening the gate at the end of the hallway. It can be opened manually by beating a DC13 STR check. The door can also be opened by pressing a hidden button on the snake at the end of the hallway. Small players can also fit through the holes and open the gate from the other side.

HANDS OF THE GAMBLERS

Introduction

You enter a small wooden room with a bar overlooking a singular table. The room smells vaguely of tobacco and booze. The bar has several bottles of alcohol behind it. They look a little dusty but you can tell there's still something in some of them. On the singular table you see what appears to be a singular die. Around the room you notice several odd looking paintings. They depict a bunch of ghosts playing cards, Two pixies rolling dice, and a dwarf upset over some kind of stone-under-cup game run by a human woman.

When the table activates: The wooden table shakes and rumbles. What emerges from it is three hands: One is lizard like with blue talons, In its hand is a red die with black numbers on it. The second hand is a fine elven hand with a golden ring, in its hand it's a green die with white numbers. The final hand is that of a zombie, in its hand is a purple dice with red numbers. The door to the room seals and you notice it suddenly grows larger. More tables and chairs then emerge from the ground.

Triggers

The trap can be triggered by sitting at the table, touching the table, or placing something on the table. It can also be triggered if any of the players try to take any of the bar's alcohol off the shelf.

Effects

Once the trap is activated, the room becomes magically sealed. The table gets a surprise round and then DM rolls initiative for the table. On the trap's turn, each hand rolls 1d6. The zombie's roll summons 3 of one of the creatures in the chart below. Once the creatures are summoned, the zombie hand vanishes until the trap is reset or reactivated. The lizard hand's roll imposes a -X penalty on all players' attack rolls for the round, where X is the number rolled on the hand's d6.

The elf hand's roll gives all summoned creatures a +X bonus to all attack rolls for the round, where X is the number rolled on the hand's d6.

Disarming the Trap

Each hand has an AC of 18 and 10hp. Once a hand is destroyed its roll effect cannot be triggered by the trap any longer. Once both the lizard and elf hands are destroyed the trap is disabled until activated again.

Another way to disable the trap is to have a player sit down at the table and roll 1d6 of their own. If the player rolls higher than any of the table's hands then the trap becomes inactive and all summoned creatures disappear. If the player rolls lower than the table then the trap will reset, reviving any slain hands and causing the zombie hand to reappear. The table wins any ties.

If all summoned creatures are destroyed then the trap becomes inactive unless triggered again, and the room becomes unsealed.

<i>Value</i>	<i>Creature</i>
1	Owlbear
2	Hellhound
3	Ghost
4	Xorn
5	Helmed Horror
6	Beholder Zombie

HEART OF ICE

Introduction

This trap will be an important lesson to those who may be too greedy for their own good. It can be placed in any indoor setting that the DM may require.

The party comes across a large marble pillar, 4 feet tall and 2 feet in diameter. Floating above the pillar is a large, crystal clear gemstone about a foot wide. It emanates a chilling aura.

Triggers

The trap triggers as soon as something removes the gem from the pillar.

If the players want to investigate the pillar they can, and with a DC 15 investigation check, will discover an inscription which reads:

*"Seekers search, eyes full of greed
To these words they all should heed
Lest they're forced to pay the price
Mounds of gold, but hearts of ice"*

Effects

Once this trap triggers, it will begin to freeze the one who holds it, beginning at the center of their chest and moving outward.

Roll initiative. On initiative counts 20 and 10 (losing ties), the freezing progresses by 1. After 4 progressions the afflicted creature's speed is halved. After 6 progressions their movement becomes 0. After 8 progressions the afflicted creature must start making DC 15 Constitution Saving Throws (on the trap's initiatives) or become fully frozen. A frozen creature is considered Petrified until thawed out, and upon becoming frozen also drops the gem. If the creature succeeds the save it does not become frozen, but will continue to need to make Constitution saves at each progression so long as it's holding the gem. The DC increases by 1 for each successful save.

If the gem is dropped or otherwise removed from the pillar without being held by a creature it will begin to emanate a chilling fog that fills the entire room, causing all creatures caught inside to begin to be affected by the trap's freezing progression effects. If a creature picks up the gem again, the fog dissipates and only that creature is affected as long as they're holding it.

Once this trap is activated, all creatures within its area of effect are unable to leave the area of effect until the trap is deactivated.

Disarming the Trap

The only way to disarm the trap is to destroy the gem. It has an AC of 18 and 15 hit points. It can also be destroyed by dispel magic (DC 18). If the gem is destroyed by someone other than the one who took it, it crumbles into nothing and anyone who isn't completely frozen is thawed. Those who were completely frozen must be thawed with either a remove curse spell or by spending a short rest by a fire. They do not gain the benefits of the short rest.

If the gem was destroyed willingly by the one who took however, then a reward is revealed inside the gem's remnants. This could be anything the DM deems worthy. A small amount of gold, another, much smaller gem, or even a magic item could all work. The rules for thawing players still applies.

INVASIVE GEOMETRY

Introduction

You enter a two-tiered chamber. On the far wall is a staircase leading to the second tier, which overlooks the first tier via a balcony. Embedded into the left hand wall is a strange archway, with numerous disquieting runes carved into its surface. The second level houses a large lever affixed to the wall, and behind it is another door leading deeper into the structure. Glancing down at the floor you see a single skeletal hand reaching upward in what seems like desperation.

Triggers

When any creature pulls the lever on the second level of the room.

Effects

When the lever is pulled, the runes carved into the archway light up with power. The space within the archway begins to tessellate and fractalize, before reality shatters and a gate spell leading into the Far Realm opens. The DM should then read the following to the players:

“Inside the archway, reality shatters like broken glass, revealing a nightmare vista. The land folds in on itself in an infinite fractal of ever-shifting colors, the difference between the earth and sky as uncertain as the texture of dreams. The enormity and utterly alien nature of the sight threatens to sunder your mind”

On initiative count 20, every solid surface not being carried or worn on the first level of the chamber turns into a viscous slurry as the alien geometries of the Far Realm begin to distort reality. Any creatures on the first level will rapidly sink into the ground as if it had become a viscous liquid. This is considered very difficult terrain, and the creatures’ movement speeds are reduced to one fourth their normal speed (rounded down) and will begin to suffocate (after a number of rounds equal to a creature’s Constitution modifier,

it drops to 0 hit points and is dying, and it can’t regain hit points or be stabilized until it can breathe again) unless it stays above the surface of the floor.

After 2 rounds, the Far Realm’s influence grows stronger as eldritch utterances force their way into the trapped creatures’ minds. The DM should then read the following to the players:

“From the nightmarish portal in the wall comes a low groan that builds in intensity until you can feel it in your bones like hard bass. The groan then heightens to a horrible shrieking as a multitude of spinning eyes, gnashing leechlike mouths and jointless reaching appendages manifest across the eldritch threshold, their aberrant presence clawing their way into your psyche like burrowing insects.”

Each creature still on the first level must make a DC:19 Wisdom Saving Throw or take 4d4 Psychic damage and be stunned for 1 round. A successful save means the creature only takes half-damage and is not stunned. Stunned creatures lose control of their limbs and can no longer tread “water”, causing them to sink. This save must then be made at the start of each round thereafter until the trap is disengaged.

Disarming the Trap

Before the trap is activated, any creature may make a DC:18 Arcana check on the archway. On a success, they discern that this archway is a portal to another dimension that is currently not active. If they understand Deep Speech, they can read the inscription, which says "Out from the egg we plumb the depths of truth, abandoning our universe of stagnancy to pursue a greater understanding"

Anything that succeeds on a DC:14 Perception check notices thin channels of a strange greenish-silver that edge the stairs and balcony. Once the trap is active, the reality-breaking effects cannot pass these channels, making the second level, stairs, and balcony immune from the trap's effects (the effects are also contained to this single room, and cannot manifest beyond it).

The trap can be simply deactivated by pushing the lever back into the off position or casting a successful Dispel Magic spell or an Antimagic Field spell on the Gate. However, once this is done the floor rapidly returns to its normally solid state, causing any creatures still submerged inside it to immediately drop to 0 hit points and be considered Petrified until excavated.

Using this Trap (DM tip)

Due to this trap being both activated and deactivated via a lever pull up on a balcony, DMs are highly suggested to have an enemy already present on the balcony ready to activate the trap once they notice the player(s) enter into its area of effect.

KELPIE'S POOL

Introduction

An enchanted pool of water deep enough that any medium sized creature must swim to cross it. The pool radiates a distinct magical force to any perceptive of such things. If one stares into the depths carefully enough, they can see bones at the bottom.

Triggers

The enchantment on the water activates on contact with a creature. Being fully submerged will instantly result in the creature suffering the effects of the trap. Partial submersion may also trigger the trap at GM's discretion, based on factors such as time exposed or creature physiology.

Effects

When a creature is affected by the pool, their perception is twisted. They are magically made to believe that the water in the pool is air, and that the air above the pool is water. Upon entering the water the creature must make a DC 17 Wisdom saving throw. If they succeed, the effect is not dispelled but the character is not overcome by the effect. On a failure, the creature will attempt to drown themselves until successful or rescued. Attempts at rescue are perceived as being pulled under the water. A creature that is unaware of the water's effects has disadvantage on the saving throw. Once the creature is out of the water, the illusion lasts until they would have started suffocating.

Disarming the Trap

The trap can either be disarmed or avoided. The trap can be disarmed by using any effect that dispels magic (treat the enchantment as a Lvl. 7 spell). Removing the water from the pool also severs the water from the enchantment. Transmogrifying the water also ends the enchantment. The trap can be avoided by any measures the GM deems appropriate and adequate.

KEY IN THE POND

Introduction

After discovering a particularly hard lock to pick, whether it be on a door or an ornate chest of loot, the party sets about finding the key. A successful DC 13 investigation check will reveal something shimmering at the bottom of a nearby pool or pond.

In reality, this McGuffin item (we'll use a key) is secured to the bottom of the pond with an impressive black iron chain.

Triggers

If any player touches the key, the chain will spring to life and wrap itself around their wrist.

Effects

Once the chain is fixed in place, it will pull itself down into the sand until the trapped player's head is just below the surface. 2 swarms of quippers will swim out from the weeds and attack the trapped player. For the purposes of combat, the trapped player is treated as grappled. Stat block for the quipper swarm can be found on page 338 of the Monster Manual.

When the player runs out of breath they will begin suffocating. Rules regarding suffocation can be found on page 183 of the Player's Handbook.

For higher level parties the water dwelling monsters can be swapped for a level appropriate encounter.

Disarming the Trap

Casting Remove Curse on the chain will cause it to release everything it has ensnared, including the key.

-The trapped player can break a link in the chain with a Strength check (DC 17), however the length of chain around their wrist will remain attached until the curse is removed.

-Any player willing to swim to the bottom of the pond may investigate the base of the chain. On a successful Investigation check (DC 15) the player will discover the chain is wrapped around an Immovable Rod buried beneath the sand. Deactivating the Immovable Rod will release the chain and allow the ensnared player to swim to the surface. As each link in the chain breaks the pond's surface it falls limp, releasing the key. The chain cannot be removed from the player's wrist until the curse is broken. After being deactivated the Rod begins to sink into the sand of the pond but can be grabbed by a player with DC 18 dexterity check. *The specifics of an Immovable Rod can be found on page 175 of the Dungeon Master's Guide

LIAR'S GRAVE

Introduction

Before you stands a tall, imposing face of a judgemental god with radiantly glowing eyes. Each eye is etched into a door made of solid gold, splitting the face down the middle. As you approach, you hear a booming, sourceless voice call out, "Interloper! Thou shall not steal the treasures within! Speak your true intentions or be cast into the darkness!"

Triggers

When any creature gets within 10ft of the door, the voice effect triggers. When any creature within the range of the door (10ft) capable of speech speaks a deliberate lie, the trap effect triggers.

Alternatively, if the creature truthfully admits an intention to rob from the treasures contained behind the door, the trap also triggers.

Finally, any attempts to physically force the door open triggers the trap as well.

Effects

When this trap is triggered, a trap door opens underneath the creatures (10ft/10ft wide), causing all creatures standing there fall 60ft. They do not suffer falling damage, as their falls are broken by a mound of corpses of past victims. The door will close after 1 round (6 seconds), leaving the trapped creatures in complete magical darkness. They are considered Blinded until/unless they escape. In addition, at the start of each minute (10 rounds) 1d8 Zombies animate from the corpses beneath them.

Disarming the Trap

Any creature that speaks only the truth of their intentions will not trigger the trap unless they express intentions to steal the treasure past the door. However, if they explain they intend to either leave the treasure alone or make use of it for just or valiant purposes, then the door will open, but only from their perspective. If they walk through, anyone observing will see them walk through the closed door as if they were a ghost.

Once the trap is triggered, any creatures caught on it can make a DC:15 Dexterity Saving Throw to avoid falling into the pit.

If any creatures have already fallen into the pit (and can reach the doors by climbing/flying) they can attempt to climb the walls of the pit (with a DC:17 Athletics check or by using the Spider Climb spell for example) and a Strength check (DC:14) to open the door again.

Additionally, if you propose a paradox to the door, it must make an Intelligence Saving Throw (it has an Intelligence of 18, and the save DC is equal to 10 + the Intelligence modifier of the one who spoke the paradox). On a failure, the door shatters. On a success, there is a 50% chance the trap is triggered (DM rolls 1d100. 50 or below, trap is triggered).

Finally, if a creature succeeds on a DC:26 Deception check, the door believes the lie to be the truth.

MISSING TILES

Introduction

The exact layout of this trap is determined by the DM.

Players walk into a large room with a tiled floor. However, random tiles are missing. When looking into one of these empty spaces, an endless darkness looks back.

The Missing Tiles trap is a simple trap meant to deceive the player into thinking they know how to cross the room, but then trick them in a way they wouldn't expect.

Trigger

If a Player jumps or walks onto a tile, they will fall through the floor and into a space hidden below. The only exit from this space is a doorway, that when walked through, will transport the Player back to the entrance of the room above. If a Player moves onto what appears to be an empty space, they land on an invisible platform that will prevent them from falling.

Effect

If a Player falls into the room below, they will take 1D6 bludgeoning damage upon landing, and will subsequently summon 2 Harpies that appear on the other side of the room. They will fly above the illusioned floor and attack the Players attempting to cross the room (for stats, please refer to the Monster Manual). If a Player is hit with a Harpy attack while crossing the room, they must make a DC 13 DEX saving throw in order to avoid being knocked off. Players will take the 1D6 bludgeoning damage every time they fall. While in combat, it takes 20 ft of movement speed to move from one empty tile to another - only one Player can be on an empty tile at a time - and Players must cross a 60ft space (DM's are free to adjust this distance).

Disarming the Trap

Players are capable detecting the true nature of these tiles through any physical or magical means (with DM's discretion). However, they are not capable of dispelling the illusion.

If the Players never wakes up the Harpies, and discover how to avoid the trap, they can cross from one empty tile to another without hindrance.

Once both Harpies are defeated, the combat encounter ends and Players are now capable of crossing from one empty tile to another without hindrance.

THE OOZING OSSUARY

Introduction

Inside this bare dungeon room(40ft by 40ft) you see piles of dry bones scattered about the floor, and any source of light you are carrying catches glints and reflections from small objects on the ground. Closer inspection reveals that a vast number of tiny glass shards carpet the room. Too tiny to be of harm, they crunch beneath your feet as you walk in. A single door across the room is the only visible exit.

Trigger

When any living, non-ooze character gets within 15ft of the door, a flash of purple light and a surge of magic will ripple through the room.

Effect

When the trap is triggered, both doors to the room will shut and lock. The doors are magically enchanted and cannot be opened, and will glow a bright purple color. If the character has any container of liquid on their person, including potions, canteens, etc., then one of them will glow and shake, and be magically transformed into a Large Ochre Jelly(Monster Manual, page 243). If that character does not have a container of liquid on them, then the effect will occur to the next closest character, and so on. If no characters in the room have any container of liquid, then nothing happens. The Ochre Jelly will grow out of the liquid at a rapid pace, rupturing the container and seeping out of any other backpack or bag it was stored in. Combat should begin then, with the Jelly automatically going last in the order. The Jelly will become fully formed at the end of the first round, upon which it will can actions in combat and treats all non-ooze characters in the room as hostile. At the end of 4 rounds of combat, if any non-ooze characters are alive in the room, then the enchanted stone in the ceiling will pulse again, and the trap will activate again. This repeats until the enchanted stone is destroyed.

Disarming the Trap

Once the trap is activated, a DC 15 Perception check will reveal that one stone in the ceiling(40 ft high) is now glowing with bright purple magic runes, and is above the direct center of the room. The stone will remain glowing the entire time the doors are magically sealed, so every round each character makes the check again if they have not noticed it yet. The stone is destructible and has 10 hit points, and an AC of 10. If the enchanted stone is destroyed, then the magic keeping the doors locked shut will be dispelled, and can be opened easily. Any oozes inside the room will continue to function as normal oozes, but the repeating effect that transforms liquids into oozes will not occur.

THE PHANTOM THIEF

Introduction

This trap is meant to challenge the party in a unique way. Rather than just doing damage, it instead slowly depletes them of items and resources that they covet. To some players this can be even more precious than health. The trap is spread across the entire area of the dungeon, woods or other environment that the players are in. The idea is to have many sigils scattered throughout the area to trigger the trap many times. Each time it triggers it's not too harmful, but over time it can rob the party of many valuables if they don't start noticing and searching for it.

Trigger

Throughout the trap's area of effect are numerous small sigils inscribed on any surface (walls, floors, etc.). If a player walks within 10ft of a sigil the trap will trigger. The sigils can be noticed prior to being triggered with a DC 15 perception check. Additionally, once a creature is aware of the existence of the sigils they may make a DC 11 investigation check to determine whether or not any sigils are in the immediate area. This does not reveal the nature of the sigils, only their presence.

Effect

Once this trap is triggered a small spectral arm will reach out and snatch something from the creature that triggered the trap. The stolen object cannot be held or worn, but anything inside of pockets or bags is allowed (DM's discretion). If the creature being stolen from succeeds on a DC 16 perception check they notice the spectral hand. Once a creature succeeds on this check they no longer need to make perception checks to notice the hand.

Once a creature sees the hand attempting to steal from them they can make a DC 17 Dexterity Saving Throw to grab the item back. If the hand goes unnoticed both it and the item disappear silently. If the hand is noticed but succeeds in stealing the item both it and the item disappear followed by a maniacal laugh, with a high pitched voice saying "Come find me, if you dare". If a creature knowingly triggers the trap, the DCs to notice/stop the hand decrease by 5 for that instance of the trap.

Disarming the Trap

A single sigil can be disarmed by casting dispel magic or remove curse on it or by simply covering it with a nonliving material before passing by.

In order to recover any lost items or gold the players must locate the Phantom Thief. The Phantom Thief is a creature of the DM's choice that resides in the dungeon/area where the trap is active (it may be the boss of the dungeon or it could be an optional side quest). The default creature for the thief is a Ghost (MM page 147), but this can be altered as the DM requires. Once the Phantom Thief is slain, all stolen items reappear before the players.

ROPE OF SPIDERS

Introduction

The players enter a room (around 15ft x 15ft) with a rope that just barely touches the floor coming from a hole in the ceiling (about 20ft up). At the top of the rope there is a cracked bronze bell at the top of it. The entryway closes behind the party, and the walls conceal small pipes on the top of the left and right sides of the room.

Trigger

Trying to climb the rope triggers acid to start filling up from the pipes, and the spiders to start crawling down from the hole in the ceiling.

Effect

Spiders can attack those trying to climb the rope (Basic Rules 153). The acid can corrode the player's armor and equipment and take 1d4 acid damage every turn they are in contact with the acid.

Disarming the Trap

Ring the bell at the top of the rope to drain the acid and reveal an exit.

THE "SAR-CHASM"

Introduction

The party enters a vast hall. Its walls, floor, and ceiling stripped by pillagers of anything that once decorated them. The only remaining feature is an ornamental ear carefully chiseled into the floor that could not feasibly be looted by the thieves. The ear, spanning an impressive 10 ft across, appears to be crafted of a lighter stone than the surrounding barren floor. Natural light from the external world is unable to illuminate the environment due to its lack of ports and windows. However, light from two torches bathes the room revealing the raised features of the ear and a single door cut into the far wall of the room.

Trigger

When a player steps onto the ear emblem on the floor, the ground beneath their feet collapses and they are sent down a hole 20 ft., with smoothed marble sides that end in a curved bowl of sorts, with a small puddle of water at the bottom. While falling, the player will notice a small nozzle about a third of the way down the hole. When the player calls up to the rest of their party, their voice echoes against the walls, their words twisting and changing into something a bit more... sarcastic?

Effect

The player that is trapped in the Sar-Chasm cannot communicate to the players at the top without having sarcastic remarks sprinkled into their sentences. The Sar-Chasm twists the words spoken by someone at the bottom in order to create conflict between the party members, and in this way will make the party more likely to move on without their party member as they are being rude to their "friends" in a dire situation.

Disarming the Trap

Echoes are disrupted by rising levels of water and can dampen the effects of the Sar-Chasm. The player that is trapped in the Sar-Chasm is able to notice a sealed nozzle towards the top of the hole. The players above must craft a plan to rupture this sealed nozzle to flood the bowl and allow their friend to escape the grip of the vast pit. The sealed nozzle requires 20 points of damage to be ruptured.

SNOW SNAG

Introduction

There is a snowman in the center of a small room (around 13ft by 13ft). On the floor, there are tiles in a checkerboard pattern. Half of the tiles are blank, but appear icy, and the others have a snowflake pattern on them. The walls are a glistening blue, save for a slightly open door on the other side of the room. The door has the same snowflake pattern as the tiles emblazoned across them.

This Trap is intended for parties of at least 4, and at least level 6

Trigger

Entering the room and stepping on any of the tiles with snowflakes on them will cause snow to start falling from the ceiling. The door in the back of the room will shut, and freeze over.

Effect

The snowman in the center of the room will transform into a Frost Giant. The Frost Giant will begin to attack the players, and every turn the players will take 1d4 Cold damage from the snow.

Disarming the Trap

Once the Frost Giant is slain, the snow and ice will melt and they can go through the door.

If the players go through the room without stepping on the snowflake tiles they can go straight through the door,

If the players melt or destroy the snowman the trap has been disarmed and can walk through as normal.

SPIRALING REVELRY

Introduction

A trap designed to take a simple task with otherwise non-threatening enemies and add a level of difficulty through a special environmental hazard.

The party enters into a circular room, with a sculpture residing on a raised circular platform in the center of it. The sculpture depicts a group of people collapsed in a pile, with looks of glee carved into their faces. The individual in the center of the sculpture has their hand outstretched towards the ceiling, with a cup resting on their palm.

On the opposite end of the room, a door can be seen with a glowing rune engraved in it. This rune cannot be dispelled without solving the puzzle. A DC 10 Perception check reveals a plaque at the base of the statue. It reads as follows: "A party without a toast is a sorry sight indeed"

Trigger

If any living creature comes into contact with the cup the sculpture is holding, the trap will activate. Slots on the ceiling open up, causing a mysterious liquid to pour down. Grates in the floor below the streams open, giving them a place to drain.

Effect

As long as the cup is empty and removed from the statue, liquid will continue to fall into the room. The liquid has a special property: on contact of any kind with a creature, it causes an effect similar to heavy intoxication. Even experienced drinkers will fall under its effects from so much as a splash. Players can stave off this effect by making a DC18 CON saving throw, but they must keep making this roll every round. However, any player attempting to fill the cup by placing it under a stream will be affected regardless. Any player in this intoxicated state has a disadvantage to Strength, Dex and Wisdom rolls, and actions take an additional action to complete. After one round has passed starting from when the room was entered, a hatch opens briefly in order to let three Sea Spawn enter (see the stats for a Sea Spawn in Volo's Guide to Monsters).

Disarming the Trap

The cup must be filled with the mysterious liquid and placed back on the statue to disarm the rune on the door and stop the flow of the liquid. The player must fill it using the streams, and avoid spilling the contents on the way back. Once contact with the liquid is broken, the effect wears off in a matter of minutes.

STAIRWAY TO OOZE

Introduction

This trap is very simple but plays on the unexpected. PCs encounter an old, wooden spiral staircase (leading up or down) with a mysterious gray ooze covering a long stretch of the steps. It is designed for a party of 4-6 PCs of level 7-9.

Trigger

About half way up/down the staircase, the steps appear to be covered in a thick, oily film that entirely covers the steps for fifteen feet. The PCs can attempt a variety of strategies for avoiding the film at the DM's discretion.

Effect

Anything that touches the oily film is enveloped, as a Huge Gray Ooze is awakened and emerges from beneath the staircase. It seeps up through the cracks and spaces all throughout the staircase, attacking from both in front of and behind the PCs.

PCs who touch the ooze must make a DEX save (DC15) to avoid the creeping ooze. On a failed save, the PC becomes restrained and is subject to the corrosive effects of the Huge Gray Ooze.

At the DM's discretion, the ensuing combat may cause the staircase to become unstable or perhaps collapse.

Disarming the Trap

PCs may be able to avoid the ooze altogether via athletics, acrobats, or magical means at the DM's discretion.

Once triggered, the PCs must either escape the ooze or defeat it in combat. See the statistics on Huge Gray Ooze in the *Waterdeep: Dungeon of the Mad Mage*.

Jumping off of the staircase would represent a 40-foot fall, resulting in 4d6 bludgeoning damage.

TOXIC FLATULENCE CUSHION

Introduction

Players weary from their travel will come across a room full of comfortable, plush seating.

Everything appears normal and harmless - at least until they choose to sit down.

The Toxic Flatulence Cushion is a simple trap that can replace the seat cushion of any cushioned chair. Inconspicuous, its only odd feature is a well hidden plug located on its side.

Trigger

These cushions are, essentially, cushioned bags full of gas. With enough pressure, due to either a Player sitting/pressing on it or a heavy item being placed on top of the bag, the gas that's trapped inside will be expelled. Players can attempt a variety of strategies to locate and identify these bags.

Effect

Once "popped", the cushioned bag will let out a sound similar to flatulence and a toxic gas will be expelled into the air surrounding the chair (up to a 5 ft radius). If the gas is inhaled by a Player or a Creature, they must succeed on a DC 13 CON saving throw or take 6 (1d12) poison damage and remain poisoned for the next 1D4 hours.

Disarming the Trap

Players are capable of locating these cushions if they pass a Perception check of 13 or higher.

If the Player attempts to remove the cushion from the seat, they are allowed to by any means (at the DM's discretion), but will need to pass a Sleight of Hands check of 16 or higher or they will pop the bag and trigger the trap.

TRAPPED SOULS

Introduction

A faint glow emanates from a small gem atop a pedestal every couple seconds. It isn't noticeable at first but soon the rest of the party walks towards the gem. You shield your eyes from the gem and see your friends twitching in pain out of the corner of your eye, yet they keep walking toward the gem. They kneel before it and stare blankly at it. There are corpses all around and Specter rise from the broken, decaying bodies.

Trigger

The gem activates every six seconds. It pulses when it senses any humanoids within 30ft of it.

Effect

All creatures that can visually see the gem pulsing and in the radius must make a DC15 wisdom saving throw. On a success they understand not to look at the gem and are unaffected. If they fail the saving through they move half their movement speed closer every turn. At 15ft if they are affected the humanoid hears strange voices coming from the gem and take 1d6 psychic damage every turn. Every turn they may make a DC13 wisdom saving throw to become unaffected and understand not to look at the gem. If attacked by something that is not the psychic damage done by the crystal, the effect ends for the humanoid and they become immune for 3 turns. When 3 or more humanoids are affected and kneeling, Specters appear over the corpses. The DM determines the number of Specters based on party level. For their stats, please refer to the Specter from page 279 of the Monster Manual.

Disarming the Trap

The gem is purely visual, if not looked at, covered, if someone is blind, or other similar means are met than it has no effect. It can be taken and will continue to have the effect when seen. The gem can also be smashed by hitting it with any weapon or making a DC15 strength check. When broken, horrible screams can be heard by all within 30ft of where it is broken. Also, not looking at the gem nullifies its effect. The Specters are all killed if the gem is broken. If covered, the Specters remain alive.

PUZZLES

ACID FLOAT

Introduction

This puzzle is one part lateral thinking and one part physical skill check. Players will be confronted with a room filled with acid that they need to cross using three floating discs. The trick is, the discs only operate when they are in contact with a living creature. Worse, there aren't enough discs to create a single chain from one side to the other, meaning that they will need to ferry one disc from the end of the chain to the front a number of times while squeezing onto the discs. The puzzle could be easily modified to accommodate any number of players by adjusting the size of the room and the number of discs, but it was designed for a party of five players of levels 4-6.

Player Information

You approach a stone archway leading into a large chamber. The room is covered from wall to wall with a pool of bubbly green liquid. The noxious vapors emanating leave no question that it is a potent acid. On the far side of the room, which extends approximately 35 feet across, you spy a doorway. You do not see any footholds or ledges about the room. It was clearly designed to prevent all but the most skilled from crossing!

Just outside the door, you notice three thin stone discs propped up against the wall. Each disc is about three feet in diameter and two inches thick. There appear to be runes inscribed around the outer edge.

Mechanics

PCs can avoid the acid by flying or climbing along the walls and ceiling. Climbing walls requires a successful DC 20 Strength (Athletics) check. Falling into the acid causes 15 (3d10) acid damage each round, and the creature becomes grappled by the sticky ooze. Freeing oneself from the ooze requires a successful DC15 Strength saving throw.

A Detect Magic spell reveals that the stone discs are enchanted. If a PC touches a disc, they notice that it immediately begins to hover about two inches above the ground. If contact is broken, the disc immediately drops back down to the floor with a thud.

Solution

In order to traverse the acid, PCs must use the three discs to create a chain with one member of the party in contact with one or more of the discs. Two medium sized creatures can squeeze onto a single disc, but must make a DC 12 Dexterity saving throw to jump onto or move between discs. Moreover, while a disc is occupied by two creatures, both are at disadvantage on all Dexterity saving throws.

There are not enough discs to get across the acid, which means that the PCs will need to pick up the first disc laid down and pass it up to the front to be placed again. Successfully picking up or laying down a disc requires a successful DC 12 saving throw at disadvantage (since the person picking and placing the disc up will be standing on a disc with another person).

In order to successfully traverse the acid, they will need to repeat this process at least four times. Once the PCs successfully cross the room, they may exit through the door.

AIM TRUE

Introduction

This puzzle isn't meant to stop the players from progressing. Rather, it's meant to be a bonus for the players encouraging them to explore the environment. This puzzle can be placed anywhere that a skeleton lying on the ground makes sense. A dark forest, an old castle, a deep dungeon, etc.

It's a great way put bonus loot into a campaign.

Player Information

It's important that the DM doesn't draw so much attention to the skeleton and target that it's obviously a puzzle, but draws enough attention so that the players might think that it is something they could interact with.

This puzzle can be put in any room the DM feels like. They should describe the room as they normally would but at some point while describing the area they should mention this: "A lone skeleton lies against (a wall, a pillar, etc. Whatever fits the setting) holding a bow with an arrow nocked." Sometime else while describing the room either before or after mentioning the skeleton the DM should mention this: "A wooden target is pinned up on (a tree, the wall, etc.)." The idea is to nestle the two pieces of information within the description of the room, so that the players will have to link them together to realize there's something special about them and proceed to solve the puzzle.

Mechanics

In the room there is a lone skeleton holding a nocked bow and arrow, slumped somewhere on the ground. Somewhere else in the room there is a bullseye target. The skeleton holding its bow up, aiming somewhere other than the target. The players must first realize that the skeleton and target are a puzzle and then interact accordingly.

Any arrows not from the skeleton's bow that are shot at the target will always miss and they will curve wildly to miss. The target cannot be destroyed by any means physical or magical and cannot be moved from its place on the wall wherever it may be.

The skeleton and its bow can be moved freely but cannot be broken by any means physical or magical, and cannot be taken out of the area. Taking either thing out of the area will result in it disappearing and reappearing where it started. The skeleton will hold its form and will not fall apart if manipulated.

If the players take the bow out of the skeleton's hand but then put it back they can still do the first solution.

The compartment that appears can be wherever the DM wants it to be. An old tree, the wall, a pillar, etc. The prize can also be whatever the DM needs it to be. It could be money, equipment, or even magic items.

Solution

There are 3 solutions to this puzzle.

1. The players can maneuver the skeleton so that it's aiming at the target at which point it will automatically shoot and hit a bullseye. The skeleton will turn to the players and mutter "thank you" in a raspy voice before it and the bow turn to dust. After this a secret compartment will open revealing the prize.
2. The players can take the bow and fire it themselves. Firing with the skeleton's bow will automatically hit a bullseye, but since the players took it from the skeleton's hands and fired it themselves the skeleton will animate and attack the party screaming "you stole my shot, that was my bullseye" over and over in a loud raspy voice. The stats for the skeleton can be found in the PHB on page 310, though it doesn't have it's short bow as an action. After the skeleton has been defeated it and the bow will turn to dust and a secret compartment will open revealing the prize.
3. If the players try to animate the skeleton with a spell like Animate Dead it will spring to life and shoot the target. It will automatically hit a bullseye and shout "YES" in its raspy voice before turning to dust along with its bow. After this a secret compartment will open revealing the prize.

COLOR CREATION

Introduction

A mysterious red, yellow, and blue wax candle is found lit in a room alongside 3 translucent colored slabs (Red, Blue, Yellow). The red part of the candle appears to have nearly been completely melted, as red wax has dripped all over the candle and the floor.

Player Information

The player hears a voice that calls to them, luring into a dark room. They see a lit candle on a table in the center, and near it are three translucent slabs, one red, one blue, and one yellow. The voice that entranced you into the room whispers "red, yellow, blue, three new colors you must brew"

Mechanics

The player must hold the colored slabs above the candlelight to create "new" colors. After every new color is created, mysterious markings on the floor begin to light up. When the puzzle is completed, the markings stay lit, and a door opens. If the players somehow create brown (using all 3 colors at once) 3 Rust Monsters (Basic Rules 343) will appear.

Solution

Players must hold the colored slabs over the light to create three new colors, presumably, purple (red & blue), orange (red & yellow), and green (blue & yellow). This will trigger a door to open.

DRAGON'S FIRE

Introduction

This is a simple puzzle but involves many hard choices for the players. It's purposefully unintuitive, forcing the characters to trust the dungeon rather than their senses. It works best in an underground setting, possibly a cave, castle, or sewer, but could also be placed in other settings as long as an enclosed room with another room below it makes sense.

Player Information

The players enter a room with grated floor and nothing else save for a giant statue of a dragon's head. To one side of it is a lever. Near the lever an inscription reads:

*Instinct says to run away
Or beat and bash with ire.
Only those who know the way
Will face the dragon's fire.*

Mechanics

If the players try to drop something down through the grate, a successful DC 10 perception check will tell them that there's liquid below them. A successful DC 15 perception check will let them notice a faint glow, possibly leading to an exit. This can be the same perception check or two separate checks. The holes in the grate are square and are 6 inches by 6 inches.

Pulling the lever will cause the dragon to spew flames in a constant stream until the lever is flipped again. The fire is incredibly painful but deals no damage. The statue and lever are indestructible and cannot be destroyed by any means, physical or magical.

Solution

The puzzle is solved by facing the dragon head on and letting it burn you. It takes 2 rounds to fully consume the player and the entire time they are in agony, but they take no damage. Be sure to give the player the option to jump out twice, once after each round, and describe the agony they are in (you don't need to roll for initiative, just use rounds for the time that they take).

Once this time is up, the player will seemingly be reduced to ash and fall through the grated floor. This is an illusion. In reality, they are teleported below the grate into the water and can alert their allies if said allies make a successful DC10 perception check. Below the grate they will find a door through which they can exit the puzzle. The players can also find another way to get through the grate, such as misty step, gaseous form, or something else. As long as they can get through the grate they can get to the door.

Hints

If the players are having problems solving the riddle there are several hints the DM can give them. The hints should be given in this order:

Make them roll a DC 12 perception check, if they succeed they notice that the fire does not cast any light or give off any heat.

The party sees a rat scurry across the grate, run into the fire, scream, and then disappear. They then hear a loud splash below them (as the rat has appeared below the grate).

ENDLESS DOORS OF ELEMENTS

Introduction

A maze like puzzle with different paths. This puzzle could be used for a variety of different settings. Including labyrinths, mazes, temples, etc. The correct door is found by using simple math. When the wrong door is chosen the players will be transported back to the entrance of the maze. The door behind them disappearing. You may use multiple doors and multiple rooms, depending on the difficulty desired.

Player Information

Upon entering the maze, you see a table and a set of doors. On the table are four chalices that are numbered from one to four. Inside each chalice contains various materials. The first chalice contains an endless flame, the second contains water, the third contains a plant and the last chalice is seemingly empty. Inscribed on the table is the phrase: "Follow the greatest path."

Behind the table is a set of doors with different symbols carved into them.

Mechanics

Each door has a set of carved symbols that symbolizes different elements. The flame symbol represents fire. The teardrop represents water. The stone symbol represents earth. The spiral symbol represents air. Each symbol has a numerical value. The numerical value is assigned based on the numbers written on the chalices.

Fire = 1

Water = 2

Earth = 3

Air = 4

Solution

The puzzle is solved once the numerical values are associated with the symbol.

Fire = 1

Water = 2

Earth = 3

Air = 4

Simple math should be used to make a decision and players should enter the door with the greatest value.

FRESHOOTER

Introduction

This puzzle, initially appearing as a simple test of marksmanship, requires a bit of out-of-the-box and counter-intuitive thinking.

Player Information

You enter into a narrow hallway. Lining the walls are numerous paintings, the details worn away from time and dust. At the opposite end of the hall, a mural depicts a woman in a red dress sitting in a field. Hovering over the woman are seven harpies, ready to attack. A table sits near the entrance, on which rests a crossbow and seven arrows. The last of the arrows has an arrowhead made out of some sort of black metal. Engraved on the weapon is the following:

"Seven for your love. Don't miss."

Mechanics

The room resembles a shooting gallery, with a mural at the far end of the room serving as the target. The mural depicts a woman in a red dress sitting in a field, surrounded by hovering Harpies. The party is presented with a Crossbow (Stats of a light crossbow, see the Player's Handbook) and seven arrows: six normal arrows with one black-headed arrow. The arrows have a unique make to them, and the crossbow is specifically crafted to only fit these arrows in it. Hitting the harpies in the painting with the normal arrows causes the arrow to be absorbed into the painting, and an Ink Harpy (uses the stats of a Harpy, see the Monster Manual) to emerge and attack the party. Hitting any other part of the painting with a normal arrow produces no effect. Hitting a harpy still in the mural with the black headed arrow causes the mural to be reset to its original state, and spawns no harpy. The black arrow will never be pulled into the mural, no matter where it hits.

Solution

The clue to the puzzle is meant to be taken literally: the seventh arrow must be used to shoot the woman in the painting. The arrow does not have to be the seventh one used, but it must be the black-headed arrow. Once this condition is met, a scream permeates through the room and the mural withers away, revealing the exit.

KINGSLAYER

Introduction

This puzzle can be used in some sort of crypt or royal mausoleum, or any place where bodies would be buried. This is a memory retention puzzle, the player would encounter various tapestries on the lead up to the puzzle, each containing the name, title, feats, and death of a king, to the DM's discretion. The players would have to use this information to match swords symbolizing causes of death to the correct king's casket.

Player Information

You enter into a cold, stone room. In front of you lie three ornately decorated tombs. Covered in gold and jewels, and with numerous carvings along the side, they seem to belong to rather important individuals. Standing beside each casket is a statue of a knight, arms raised and ready to strike down at the coffins. To the right of the entrance, a weapons case stands with a shattered cover, allowing one to grab any of the numerous swords inside. Behind the casket, a door is barred with three pairs of skeletal arms. Upon entering the room, three identical pairs of arms bar the door you entered through.

Mechanics

In the room lay three caskets of fallen kings, each with a knight statue standing over them, empty-handed but poised to strike. In order to open the doors and exit the room, the players must match the correct ceremonial sword to the correct king. Each sword has a symbol carved into the blade (to the DM's discretion), and fits into the hands of the knight statues. When the statues have hold of a sword, they chop into a slot on the casket beside them. Inside each casket is the corpse of a king: these are the real switches to open the door. If the ceremonial sword matches the cause of death (example: a king who died to fireball chopped into with the sword with a fire symbol), one of the pairs of arms sealing the door crumbles away.

If the sword does not match, the corpse animates and bursts out of the casket, hostile to the players. These corpses use the stats of the Warlord found in Volo's Guide to Monsters. However, they do not have access to their Legendary Actions, and start at half their HP. They can still be killed instantly by stabbing them with the correct sword (you still must make an attack roll. The swords count as basic longswords).

Solution

Each king must be killed for the arms blocking the door to dissipate. This, hopefully, is done through use of the correct ceremonial sword, though if that fails it would have to be done the old fashioned way. The carvings on the casket themselves contain the names of the kings, and could include similar pictures to those depicted on the prior tapestries should the party have trouble recalling the information. Once the arms blocking the door are gone, the door can be opened as normal.

KONG'S MYSTERIOUS MELODY

Introduction

The players walk into a cave or dungeon of some sort and see an engraving on a door with various lyrics of a song, scrambled (song up to DM discretion, tailored to the group)

This puzzle is made for a party of 4 Level 3-4 characters.

Player Information

Deep within a cavern you see a door with engravings of words with music notes etched in the rock around them. In the center of the room, there is a pair of bongo drums.

Along with the words you also see an engraving that reads: "Before you is a song, don't you dare get it wrong, should you ever face the Kong"

After getting the puzzle wrong once the players hear a pounding noise coming from behind the door.

Mechanics

Players must figure out the lyrics to the song based on the engraving. If the players sing the wrong song or incorrectly recite the lyrics two times, a Barlgura will appear (can be found in the Monster Manual)

The players can still solve the puzzle when the Barlgura is out, and the Barlgura will fall asleep if the puzzle is solved.

Solution

Players must unscramble the words and sing the song back to the door (in unison)

OR

Defeat the Barlgura

MOTHER, CHILD, AND TOY

Introduction

Recommended for a party 4th level and above.

This puzzle is also a take on the classic Chicken Crossing riddle. DMs may wish to familiarize themselves with this riddle.

Ruins well known for their dark past and hidden secrets, it's no surprise to find treasures protected by puzzles left behind by troublesome spirits.

Solve their riddles, and they'll leave you be. Attempt to take their treasure by force, and they'll attack with no remorse.

Player Information

The PCs find that they are locked in a large, vacant room. On the right side of the room is a gold pedestal. On the left side of the room is a silver pedestal with three small statues placed on top: a mother, a child, and a toy. There's a stone door on the backside of the room, but when you try to open it you notice the door is sealed shut.

There's an inscription above the door:

The mother, the child, and the child's toy are not happy with their home.

They can be moved, but only one at a time.

If the mother and her child are left together, the toy is forgotten.

If the child and their toy are left together, the mother is forgotten.

How will all three move to a new home?

Mechanics

Three small statues need to be moved from one pedestal to the other in order to unlock a door. Players can only pick up one statue at a time.

The statues are enchanted:

If the mother and the child statues or if the child and toy statues are left alone together on one pedestal, they will glow and gravitate towards each other. However, the moment the player steps away from the pedestal, the puzzle will reset and all three statues will teleport back to the silver pedestal. Once all of the statues are moved to from one pedestal to the other, the once locked door is unlocked.

Solution

Solution:

Move the child statue to pedestal 2.

Move the mother statue to pedestal 2 and then pick up the child statue.

Move the child statue to pedestal 1 and pick up the toy statue.

Move the toy statue to pedestal 2.

Move the child to pedestal 2.

Note:

If the players break one or multiple statues, they trigger a combat encounter with two Ghosts (from the child and toy statues) and a Banshee (from the mother statue). See Monster Manual 5e for monster information. Once all monsters have been defeated, the door will be unlocked.

Dispell Magic or other spells have no effect on the puzzle.

SANGUINE HUNT

Introduction

This puzzle acts as a sort of scavenger hunt that the players must complete in order to reach the end of a dungeon or receive additional rewards. The puzzle consists of a group of rooms across the dungeon that contain small arenas with various creatures and a single room that the players must return to after they have completed their task. The objective is to hunt down each of the creatures inside the arena rooms and transport a small flask of their blood to the puzzle room.

Player Information

“Upon entering the chamber you see a well-lit room with a large banner depicting a frightful serpentine entity composed of the night sky. On the far wall is a sealed lead door, with the following inscribed in the stone above it:

‘Drink, dear mother of serpents, from all the world. Delicate morsels of flesh and blood cower across the planes of existence. Each has a flavor unique and divine, drink dear mother as you swallow our unjust world.’

In the center of the room sit four stone basins, each carved with monstrous visages.”

Mechanics

In the main room of the puzzle is a massive door of lead 2ft. thick and four stone basins with a picture of a creature etched into the side. The pictures are a hill giant, a rust monster, a gnoll, and a troll. Each of these creatures can be found in a separate arena room around the dungeon. The challenge of this puzzle can be increased or decreased by replacing the default creatures with higher CR enemies or increasing the number of creatures in each arena. Ex: a fight against five gnolls.

Solution

In order to open the puzzle room door the players must transport a small amount of blood from each creature into the basin with their picture on it (about a small flask full is enough).

The players can mimic the blood of a creature etched into the basins if they have the blood of a similar creature. Ex. A firbolg can substitute their blood for the blood of a giant.

SILITH'S COMPASS

Introduction

Silith, an ancient elvish princess of light protects her most spectacular creations with a series of puzzles, traps, and other tests. The first of many being a giant compass-like gateway.

Player Information

Deep within the woods you arrive to a beautiful enchanted garden where you are met with a giant silver ornate compass. As the players approach, a thick strange glowing white mist envelopes them and they are paralyzed. The soft eerie voice of the timekeeper can be heard as she whispers the following:

"The sun burns in the sky, the winds blow in from the west, and the sea flows from the east, The earth crumbles from down under... Those who cannot answer shall succumb to slumber"

As the poem ends the letters appear in front of them in no order. with the prompt;

"One direction you must decide, more than thrice tries shall be denied."

Mechanics

Players must speak the direction, the compass is all knowing and recognizes all language.

Dm's may choose which word they want to scramble.

No matter the size of the group, the group may only receive three guesses.

Once the group runs out of guesses they all fall asleep for 24 hours and are transported to a different area of the forest. There is no time limit.

Solution

The different letters need to be unscrambled in order to reveal the hint.

Example: Players find the following letters in this order.

F R E N O I N

If this is unscrambled it will spell out the word Inferno. This word correlates with fire so the compass would need to be pointed North. Once the compass is unlocked the players may enter. When the players guess wrong, they will be transported far away and wake up 24 hours later. Left to search for the compass once again.

THE WEIGHT OF CRYSTAL

Introduction

A simple puzzle that covers contextual decoding of information. This puzzle involves deciphering information given by the gemstones, Poem and scales in order to figure out the correct order to place the crystals into the wall. Doing this allows procession through a door that is unwilling to allow progress otherwise.

Player Information

There is a looping door leading out of a study. The room is fairly barren minus the following items; A chunk of Amethyst, Topaz, Sapphire, and Emerald all of equal size. In the room there is a golden weighing scale that only displays numbers from 6 to 9. Dug into the stone of the wall are 4 holes that are the perfect size and shape to fit the gemstones into, and a message magically fixed onto the wall, which reads:

"On the 8th day of the 9th summer, within the 6th world the 7th man found his path forward paved in gold and guided by silver."

Mechanics

The Golden weighing Scale will only work with the gemstones. When the gemstones are placed on the scale they will give a different weight for each individual gemstone. Amethyst is 7, Topaz is 9, Sapphire is 6, and Emerald is 8. This in combination with the Poem will give the order to determine the order to place the gemstones into the holes in the wall.

Solution

The silver scale says the gem order. The golden scale is the volume number. So the order the volumes are to go into is 8,9,6,7.

TROVE OF THE MOONLIT LADY

Introduction

The Trove of The Moonlit Lady is the sealed treasure hoard of an Archfey of the Seelie Court known as The Moonlit Lady, who was slain centuries ago but whose great wealth was never recovered.

The objective of this puzzle is to unseal the trove and access the wealth contained within, which can consist of any combination of vast sums of enchanted faerie silver, legendary magical items, abstract concepts such as happiness, a sunset, or a secret kept bottled by fey magics, or anything else the DM would require to be hidden away by the Archfey while she was alive.

Player Information

trove chamber : "Within this chamber you see before you a tall marble statue of a beautiful woman in a flowing gown. She seems almost elven in nature and stands barefooted on a large slab of white stone, staring up at the sky with a serene expression. Surrounding the statue are three pedestals, also carved from marble, whose surface is embedded with glittering gems like a smoothed-out geode; one of Amethyst, one of Sapphire, and one of Ruby."

tapestry chamber 1 : "Within this chamber you see before you a marble table before a large tapestry. The tapestry depicts an ethereally beautiful elven woman in a flowing white gown standing on the shore of a lake, the waters so still as to resemble a mirror. Hanging in the sky is a full moon, and the elven woman stands in a beam of pale blue moonlight, like a spotlight upon an actress. Sitting on the table are three chalices; one is gold and contains a strong-smelling wine. One is silver and contains clear water. One is mithril and contains what seems like a heavy white gas, like fog." (the chalices cannot be emptied. They aren't infinitely full, the liquid inside just doesn't move/cannot be drunk)

tapestry chamber 2 : "Within this chamber you see before you a marble table before a large tapestry. The tapestry depicts a beautiful elven woman in a brilliant white gown. She kneels in a field of violet orchids beneath a gibbous moon and lying in her lap is the sleeping form of a handsome knight with long black hair wearing elements of golden armor. Sitting on the table are three pieces of armor; a silver gauntlet, a steel buckler, and a golden helmet."

tapestry chamber 3 : "Within this chamber you see before you a marble table before a large tapestry. The tapestry depicts the face of a beautiful elven woman in the background, eyes closed and expressionless, though her cheeks are wet with tears. In the foreground, two knights in full plate armor clash, one wearing armor of ebony and wielding a glorious golden blade, the other in full golden armor wielding a dark black blade. Hanging in the sky is a new moon encircled by red light; an eclipse. Sitting on the table are three swords; one is gold and stained with still-wet blood. One is black and hurts to hold. One is mithril, and mirror-polished.

Mechanics

Scattered throughout a “dungeon” (this could be the abandoned silvery palace of the Archfey in the Feywild, or a hidden moonlit glade on the material plane, or some other above-ground, fey-aesthetic place favored by The Moonlit Lady) are several key items and locations.

There is the locked trove itself, the entrance to which takes the form of a tall marble statue of The Moonlit Lady herself, standing on a pedestal and looking up at the sky with a serene expression. Ringed around the statue are three marble tables with gemstones embedded into their tops; one of Amethyst, one of Sapphire, and one of Ruby. Each table can fit only 1 Key Item.

Elsewhere in the “dungeon” are three chambers, each containing another marble table (no gems) before a large tapestry (this could be woven from thread or a collage of flower petals, depending on the nature of the dungeon) depicting The Moonlit Lady in different circumstances. Sat on each table are three objects (as described in the “Player Information” section).

In order to unseal the trove, each table around the main statue must have an item from one of the tapestry rooms placed on it. If the correct items are placed on the correct tables, the trove opens. If the wrong items are placed on the wrong tables, then the party receives a “strike”. If the party receives three strikes, then all the items vanish for a year and a day.

DM’s note: none of the key-objects can be removed from the area. Any attempts to do so turns them into mist which reforms in their original placement.

Solution

The Silver Chalice holding the Clear Water must be placed on the Sapphire table. This represents the Lady’s purity and strong ties to fey-blessed waters.

The Golden Helmet must be placed on the Amethyst table. This represents the lost love of the Lady.

The Mirror-Polished Mithril Sword must be placed on the Ruby table. This represents the Lady’s hatred of violence.

(player description for when the trove is opened): “You place the final item and hold your breath in anticipation. A silent moment passes ... and then there is a loud grinding sound as the statue begins to slide backward, revealing a hidden staircase beneath the fey lady’s feet. The trove is yours to plunder.”

If the players cannot figure out that they need to place the correct items onto the pedestals, while searching through the area (a DC:10 Investigation Check) they can uncover a poem written in Sylvan painted onto a wall, carved into a tree, etc. It reads as follows:

“Oh Lady Fair, by Moonlight shine,
tis through Her story thou may find,
keys by three, set yonder stand,
unlocks faerie treasures old and grand.”

CREATURES

STATIC BUNNIES

A fluffy, dark colored rabbit that resembles a dark storm cloud. Their fur sparks occasionally, letting off soft crackles just below their thick coat. Their violet fur carries clusters of electric static that glows bright yellow as they shift and move. Their eyes are like the night sky.

Static Bunnies are very affectionate, and will hop over to other creatures to receive head pets and scratches. Unfortunately, Static Bunnies are great conductors for static electricity. Any creature that comes into contact with them will receive an electric shock that stems directly from their coat.

As Static Bunnies are attracted to electricity and usually travel in bonded pairs, it is very likely that once engaged in battle more will appear. There is usually no less than ten Static Bunnies in one particular area.

Static Bunny

Tiny elemental, chaotic good

Armor Class 12 (natural armor)

Hit Points 6 (1d6 + 3)

Speed 35ft., burrow 5ft.

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

Damage Immunities lightning

Condition Immunities exhaustion

Senses Darkvision 120ft., Blindsight 60ft.

Languages None.

Challenge 0 (10 XP)

Variant: Static Bunny Familiar

Static Bunnies crave attention, and sometimes grow very attached to wandering travelers. They are more than willing to serve as a familiar.



Static Shock: At the start of the Static Bunny's turn, any creature that is within 5ft of the Static Bunny must make a CON Saving Throw (DC 10) or take 1d6 Lightning damage. If the roll succeeds, they are immune to this ability for 24 hours.

Actions

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

Familiar: Static Bunnies can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the Static Bunny senses as long as they are within 1 mile of each other. The companion is immune to the Bunny's Static Shock ability.

SWARM OF GOLDEN LILIES

A field of wildflowers borders a lake. The petals glisten with every shift of the breeze and you hear faint bubbling. Rain cascades from the sky and the flowers start to grow before your eyes.

Eventually, they burst and small glowing goldfish take to the skies and head toward your party. The party relaxes while looking at them, the rhythmic flashing lights and movement lulling them into a bit of a trance.

Swarm of Golden Lilies

Medium swarm of tiny elementals, true neutral

Armor Class 14

Hit Points 28 (8d6)

Speed fly 30ft. (hover), swim 50ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	10(+0)	13(+1)	1(-5)	9(-1)	16(+3)

Damage Immunities bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses Passive Perception 9

Languages Aquan

Challenge 0 (10 XP)

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

Density: If the swarm is occupying the same space as a creature of medium size or smaller, then their visual range is decreased to 20ft total until the swarm leaves its space.

Actions

Soothing Lights: The swarm begins to glow with soft, multicolored lights. Any creature within 30ft that can see the swarm must make a DC:16 Wisdom Saving Throw or become Charmed for one minute. a Charmed creature must spend all its movement moving towards the swarm, and cannot take the attack action. A Charmed creature can repeat the saving throw at the end of each of its turns.

Reactions

Skittish: As a reaction to taking damage, the swarm can become invisible for 1 round. The swarm cannot be targeted by opportunity attacks while it is invisible.

PUCKISH PEDDLER

Found in frequently traveled areas in the wilderness, on roads, or by dungeons, Puckish Peddlers, or Pucks as they are often called, are small fey who peddle wares to travelers. They are mischievous, prone to haggling, and are known to sow chaos to get a better deal in their bargaining. They appear as small, pale yellow humanoids with long, nimble limbs and glinting golden eyes. Like most fey, they are bound by their word, but they will try to avoid any direct promises or deals. The wares they sell are most often either stolen from adventurers while they sleep, or taken from their dead bodies after a failed dungeon delve or other gruesome encounter. Their specially-made backpacks act as a bag of holding and can hold an immense amount of loot.

A Puckish Peddler will run rather than fight, using misty step to get away and then invisibility to hide. If all else fails, they will attack with vicious mockery, insulting their character for suppressing the free market and being bourgeois scum.

Puckish Peddler

Small fey, chaotic neutral

Armor Class 14

Hit Points 8 (3d4)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	14(+2)	10(+0)	10(+0)	11(+0)	17(+3)

Condition Immunities charmed, unconscious

Skills: Persuasion +5, Stealth +4

Senses Darkvision 60ft., Passive Perception 10

Languages Sylvan, Common

Challenge 1/8 (10 XP)

Magic Resistance: Pucks have advantage on saving throws against spells and other magic-based abilities.

Loot: A Puckish Peddler will have in their bag of holding a wide array of random, assorted goods that the DM can roll for in the DM's guide to determine the stock. The Puck will ruthlessly haggle for the value of the goods, making Persuade checks (+5) opposed by the player's Insight skill. The puck will not accept gold for the goods in their bag, but rather haggle for something they believe to be of greater value.

Contents:

Roll 1d4 times on the Individual

Treasure: Challenge 0-4 Table (Page 136 DM's Guide)

1d4 random simple weapons

1d2 random armor pieces

Roll 1d6 times on the Magic Item Table A

Roll 1d2 times in the Magic Item Table B (Page 144 DM's Guide)

Innate Spellcasting. the puck's innate spellcasting ability is Charisma (spell save DC:14). It can innately cast the following spells:

at will: Vicious Mockery

2/day: Misty Step

1/day: Invisibility

SCRIGG

The Abyss is teeming with a myriad of abominations, ranging from the lowliest of wretches to the great Demon Lords. As with other fiends, Demons can only be truly slain in the Abyss, but in such a pit of foulness even such a death is not wasted. Scriggs are the maggots of the Abyss, arising from the mixture of slain demonic ichor with the reality-stuff of the Abyss. Seething from the corpse of their fellow demons, even a battle won against a demonic horde can give rise to an ocean of screaming, hungering Scriggs. Scriggs are roughly the size of a cat, have six legs, and come in a multitude of colors. Additionally, they are covered in bulging boils of acid that detonate in a terrible explosion at the moment of death; something that will probably happen fairly quickly as they swarm towards their foes.

Scrigg

Tiny fiend (demon), chaotic evil

Armor Class 10

Hit Points 4 (1d4 + 2)

Speed 40ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	12(+1)	4(-3)	8(-1)	9(-1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses Darkvision 60ft.(blind beyond this radius),

Passive Perception 9

Languages Understands Abyssal but can't speak

Challenge 1/4 (50 XP)

Explosive Demise: When the Scrigg reaches 0 hit points, every creature within a 15ft radius must make a DC:12 Dexterity Saving Throw or take 7 (2d6) Acid damage.

Variant Rule: Born of Ichor

Whenever a demon is killed inside the Abyss, the DM may roll 1d100. On a result of 33 or less then several Scriggs emerge from the corpse and attack anything nearby that isn't a Scrigg (this includes other demons). The number of Scriggs produced this way is dependent on the deceased demon's size category, as listed below:

Diminutive: 0 Scriggs

Tiny: 1 Scrigg

Small: 1d4-1 Scriggs

Medium: 2d4 Scriggs

Large: 2d6+1 Scriggs

Huge: 3d6+1 Scriggs

Gargantuan: 4d8+2 Scriggs

Colossal: 5d10 Scriggs

Actions

Multiattack: The Scrigg makes 2 attacks; one with its bite and one with its claw, or two with its claw.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. Hit: 2 (1d4) piercing damage + 3 (1d6) acid damage.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. Hit: 4 (2d4) slashing damage.



VENGEFUL GOAT

Covered in clumped and grimy fur, these reanimated goats give off a powerful stench. It may be hard to tell these beasts apart from regular goats at a distance, but up close the signs of decay are clear.

Vengeful Goats were created by the talented but inarticulate necromancer Merdun Vatrir. Feeling cast out by society, Merdun decided to use a Wish to gain retribution. He wished to raise an army of vengeful ghosts, but a slip of the tongue created a horde of undead goats instead. Even more unfortunately the goats, having just been created, had nothing to be vengeful about aside from said creation. They took their revenge on their weakened creator and scattered into the world at large. Now Vengeful Goats infest places like pests, where they turn aggressive at any perceived threat.

Vengeful Goat

Medium undead, chaotic neutral

Armor Class 13

Hit Points 34 (7d8 + 3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	5(-3)	16(+3)	2(-4)	10(+0)	2(-4)

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60ft., Passive Perception 10

Languages None.

Challenge 1/2 (100 XP)

Charge: If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed: The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Undead Fortitude: If damage reduces the Goat to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Ram: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

BANTHER

A fearsome creature, the Banther has the body of a Black Panther, with its nose, ears, and front haunches replaced with those of a Bat. Completely blind, the Banther relies on echolocation and its superior sense of smell to hunt. The Banther resides mostly in dense jungles, climbing into the tall branches of the trees to sleep during the day, and stalk its prey from above during the night.

Banther

Medium beast, unaligned

Armor Class 14

Hit Points 22 (5d8 + 3)

Speed 40ft., climb 45ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	6(-2)	12(+1)	2(-4)

Skills Perception +4, Stealth +6

Senses Blindsight 60ft. (blind beyond this radius), Passive Perception 14

Languages None.

Challenge 1 (250 XP)

Pounce: If the banther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

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

Flyby: The banther doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Hearing: The banther has advantage on Wisdom (Perception) checks that rely on hearing. **Shadow Camouflage.** The banther has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Keen Smell: The banther has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

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



GOORUNU

While they appear to look like a normal goose from afar, the small creatures are anything but. They have red eyes, and long tongue covered in small, sharp spikes. It's tongue is covered with a clear acid that they use to melt their prey. Their bright orange webbed feet have talons as sharp as knives, and when they honk, their entire neck unfurls to reveal the true length of their tongues (the length of their necks). They travel in small packs of 2-4, and are known for terrorizing villages by melting through their houses and crops.

Goorunu

Small monstrosity, chaotic evil

Armor Class 12

Hit Points 20 (5d6 + 2)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	14(+2)	15(+2)	16(+3)	13(+1)

Condition Immunities frightened

Senses Darkvision 10ft.

Languages None.

Challenge 1 (200 XP)

Actions

Frightening Honk: One Creature the Goorunu can see within 15ft and can hear the Gorrunu, must make a DC: 11 Wisdom Saving Throw or take 5 (2d4) psychic damage and become frightened of the Goorunu for the next 2 rounds.

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

ARMORED SWARM

These clanking metal figures at first appear to be normal, animated suits of armor. Their jittery movements and the sounds emanating from inside tell a different story. The armor is nothing more than a new hive for a swarm of blood-sucking insects. Using the metal shell for protection, the swarm is capable of making it perform rudimentary actions through coordinated flying. They use any weapons the armor can grab hold of, and though it may be simple and lacking in technique, their strikes still pose a danger. They prefer to leave their targets mutilated but alive, as they will then burst forth and feast until the life has left the unfortunate victim.

Armored Swarm

Medium beast, chaotic evil

Armor Class 18 (Plate Armor)

Hit Points 50 (8d8 + 6)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	9(-1)	14(+2)	6(-2)	2(-4)	1(-5)

Damage Immunities poison

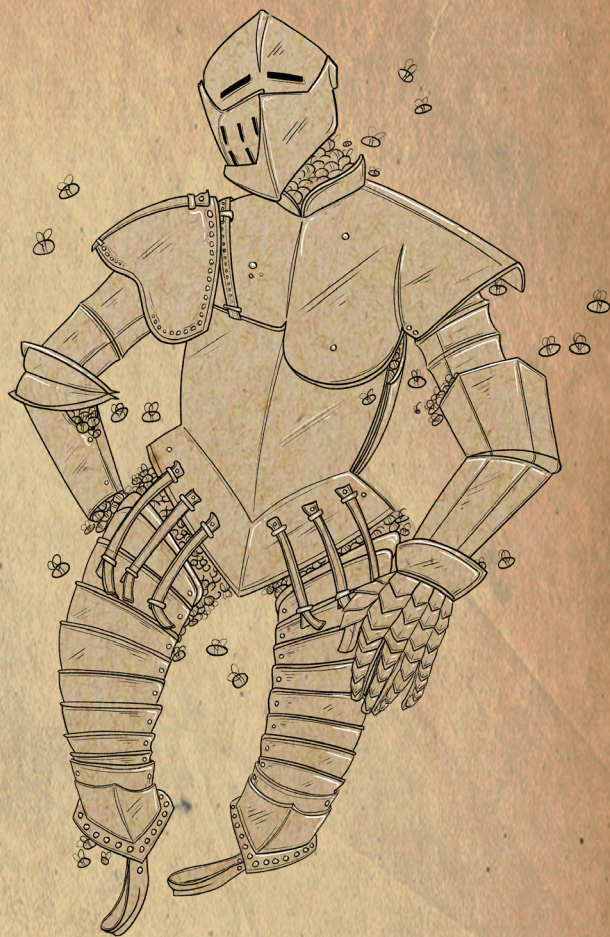
Condition Immunities exhaustion, frightened, petrified, poisoned

Senses Blindsight 80ft., Passive Perception 8

Languages None.

Challenge 2 (450 XP)

Rudimentary Weapon Skills: The Armored Swarm can pick up weapons to use, but gets a disadvantage on attacks made with them.



Actions

Multiattack: The armor makes two melee attacks

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

Feast for the Swarm: *Ranged Weapon Attack:* +4 to hit, 40ft, Hit: 8 (1d10 + 3) piercing damage, and the target's Strength score is reduced by 1d4. The Armored Swarm heals for all damage done by this attack.

CROOKED ONE

The Crooked One is the result of a coward dying a horrific death and having their soul trapped between the Negative Energy Plane and the Material Plane. Constantly shifting between the two planes, the once human soul becomes severely warped, mutilated, and corrupted. The figure still maintains human like characteristics. It has four limbs, a head, and a body, but its barely recognizable as a person. Its arms and legs are twisted and stretched beyond humanly possible. It's neck and spine are crooked and bent over - broken. Its silhouette is devoid of light like a shadow.

Weak from its constant displacement, the crooked one isn't very strong. However, it's still the soul of a petty coward. It will attack and then back away until it is inevitably slain.

Crooked One

Medium undead, chaotic evil

Armor Class 9

Hit Points 12 (5d4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	5(-3)	6(-2)	10(+0)	12(+1)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft., Passive Perception 10

Languages Any languages it knew in life

Challenge 2 (450 XP)

Incorporeal Movement: The crooked one can move through other creatures and objects as if they were difficult terrain. It takes 5 (1D10) force damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the crooked one has disadvantage on attack rolls, as well as on WIS (Perception) checks that rely on sight.

Coward's Luck: As a bonus action, the crooked one will disengage after making an attack and avoid all attack of opportunities.

Actions

Body Corruption: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: one of the three following draining effects are triggered:

Strength Drain: The target's STR score is reduced by 1.

Dexterity Drain: The target's DEX score is reduced by 1.

Constitution Drain: The target's CON score is reduced by 1.

If the target's STR, DEX, or CON scores reach 0, they die.

**Note: all drain effects are reversed once the Crooked One is slain.*

Mental Corruption: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: two of the three following draining effects are triggered:

Intelligence Drain: The target's INT score is reduced by 1.

Wisdom Drain: The target's WIS score is reduced by 1.

Charisma Drain: The target's CHA score is reduced by 1.

If the target's INT, WIS, or CHA scores reach 0, they are rendered unconscious.

**Note: all drain effects are reversed once the Crooked One is slain.*



FERROFLUID OOZE

This dark gray ooze has a unique and hazardous characteristic that makes it particularly tricky to defeat. In addition to being resistant to slashing, piercing, and bludgeoning damage, its magnetic properties attract and ultimately absorb nonmagical objects, including armor and weapons. And if you are still wearing or holding the object when it is absorbed – well, best you find a way not to let that happen!

Ferrofluid Ooze

Medium ooze, unaligned

Armor Class 8/14

Hit Points 51 (7d8 + 20)

Speed 15ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	8(-1)	16(+3)	1(-5)	6(-2)	2(-4)

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses Blindsight 60ft. (blind beyond this radius).

Passive Perception 8

Languages None.

Challenge 2 (450 XP)

Amorphous: The ooze can move through a space as narrow as 1 inch wide without squeezing

False Appearance: When the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Spikey Bits: When threatened, the Ferrofluid Ooze can assume a defensive form to protect itself, creating a hard exterior shell covered in spikes. When in this form, its AC rises to 14 but it cannot move or attack. The spikes deal 6 (2d4) points of piercing damage to any creature that falls upon the spikes.
sight.

Magnetism. Any nonmagical metal weapon that comes into contact with the ooze becomes stuck. After dealing damage, the attacking creature must make a DC15 Strength saving throw. On a failed save, the creature loses their grip on the weapon and is absorbed by the ooze and begins to corrode immediately. After 3 rounds, the weapon takes a permanent -1 penalty to attack and damage. After six rounds, it is destroyed. The ooze can only hold six weapons at a time.

Additionally, any creature wearing nonmagical metal armor within 10 feet of the ooze must make a DC 11 Strength saving throw or be pulled towards the ooze. If this effect would cause the target to enter the ooze's space, they are grappled and take 7 (2d6) acid damage for each round they remain grappled.



Actions

Pseudopod: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit 4 (1d6+1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, the magnetic effects above takes effect.

Encase: *Ranged Weapon Attack:* +2 to hit, range 10ft., one target. Hit 5 (1d8+1) bludgeoning damage plus 7 (2d8) acid damage. The ooze launches itself onto a creature and grapples it. While encased, the creature takes an additional 7 (2d8) acid damage and if they're wearing metal armor it begins to corrode. If the creature remains encased for more than 3 rounds, the armor takes a permanent -1 to the AC.

NARVALEER

Narvaleers roam the coastlines and dominate the shallow ocean waters. Narvaleers are a cross between a Narwhal and Deer, with a deer's body but one, coral like horn and a large narwhal tail, with four hooved legs that allow it to roam the land at fast speeds. Narvaleers have a range of colors, anywhere from a deep brown to a bluish gray. Their fur is smooth and thin, allowing them to glide through the water effortlessly.

Narvaleers are used for transportation in port towns, and are beloved by rangers and druids who live near ocean shores.

Narvaleer

Medium beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 7 (1d8 + 2)

Speed 50ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
11(+1)	16(+3)	11(+1)	3(-3)	14(+2)	6(-3)

Senses Passive Perception 12

Languages None.

Challenge 2 (450 XP)

Actions

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

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

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

Tail: *Melee Weapon Attack:* +3 to hit, reach 10ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. Target must then make a contested Strength Saving Throw against the Narvaleer, and if failed the target is knocked prone.

VAPOROUS PEA SOUP

Made when a small ooze creature is exposed to extreme heat, a Vaporous Pea Soup resembles an drifting cloud of faintly green fog. A Vaporous Pea Soup's body is acidic to all it touches but becomes concentrated when in contact with organic matter. At first, most perceive it to be an unintelligent gas cloud, that is until it attempts to be inhaled by the creature. The Vaporous Pea Soup will often fly into their prey's lungs to dissolve them from the inside out and protect themselves from the outside world. They can typically be found in dungeons that are located close to volcanic activity or have large fire and magma pits.

Vaporous Pea Soup

Small ooze, unaligned

Armor Class 14 (Natural Armor)

Hit Points 5 (2d4)

Speed fly 20ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	14(+2)	10(+0)	1(-5)	6(-2)	2(-4)

Damage Immunities piercing, slashing, bludgeoning, poison, acid.

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Skills Stealth +6

Senses Blindsight 30ft. Passive Perception 8

Languages None.

Challenge 2 (450 XP)

Misty Form: The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet instead of 1 extra foot. The mist can't manipulate objects in any way that requires fingers or manual dexterity.

False Appearance: While the ooze remains motionless, it is indistinguishable from a slightly off colour fog.

Actions

Acid Touch: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 +2) acid damage.

Choking Inhalation: The Vaporous Pea Soup can choose a creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 7(1d8 + 2) acid damage at the start of each of its turns. The affected creature can repeat the saving creature at the end of each of its turns. When a Vaporous Pea Soup is affecting a creature with this ability it is located inside of the creature's lungs and cannot take additional actions or move and is considered to have full cover.



ANDEST (CAVE HUNTER)

"You're never safe in the caves." The Andest looks like crustacean covered with large amounts of stone, covering a fleshy interior. The stone that covers its face has two large indents. In the indents its small eyes can be seen, black as the shadows it hides in. The burrow through rock and dirt with its stone covered shovel like pincer. When hungry it will attack prey using its horns to strike from the ceiling, walls, and floor, hopefully killing its prey in one hit. The Andest itself is blind, however the flesh under its rocky horns have adapted to feel tremors. It has been nicknamed the Cave Hunter, can hide very well and can climb most surfaces to hide and stalk its prey.

Andest

Large monstrosity, unaligned

Armor Class 15 (Natural Armor)

Hit Points 48 (9d8 + 10)

Speed 30ft., burrow 20ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	10(+0)	8(-1)	16(+3)	2(-4)

Damage Immunities fall damage

Skills Perception+7 Stealth+5

Senses Tremorsense 60ft

Passive Perception 14.

Languages None.

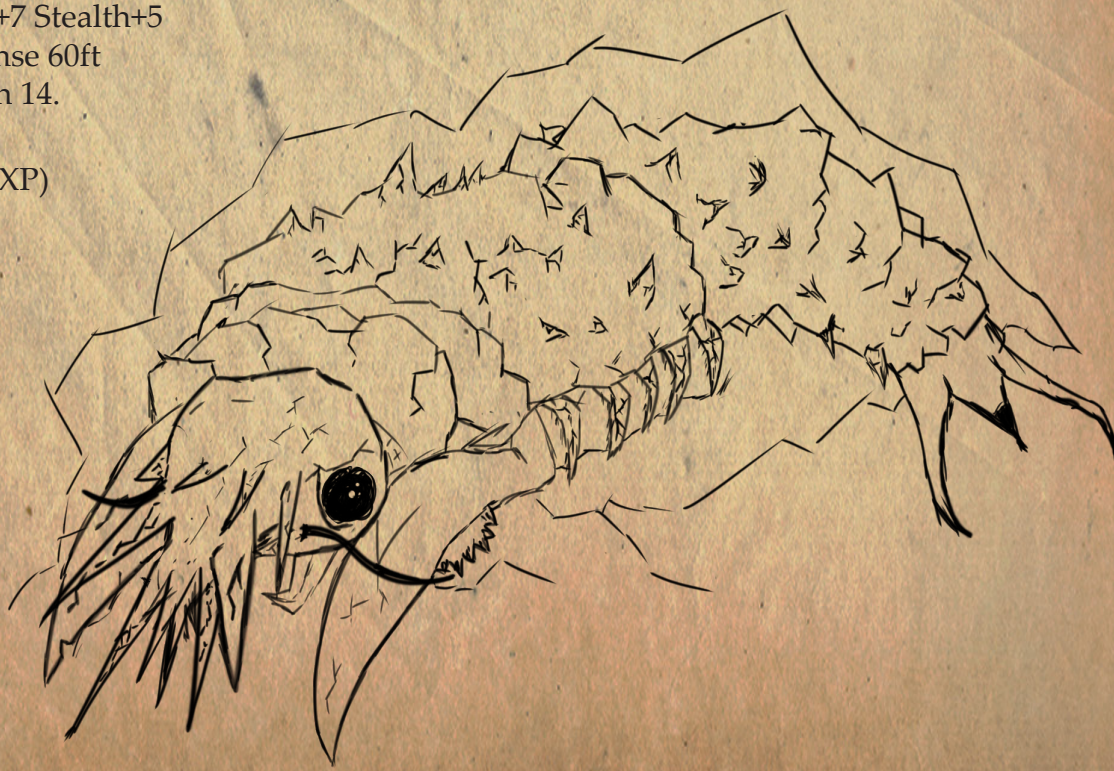
Challenge 3 (700 XP)

Plummet: The Andest can fall from the ceiling onto a single or multiple targets. The targets must then make a dexterity saving throw of 16. On a successful save take no damage. Hit: 1d10+1 per 5ft fell of bludgeoning damage. The targets are then knocked 10ft away in a direction the player chooses. The Andest falls prone after this attack.

Actions

Pincers: *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. Hit: 9(2d6+2)slashing damage.

Impale: *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. Hit: 7(1d10+2) piercing damage. Can attack while burrowed.



BANSHEE'S BAIRN

In remote locations, where resources are scarce and working together is the key to survival, lies and "crying wolf" is never tolerated. The punishment for a liar is to have their tongue cut from their mouth and abandoned in the woods.

The Banshee's Bairn is the soul of a frail child punished for their crimes of constant dishonesty. However, instead of having their tongue cut out, their mouth was sewn shut so those who carried out the child's punishment wouldn't feel anguish or hesitation from the adolescent's screams. The spirit lures creatures away from crowds under the guise of a lost child. Once they have their victim alone, they attack and attempt to rip the stitches from their mouth to release a deafening wail.

Banshee's Bairn

Small undead, chaotic evil

Armor Class 15

Hit Points 45 (9d8 + 5)

Speed 20ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7(-2)	14(+2)	10(+0)	12(+1)	11(+0)	17(+3)

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft., Passive Perception 10

Languages Any languages it knew in life

Challenge 3 (700 XP)

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

Lure: A aura of innocence surrounds the banshee's bairn that attracts 1 creature (within 10ft.) of their choice. The creature must make a DC 16 WIS saving throw and on a failure, the creature becomes charmed and uses its actions to move closer and follow the bairn. This lasts one minute or until the affected creature is damaged.

Ripping the Stiches: The Banshee's bairn begins to tear at the stitches that keep its mouth closed. It begins the process using an action, and until the end of its next turn it cannot attack. However, it has a +5 to armor class and has advantage on dexterity saving throws.

Actions

Claws: *Melee Weapon Attack:* +1 to hit, reach 5ft., 1 target. Hit: 3 (2D4 -2) slashing damage

Wail (1/Day): Once the banshee's bairn has ripped their stitches, they can release a dreadful wail, provided that they aren't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 ft. of the bairn that can hear them must make a DC 13 CON saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.



HYENIGO

A dog-like creature with white fur and antlers. It has a horrifying laugh; legend has it will drive anyone who hears it insane. Its face is demented with protruding veins and a twisted snout. It appears to always be smiling with its grisly grin. Its eyes are bright blue and stare into the soul of those they encounter. They hunt in packs and drive out everything they don't eat from the forests they inhabit.

Hyenigo

Medium monstrosity, neutral evil

Armor Class 13

Hit Points 25 (7d6)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	13(+1)	16(+3)	17(+3)	13(+1)

Damage Immunities psychic

Condition Immunities frightened

Senses Darkvision 30ft.

Languages Abyssal, Telepathy 30ft.

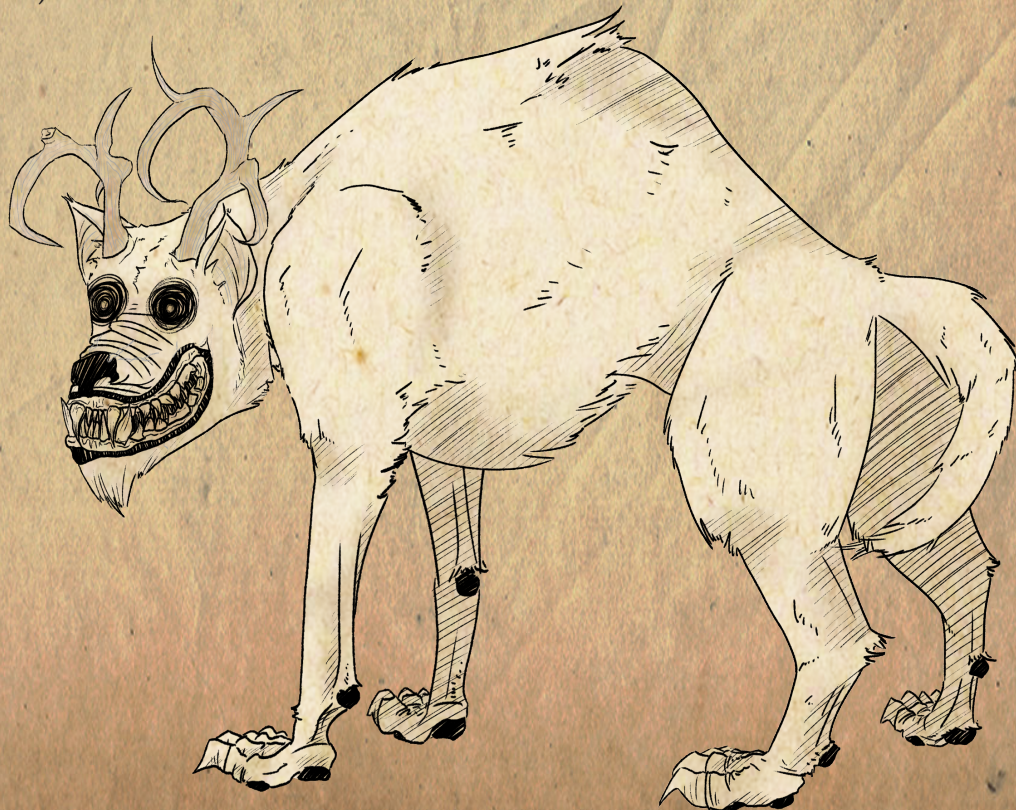
Challenge 3 (700 XP)

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

Actions

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

Psychotic Laugh: One creature the Hyenigo can see within 15ft and can hear three Hyenigo must make a DC: 12 Wisdom Saving Throw or take 5 (1d4+3) psychic damage and become frightened of the Hyenigo for the next 2 rounds.



VIKARA

Vikara hail from the planes of chaos, where wild magic runs rampant and only creatures of unfathomable insanity reside. Their bodies are constantly shifting and contorting into different forms. Tails appear and then fade away, teeth elongate and shorten at random, and quills sprout only to be fired out at enemies. Sometimes they can shoot beams of energy from their mouth, and other times their bodies turn into a chilling fog. They have a near infinite number of possible methods of attack, from every angle at every range. No one knows what could happen when one of these anomalous creatures appears on the material plane, but one thing is certain: when they do chaos tends to follow.

Vikara

Large aberration, chaotic neutral

Armor Class 17

Hit Points 50 (9d8 + 10)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	12(+1)	8(-1)	11(+1)	6(-2)

Condition Immunities grappled

Senses Passive Perception 10

Languages None.

Challenge 3 (700 XP)

Actions

Melee Attack: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Roll a D4 to determine attack:

1: Bite: Hit: 11 (2D8 + 2) piercing damage.

2: Tail Slam: Hit: 7 (1d8 + 2) bludgeoning damage. Hits all creatures in a 10 ft. line.

3: Phase Check: Hit: 5 (1d6 + 2) bludgeoning damage plus 4 (1d8) cold damage. The Vikara moves up to 10 ft. behind target. This movement doesn't trigger opportunity attacks.

4: Claws Multiattack: The Vikara makes 2 attacks with its claws. Hit: 5 (1d6 + 2) slashing damage.

Ranged Attack: *Ranged Weapon*

Attack: Range 40/60 ft., one target. Roll a D4 to determine attack:

1: Quills: The target and each creature within a 15 ft. cone behind them must make a DC 18 Dexterity Saving Throw or take 4 (2d4) piercing damage, taking half as much on a success.

2: Beam: +4 to hit, Hit: 9 (2d8) force damage.

3: Lob Bomb: Each creature within a 10 ft. radius sphere centered on the target must make a DC 14 Dexterity Saving Throw or take 7 (2d6) fire damage, taking half as much on a success.

4: Pull: The target must make a DC 15 Dexterity Saving Throw or be pulled within 5 ft. of the Vikara. The Vikara then makes a Melee Attack.

Wave of Chaos (Recharge 5-6): Any creature within a 20 foot cone in front of the Vikara must make a DC 17 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save, or half as much on a successful one. On a failure, the target must also roll on the wild magic table.



CADAVER COIL

The Far Realm is home to grotesque creatures that defy all reason or logic. Sometimes those creatures make their way into the mortal realm, either by chance or through foul sorcery. The Cadaver Coil is just such a creature. It lurks in the dark shadows of underground caverns and dungeons, feasting on the rotting remains of dead creatures. It entwines its sinewy tendrils in, around, and through the body of a deceased creature, secreting acid to dissolve the flesh on which it feeds. But the Cadaver Coil is also a hunter. It lures in prey by animating the corpse like a puppet, causing it to stand, walk, and even crudely wield weapons. It uses the animated body as a shield, making it difficult to hit as it lashes out in all directions with its tendrils.

Cadaver Coil

Medium aberration, chaotic evil

Armor Class 12 unattached; 17 attached

Hit Points 52 (5d12)

Speed 50ft. unattached, 30ft. attached

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	12(+1)	8(-1)	11(+1)	6(-2)

Damage Immunities poison, necrotic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Passive Perception 14, Thermal Sense 100ft.

Languages None.

Challenge 5 (1,800 XP)

Actions

Multiattack: The Cadaver Coil makes up to two tendril attacks each round

Weapon: If the Cadaver Coil is wrapped around a corpse in possession of a weapon, it can attack using that weapon once per round in lieu of tendril attacks. It does so at disadvantage to hit. Standard damage for the weapon used.



Tendrils: *Melee Weapon Attack:* +6 to hit, Reach 15ft., one target. Hit: 2d4 piercing damage and 1d8+2 acid damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained and takes an additional 1d8+2 acid damage each round. The Cadaver Coil can grapple no more than three targets at a time.

Acid Spray (Recharges after a short or long rest): The Cadaver Coil expels a mist of acid from its body. Each creature in a 20-foot radius around the Cadaver Coil must succeed on a DC 14 Dexterity saving throw or take 3d8 acid damage.

FUNGAL HUSK WEAVER

The Fungal Husk weaver is a great insect and one of the more cunning ambush predators of the underdark. It harvests the flesh of fallen Myconids, cultivating and growing its disguise on its own shell. It then lures its prey close to finish it quickly with a well placed sting.

While in its closed state the Fungal Husk Weaver appears to be a Myconid Sovereign at first glance, cultivating the colorful spongy exterior and the large mushroom cap atop its head. However, folded neatly in its shell are the weavers mantis like claws and venomous stinger. When attacking, the fungal flesh of the Myconid unfolds, revealing the hard carapace and deadly appendages beneath. Rows of fangs line the cavernous mouth of the weaver.

Fungal Husk Weaver

Large beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 69 (9d10 + 20)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	9(-1)	16(+3)	2(-4)	10(+0)	17(+3)

Damage Vulnerabilities fire, cold

Damage Resistances slashing, bludgeoning

Condition Immunities poison, sleep

Senses Darkvision 120ft., Passive Perception 10

Languages None.

Challenge 6 (2,300 XP)

False Appearance: While in its closed state the Fungal husk weaver is indistinguishable from a Myconid Sovereign to anyone except for other Myconids. A creature can discern its true nature with a successful DC 16 perception check.

Fungal Armour: As a reaction, the Husk Weaver can withdraw to its closed state. The thick fungus grants it +2 AC. If it is hit with a melee attack while in its closed state, the attacker will be sprayed with hallucinogenic spores. The attacker must make a DC 12 Constitution save or be or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success the Weaver can enter its open state as a free action.

Actions

Multiattack: while in its open state, the Fungal Husk Weaver can make three attacks; two claw attacks and a bite attack, or make a grapple and a bite attack. in its Closed state, the weaver can make only two claw attacks.

Claw: *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit: 9 (2d6+2) slashing damage.

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

Sting: (Open state only) *Melee Weapon Attack:* +6 to hit reach 5ft., one target. 7 (2d6) piercing damage, and the target must succeed a DC 16 Constitution save, taking 30 (10d4+5) poison damage on a failure or half as much on a success.

WARPED WANDERER

A horrific amalgamation of failed summons brought together by arcane machinations far beyond this realm of understanding. They have no concrete appearance, only constantly appearing as a warped collection of different creature parts. They follow roads, walking until they reach the end of the road or a passerby on the same path. If they reach their destination they disperse in a burst of arcane energy. The reasons for this are unknown, however some hypothesize that they are trying to make their way to another plain to repeat the process. Otherwise they attack the first living creature they encounter on the road, disappearing in a blinding light with the corpse of their slain prey.

Warped Wanderer

Medium monstrosity, chaotic neutral

Armor Class 13

Hit Points 120 (1d100 + 70)

Speed 10ft.

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

Damage Immunities psychic, poison

Condition Immunities charmed, frightened, incapacitated, paralyzed, petrified, stunned, unconscious, exhaustion.

Senses Darkvision 60ft., Passive Perception 13

Languages Deep Speech

Challenge 6 (2,300 XP)

Arcane Flux: Spells Of 4th level or lower that miss this creature are redirected onto the caster using the original caster's spell attack and save DCs.

Arcane Intuition: When it's hit with a spell of 5th level or lower it can immediately use its reaction to cast that spell and choose new targets for the spell. (Spell Save DC 11. Spell attack bonus +1)

Actions

Slash: *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit: 38 (6d8+2) Slashing damage.

Stranglehold: *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit: the target is grappled (escape DC:17). Until the grapple ends, the target takes 4 (2d4) Bludgeoning damage each round and is unable to cast spells.



PAD TRAPPER

Pad Trapper

Huge monstrosity, unaligned

Armor Class 15 (Natural Armor)

Hit Points 160 (15d12 + 60)

Speed 30ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	16(+3)	8(-1)	10(+0)	7(-2)

Skills Perception +7

Senses Darkvision 60 ft., Passive Perception 17

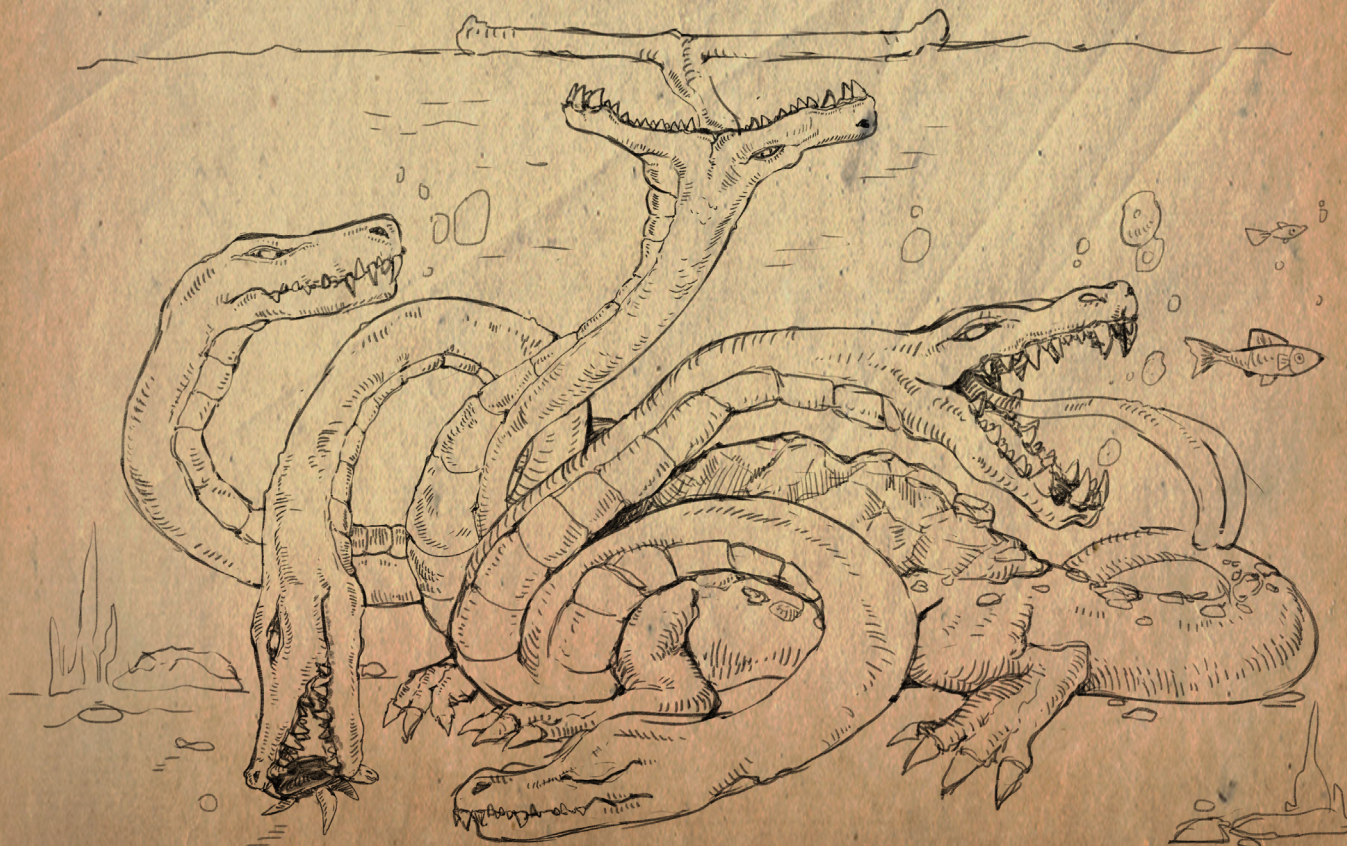
Languages None.

Challenge 8 (3,900 XP)

Amphibious: The Pad Trapper can breathe air and water.

False Appearance: While the Pad Trapper remains motionless under water it is indistinguishable from an underwater rock formation. Its lily pad tongues obscure its heads and are indistinguishable from normal giant lily pads.

Spending most of their time lying under the surface of lakes, these tricky behemoths have a unique way of catching prey. Their tongues can unfold to form gargantuan 10 by 10 ft. lily pads that perfectly mimic those found in large lakes. Their gaping maws lie open and hungry just underneath the water's surface, waiting for some poor soul to attempt to cross on nature's pre-built rafts. One may think that they would be able to spot a Pad Trapper, but they're expertly camouflaged. Their bodies look just like lumpy rock formations and their necks could be easily mistaken for the roots of the lily pads. Once a Pad Trapper senses prey it takes only a moment for them to be swallowed whole and dragged below. A foolish adventurer might think themselves clever to utilize the lake's natural foliage, only to end up becoming this devious creature's next meal.



Multiple Heads: The Pad Trapper has $1d4 + 3$ heads. While it has more than one head, the Pad Trapper has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the Pad Trapper takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the Pad Trapper dies.

Reactive Heads: For each head the Pad Trapper has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful: While the Pad Trapper sleeps, at least one of its heads is awake.
failure or half as much on a success.

Actions

Multiattack: The Pad Trapper makes as many bite attacks as it has heads.

Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: $10 (1d10 + 5)$ piercing damage.

Enclose: As soon as a living creature steps onto one of the Pad trapper's lily pads its jaw will slam shut over the them. The creature must make a DC 17 Dexterity Saving Throw or take $21 (3d10 + 5)$ piercing damage and be grappled by the Pad Trapper. Once grappled the Pad Trapper can use its reaction to pull the target underwater where it will start suffocating. The target can escape the grapple with a successful DC 17 strength check at which point they will be released 20 ft. under the water. Rules for suffocating can be found in the PHB.

MANIBUS REACHER

Manibus Reacher

Large aberration, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 102 ($12d10 + 36$)

Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	16(+3)	2(-4)	2(-4)	1(-5)

Damage Vulnerabilities slashing

Damage Immunities psychic

Damage Resistances bludgeoning and piercing from non-magical attacks

Condition Immunities prone, grappled, charmed, blinded, restrained

Senses Blindsight 60ft., Passive Perception 6

Languages None.

Challenge 9 (5,000 XP)

The far realm is home to many strange and terrible creatures born of incomprehensible magics, and the Manibus Reacher is no exception. When one of these creatures is dismembered, very occasionally, the severed arm or tentacle will be animated by some mysterious force. These arms set out in search of others of their kind, freeing arms from torsos and assimilating those that prove to be mundane. Should a Reacher finds itself on the Material Plane via some apocalyptic event or careless summoner, it would quickly become a near unstoppable, growing ever larger as it assimilates more and more helpless victims.

Grasping Reach: When a creature begins its turn within 5ft of the Manibus Reacher, the Reacher attempts to grapple the creature as a free action.

Pile On: The Manibus Reacher can occupy another creature's space and vice versa. Any creature that occupies the same space as the Reacher is grappled by it.

Split: Whenever the Manibus Reacher takes slashing damage, for every 5 points of damage it receives an arm is severed and animates into a Crawling Claw that acts on the Reacher's initiative. These claws count as aberrations instead of undead. As a bonus action on its turn, the Reacher may absorb all Crawling Claws within 5ft. to regain 2 hit points per Claw.

Assimilate: For every arm the Manibus Reacher steals, its current and maximum HP are both increased by 20. After assimilating 50 arms, the Reacher ascends 1 size category to become a huge creature and may Engulf two creatures at a time. 500 arms are required to become gargantuan, then 5,000 and so on.

Actions

Multiattack: The Manibus Reacher makes Four pummel attacks. If it has a creature grappled, the Reacher can use its Engulf on it.

Pummel: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. This attack has advantage on grappled targets.

Engulf: The Manibus Reacher engulfs a Medium or smaller creature Grappled by it. The engulfed target is Blinded, Restrained, and unable to breathe, and it must succeed on a DC 15 Constitution saving throw at the start of each of the Reacher's turns or take 13 (2d8 + 5) bludgeoning damage. If the Reacher moves, the engulfed target moves with it. The Reacher can have only one creature engulfed at a time.

Dismember: The Manibus Reacher can tear the arms from any dead or unconscious creature. To do so it must succeed on 3 strength checks vs the targets (AC + Con modifier). these checks can be made as a bonus action

BURROWRAPTOR

This formidable creature is a slender reptile the size of the average human. Its long snout is racked with razor-sharp teeth, and millions of years underground has tempered its skin to be as thick as steel. They are able to regrow their armor-like exterior at an accelerated rate to protect themselves. Living underground has enhanced their sense of smell allowing them to hunt even if they cannot see or hear. They typically travel alone, but have been known to stick with their mate and offspring until they go off on their own. They are highly intelligent, and have been known to play with their prey before burrowing out of the ground.

They lived predominantly during a time before magic was used in large quantities, and are therefore unprotected against magic attacks. They find themselves at a disadvantage against magic users.

Burrowraptor

Medium beast, chaotic neutral

Armor Class 18 (Natural Armor)

Hit Points 65 (12d8)

Speed 60ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	12(+1)	18(+4)	6(-2)	4(-3)

Damage Vulnerabilities acid, cold, fire, force, lightning, poison

Damage Immunities slashing and piercing from non-magical attacks

Damage Resistances bludgeoning from non-magical attacks

Condition Immunities blinded, deafened

Senses Blindsight (60ft), Darkvision (120ft),

Passive Perception 8

Languages None.

Challenge 10 (5,900 XP)

Burrow Strike: the Burrowraptor can make one melee attack as a bonus action immediately after exiting a burrow.

Regenerate Armor (1/day): The Burrowraptor digs deep into the earth and remains there for 18 seconds (3 rounds), healing 3d8+5 HP. The Burrowraptor will then have a -3 penalty to all Constitution checks/saves for the next 1d4 hours. This process can be interrupted if the Burrowraptor is attacked while burrowed, for example if it is excavated or attacked by another creature with a burrow speed.

Actions

Multiattack: The Burrow raptor makes two attacks: one with its bite and one with its claws.

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

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

SHIVERING REMNANT

When a person is killed in a particularly egregious way, their soul can become fixed in the Ethereal Plane as a Ghost; trapped between the world of the living and the world of the dead. Ghosts remain like this until their soul can find peace. However, some ghosts cannot ever find peace. Some ghosts are left to wither away for decades, their identities sloughing away with each passing year.

Eventually, after tens of hundreds of years, they are so corrupted by their hate that they cease to resemble souls any longer, becoming Shivering Remnants. Shivering Remnants have forgotten their old selves entirely, and subsequently can never find peace in the afterlife. They resemble vaguely humanoid silhouettes that are in constant shuddering motion, their faces blurred and twisted as they barely resemble faces any longer. They instinctually lash out at intelligent beings and become invisible when exposed to light. However, they also are unable to move while invisible.

Shivering Remnant

Medium undead, neutral evil

Armor Class 14

Hit Points 62 (5d8 + 40)

Speed fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7(-2)	16(+3)	10(+0)	10(+0)	12(+1)	18(+4)

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing damage from non-magic attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Understands the languages it knew in life, but cannot speak them

Challenge 10 (5,900 XP)

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

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

In Light, Out of Sight: When exposed to natural or artificial light, The Shivering Remnant becomes invisible and its fly speed becomes 0 until it is no longer exposed to the light.

Horrific Presence: Any creature that comes within 30ft of the Shivering Remnant is filled with an overwhelming, primal sense of dread and the need to escape. The creature must make a DC:17 Wisdom Saving Throw or become Frightened of the Shivering Remnant for one hour. If the Remnant is invisible when the creature becomes frightened, then the frightened creature cannot move for fear of moving closer to the Remnant without knowing. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If a creature succeeds on the saving throw, they are immune to this effect for 24 hours.

Innate Spellcasting: The Shivering Remnant's spellcasting ability is Charisma (spell save DC:16). It can innately cast the following spells, requiring no material components.

At will: misty step

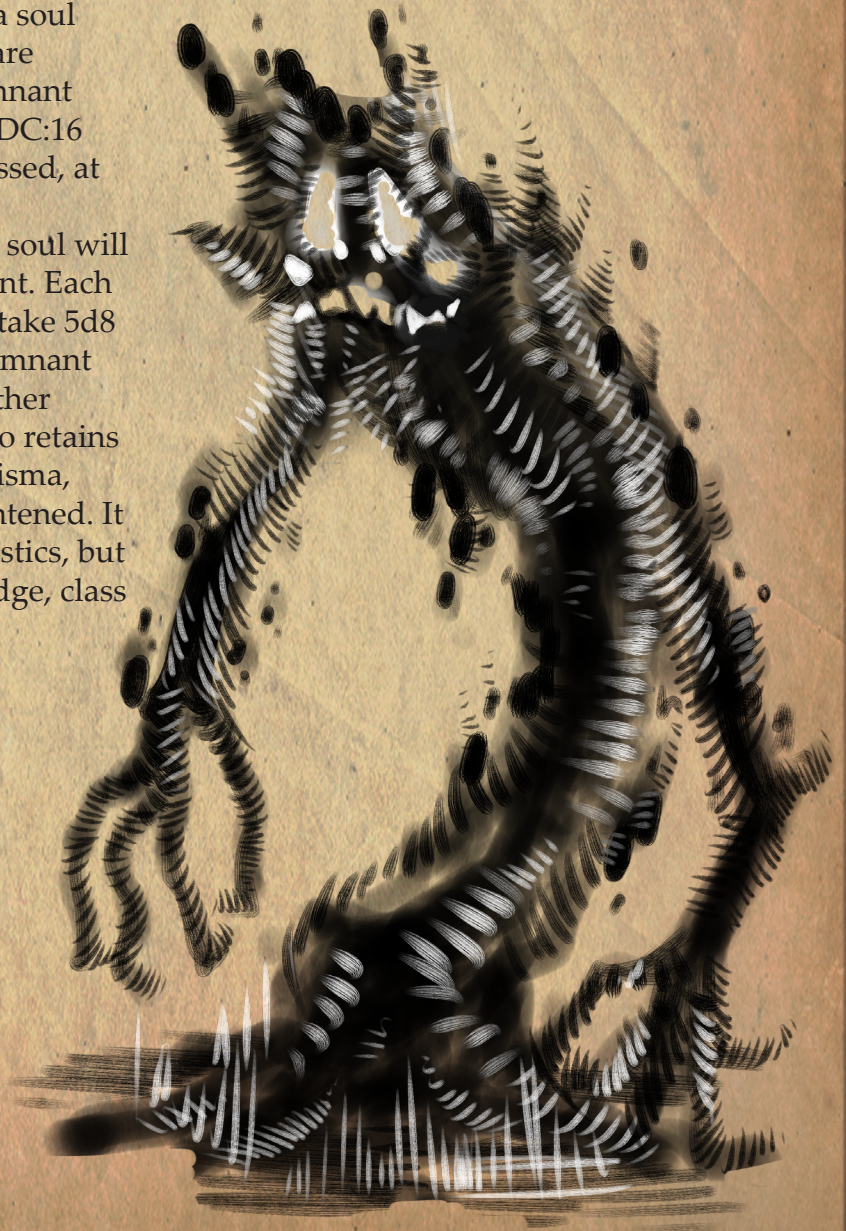
3/day: fear

1/day: phantasmal killer

Necrotic Breath: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit 14 (5d6+4) Necrotic Damage, and the target's hit point maximum is reduced by half the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

Invasive Possession (3/Day): The Shivering Remnant has devolved so far from being a soul that its attempts to possess a living body are violently rejected. One humanoid the Remnant can see within 5ft of it must succeed on a DC:16 Charisma Saving Throw or become possessed, at which point the remnant vanishes. The target maintains control of itself, but their soul will violently reject the presence of the Remnant. Each round the target remains possessed, they take 5d8 Psychic damage halved. The Shivering Remnant can't be targeted by any attack, spell, or other effect, except ones that turn undead. It also retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.



CRYSTAL KNIGHT

Crystal Knight

Medium humanoid (any race), neutral evil

Armor Class 18 (Plate Armor, Shield)

Hit Points 109 (12d8 + 54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	18(+4)	12(+1)	10(+0)	14(+2)

Damage Resistances lightning

Condition Immunities stunned, paralyzed

Senses Passive Perception 10

Languages Common, Draconic

Challenge 12 (8,400 XP)

Actions

Multiattack: The Crystal Knight can use Flash and a Mace attack, or 2 Mace attacks.

Mace: *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. Hit: 8 (1d6+5) bludgeoning damage plus 17 (5d6) lightning damage.

Flash: The Crystal Knight releases the electric charge in his shield creating a blinding flash in 15ft line in front of them. Any creature in the line must make a DC 16 Constitution saving throw or be blinded for the next turn.

“Money and lodge, what more could we want?” Crystal Knights are hulking brutes that usually work for the legendary blue dragon Plazmur. They bear armor, a shield, and a mace crafted of crystals as hard as steel that Plazmur created. However, defectors can be found brandishing the armor among mercenary groups and the wealthy who have also discovered how to create the armor themselves. It takes practice to use the armor and weapons effectively as the material they are made from bestow them with arcane lightning.

COSMIC HOG

They say Cosmic Hogs were born of loneliness. These hedgehogs were abandoned or lost and an ethereal being took them in, molded them into something stronger, and more deadly.

It stands 7 feet tall and 11 feet long. Its eyes and nose are that of a normal hedgehog, but has a mouth with thousands of razor sharp teeth and two poison laced tongues. The Cosmic Hog's bottom jaw spits in two. Their quills are prismatic and can be launched from up to 100 feet away. The Cosmic Hog can compress its body to allow it to run faster and to have quicker and more deadly blows, but its second tongue is absorbed into the first and its massive strength is decreased.

The cosmic hog seeks out those its master wants dead. They can be tamed by wicked souls and will show no mercy. They like to wrap their prey with their tongues and then bite their head off, before spitting it out.

Cosmic Hog

Large aberration, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 208 (35d10 + 15)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	16(+3)	6(-2)	15(+2)	2(-4)

Damage Vulnerabilities radiant

Damage Resistances slashing

Damage Immunities force, necrotic

Condition Immunities frightened, restrained

Senses Darkvision 120 ft., Passive Perception 12

Languages Deep Speech

Challenge 13 (10,000 XP)

Transform: As an action, the Cosmic Hog may shift from its normal form to its speed form, or from its speed form to its normal form. While in its speed form, the Cosmic Hog doubles its movement speed, gains a +2 bonus to AC, and can attack twice on its turn. It also receives a -3 penalty to all strength/constitution checks/saves, but a +3 bonus to all dexterity checks/saves.



Actions

Multiattack (Speed Form only): The Cosmic Hog makes two attacks; one Bite attack and one Claw attack.

Bite: *Melee Weapon Attack:* +7 to hit (+4 while in speed form), reach 5ft., one target. Hit: 19 (4d6+5) piercing damage (or 16 (4d6+2) piercing damage in speed form).

Claw: *Melee Weapon Attack:* +7 to hit (+4 while in speed form), reach 5ft., one target. Hit: 12 (2d6+5) slashing damage (or 9 (2d6+2) slashing damage in speed form).

Tongue Restrain: *Melee Weapon Attack:* two target Medium or smaller creatures (one creature in speed mode) within (distance)ft must make a DC: 16 Dexterity Saving Throw or become Restrained. Each Restrained creature must make a DC:15 Constitution Saving Throw at the end of each of its turns or become Poisoned. A Poisoned creature can continue to make Saving Throws at the end of each of its turns, ending the effect on itself on a success. The Cosmic Hog has advantage on Bite attacks against creatures Restrained in this way. A DC:16 Strength Saving Throw (DC:13 in speed mode) allows a creature to escape the Cosmic Hog's tongue.

Quill Cascade: *Ranged Weapon Attack:* +4 to hit, range 60/125ft., four targets (two targets in speed form). Hit: 4 (1d4+2) piercing damage plus 5 (1d6+2) force damage (or 7 (1d4+5) piercing damage plus 8 (1d6+5) force damage in speed form).

SHADOW SKULKER

With a skull-like face and mantis shaped body, a shadow skulker acts as a solitary hunter that crosses between the realm of shadows and our plane of existence in search of food. Shadow skulkers not only feed on meat and bone but also the fear they instill in their prey. These creatures have been known to take refuge beneath a city for many months as they feed on unsuspecting citizens at night and gaining additional power from the paranoia they cause.

Shadow Skulker

Huge monstrosity, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 225 (18d12 + 108)

Speed 50ft., climb 50ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	18(+4)	20(+5)	5(-3)	2(-4)

Damage Immunities piercing, slashing, bludgeoning from non magical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, prone

Skills Stealth +10, Perception +9

Saving Throws STR +11 WIS +9 CON +8

Senses Darkvision 120ft., Blindsight 120ft., Passive Perception 19

Languages None.

Challenge 13 (10,000 XP)

The Shadow Skulker can cast darkness as a 3rd level spell three times a day.

Paranoia: when a creature is standing in total darkness, the Shadow Skulker can use its bonus action to force that creature to make an INT saving throw, taking 20 (3d12) psychic damage on a failed save or half as much on a successful one.

Actions

Multiattack: The skulker can use its Frightful presence and then make three attacks, two with its claws and one with its bite.

Claw: *Melee Weapon Attack:* +9 to hit reach 10ft., one target. Hit: 20 (4d6 + 6) slashing damage.

Bite: *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. Hit: 28 (4d10 +6) piercing damage.

Frightful Presence: Each creature of the Skulker's choice that is within 120 feet of the skulker and aware of it must succeed on a DC 18 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the skulker's Frightful Presence for the next 24 hours.



LEGENDARY DRAGONS

CHROMATIC DRAGONS

PLAZMUR, THE GLASS KEEPER

Plazmur was once a weak excuse for a dragon. He had to scavenge for food when he was young, feeding on cacti and carcasses. After slowly growing larger he decided that he had to make a statement, he traveled into the domain of a bronze dragon. The area was a coastal city with farmland beyond the walls with a large cliff face nearby facing towards the city. Plazmur destroyed all of it; the city, the farms, the innocent people. Plazmur then took on the bronze dragon; the battle ensued and storms raged above the two dragons. Plazmur eventually killed the bronze dragon and took its head as a trophy.

Plazmur then created his Glass Palace, a large palace made of large glass and crystal spires that were created when Plazmur burrowed into the ground then shot lightning into the sky. Plazmur has since then not only mounted the head of the bronze dragon but many others he took on over the years to show them who the true king was.

Now Plazmur has become gluttonous, sitting in his palace throne room with his many piles of gems and gold while his followers "collect" prey for him to consume. He likes to taunt his prey when they arrive, able to create illusions in the glass and crystals until they finally make it to his throne room where he "cooks" them with his lightning breath. His followers, known as the Crystal Knights, bring Plazmur his food and wealth and in return live in the palace and are given small amounts of wealth in payment. He also employs great arcane philosophers known as Clear Crystal Sages who look to empower Plazmur with knowledge and magic.

When adventurers come across the great Glass Palace, it is covered in clouds that spark with lightning. The spires reach into the sky, refracting the lightning that causes blinding flashes. No innocent being has ever made it out of the palace; You're either with Plazmur the Glass Keeper or you're his food.

Plazmur

Gargantuan dragon (blue), lawful evil

Armor Class 23 (Natural Armor)

Hit Points 508 (28d20 + 208)

Speed 40ft., burrow 60ft., fly 100ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	29(+9)	18(+4)	18(+4)	22(+6)

Damage Immunities lightning

Condition Immunities stunned, paralyzed

Skills Perception +18, Deception +11, Persuasion +11

Saving Throws INT(+11) CON(+15) WIS(+10) CHA(+12)

Senses Darkvision 120ft., Blindsight 120ft., Passive Perception 19

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Actions

Multiattack: Plazmur can make three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. Hit: 20 (2d10+9) piercing damage plus 11 (2d10) lightning damage.

Claw: *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. Hit: 16 (2d6+9) slashing damage.

Tail: *Melee Weapon Attack:* +16 to hit, reach 20ft., one target. Hit: 18 (2d8+9) bludgeoning damage.

Refraction: Plazmur sends electricity into himself. Every enemy within 120ft of Plazmur must make a DC 17 CON saving throw or be blinded for the next turn.

Lightning Breath (Recharge 5-6): Plazmur exhales lightning in a 120ft line that is 10ft wide. Each creature in the line must make a DC 23 dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Crystal Reinforcement (1/Day): Plazmur can summon 1d4 Crystal Knights to his location using his electricity to teleport them next to himself.

Legendary Actions

Plazmur 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. Plazmur regains legendary actions at the start of his turn.

Crystal Barrier: Plazmur can pull up small crystal spires 5ft in front of himself. This wall falls after one turn, has an HP of 70, and has an AC of 10. This wall is 20ft tall, 30ft long and 10ft wide. Any creature that is where the wall is erected must make a DC 16 dexterity saving throw or take 3d10 bludgeoning damage. Said creatures are always pushed 10ft in a direction they choose.

Electric Discharge: Plazmur releases a blast of electricity from his body. Every creature within 15ft of Plazmur must make a DC 18 dexterity saving throw or take 6d8 lightning damage or half on a successful saving throw.

Crystal Claws: Plazmur has groomed his claws and legs into being able to carry the weight of his body. Plazmur gains 40ft of climbing speed for one turn and has Spider Climb, but his speed is reduced to 0ft unless he drops to the floor or uses Crystal Claws again.

Lair Actions

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

Plazmur can use strong illusions with the crystals to cause the ceiling to look as though it collapses. He chooses 2 creatures who must make a DC 18 Wisdom saving throw or be Paralyzed for the next 2 rounds. Each round the victim can make saving throws at the start of their turn. If used more than once on an enemy who had already been previously affected they gain advantage on the saving throw.

A cloud of thick crystal dust swirls about in a 20ft radius sphere centered on a point Plazmur can see within 120ft of him. The cloud can spread around corners. Each creature in the cloud must succeed on a DC 15 constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lightning arcs, forming a 5ft wide line between two of the lair's solid surfaces that Plazmur can see. They must be within 120ft of Plazmur and of each other. Each creature caught inside must succeed on a DC 15 Dexterity saving throw or take 10(3d6) lightning damage.

Regional Effects

The region containing Plazmur's lair is warped by the dragon's magic, which create one or more of the following effects:

Thunderstorms rage within 6 miles of the lair.

Dust Devils scour the land within 6 miles of the lair. A Dust Devil has the statistic of an air elemental, but it can't fly, has a speed of 50ft, and has an Intelligence and Charisma of 1(-5).

Small crystal spires about 5ft to 10ft in height release bolts of lightning. If a creature gets within 10ft of one then they must make a DC 12 dexterity saving throw or take 8(2d6) lightning damage.

Roleplay

When role playing Plazmur, his voice is grand yet very lazy. He talks slowly but very loudly. He has the mindset that no one can take him down. He will decide to taunt his foes rather than attack.

His voice can resonate throughout the entire Glass Palace and in doing so he can give orders to his followers from anywhere. He is commanding but like always, his sense of laziness comes through. He is extremely cocky and even though he is rather obese for a dragon he feels as though he is immensely strong. He will force his followers to do his biddings before himself even if that means he watches as attackers fight them instead.

SERQTANA, HIGH QUEEN OF SERPENTS

The same murals can be found in temples across the desert landscapes of the mortal planes. Each tells a story of prosperity from the kingdoms before. Mortal races come to power but all eventually disappear one after another with no exception. Historians have only been able to determine one connecting factor between the tales of these great empires, a serpentine figure in the background of each story, its head held aloft with a hood spread proudly. The design of this creature in ancient hieroglyphs ever changes but its name remains, Serqtana.

Serqtana was and still is an incredibly rare sight to behold. An ancient dragon with emerald scales reflecting the desert sun in a blinding flare, most are unsure of where this dragon makes her home due to the seeming lack of forested areas in her favored locations. Her most distinctive feature is the cobra like hood that protrudes from her neck like a symbol of royalty and her oversized fangs that dwarf the teeth of any documented dragon. Her hood is carved with ancient markings of worship and reverence from ages long since past, indicating that she was once seen as divine. There is even tell of a monumental battle when she had slain a blue dragon that threatened the human kingdom under her dominion by sinking her fangs into his neck until his lightning and slashing ceased.

Serqtana has made countless deals in the past with the kingdoms of mortal races. She grants them power and protection. She is patient, she is cunning, and what the kingdoms of man do not realise is that she is their one true queen. She considers the kingdoms of man to be her own possessions to do with as she pleases. The citizens of the world can revere and pledge themselves to their kings and gods, but they will fear their queen.

Serqtana

Gargantuan dragon (green), lawful evil

Armor Class 24 (Natural Armor)

Hit Points 574 (29d20 + 29)

Speed 40ft., burrow 40ft., swim 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	14(+2)	29(+9)	22(+6)	16(+3)	30(+10)

Damage Immunities poison

Condition Immunities poisoned, frightened, charmed

Saving Throws DEX (+8) CON (+14) WIS (+10) CHA (+18)

Senses Blindsight 60ft., Darkvision 120ft., Tremorsense 120ft., passive Perception 27

Languages Common, Draconic

Challenge 26 (90,000 XP)

Amphibious: The dragon can breathe air and water

Legendary Resistance (5/Day): If the dragon fails a saving throw, it can choose to succeed instead.

Royal Venom: When the dragon lands a bite attack they can then force the target to suffer one of the following effects:

The target must make a DC18 Constitution saving throw or take 20(4d6) poison damage on a failed save or half as much on a successful save

The target must make a DC 18 Constitution saving throw or be paralyzed until the end of its next turn

The target must make a DC 18 Constitution saving throw or become blinded and deafened until the end of it's next turn

Voice of the Queen: As a bonus action the dragon can force a creature within 120 ft. of it to make an extra attack against a target within within the range of that creature's current weapon. If the target is hostile to the dragon they can make a DC18 Charisma saving throw to resist the command. When a creature succeeds this saving throw, they have advantage on the saving throw the next time this effect would target them.

Actions

Multiattack: The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

Bite: *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 21 (2d10 + 10) piercing damage

Claw: *Melee Weapon Attack:* +17 to hit, one target, reach 15 ft., hit: 24(4d6 + 10) slashing damage

Tail: *Melee Weapon Attack:* +17 to hit, reach 25 ft., one target, hit: 19 (2d8 + 10) bludgeoning damage

Frightful Presence: Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on an DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful of the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6): The dragon exhales poisonous gas in a 120-foot cone. Each creature in the area must make a DC 22 Constitution saving throw, taking 88 (26d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 Legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Detect: The dragon makes a wisdom (Perception) check.

Tail attack: The dragon makes a tail attack.

Wing attack (Costs 2 actions): The dragon beats its wings. Each creature within 15ft. of the dragon must succeed on a DC23 Dexterity saving throw or take 15 (2d6 +8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

Runic channeling: The dragon flares its hood as the symbols carved into it glow with arcane energy. The dragon chooses one effect from the list below:

All creatures within a 50ft. cone must make a DC18 Constitution saving throw or be blinded for until the end of their next turn.

Up to two target creatures that the dragon can see must succeed on DC18 Wisdom saving throws or become frightened for until the end of their next turn.

Up to three targets within 30ft. of the dragon must make DC18 Intelligence saving throws or take 15(3d6 + 6) psychic damage.

METALLIC DRAGONS

ULTARANEL, THE CRUSADING STORM

Once counted among the greatest generals of the divine forces of Bahamut, Ultaranel felt wasted in the idyllic court of The Platinum Dragon and begged his lord to deploy him against the forces of evil. Bahamut permitted this, and as part of a Divine Intervention, sent him to unify and lead the fractured forces of a beleaguered coastal kingdom, standing on the precipice of total collapse from both external foes and internal corruption.

Most of the time Ultaranel remains in the form of a magnificent knight adorned in full plate-mail, obscuring his features save for his piercing green eyes the color of the sea. Though this armor appears to be made of bronze, it is as strong as Adamantine. Ultaranel is the penultimate military leader and is a strategic genius without peer in the mortal world. Ultaranel can lead troops from the front lines just as efficiently as from the command tent. On the battlefield, he is a sight to behold. He disguises his mighty claw attacks and draconic breath weapons as a "magical greatsword" that he never allows to leave his grasp. If he is forced to, as he prefers to remain incognito, he will shed his mortal disguise and unleash his full might as an Ancient Bronze Dragon upon his enemies, for you see until this very moment he has been fighting with one arm tied behind his back.

Roleplay

Ultaranel exudes confidence and possesses such a strong force of personality that he can seem to speak over a raucous crowd without needing to shout; when he speaks, people listen. He strongly believes in the tenets of honorable war and is a strategic mastermind who is always thinking at least 10 steps ahead. He has an intense sense of empathy and can use it to get into the heads of his enemies to predict their next move. Despite his living in a near constant disguise, Ultaranel is not a particularly subtle individual. He is a poor liar, and even when whispering his voice can carry quite a distance. Although he was born in the heavenly realm of Bahamut himself, he is not very religious. He pays the utmost respect to the Divine forces of Good but is prone to speaking of them in a very familiar way; as if they were his esteemed peers or liege lords instead of omnipotent forces of justice and holiness, and with several of them this is indeed the case. This can put him on uneasy terms with religious zealots even in his own armies, particularly priests. It can be disconcerting when your commanding officer overhears a hymn telling of Bahamut's great deeds and you hear him chuckle with mirth and say "Ah yes I remember that. What a glorious day that was!"

Ultranel

Gargantuan dragon (bronze), lawful good

Armor Class 25 (Natural Armor)

Hit Points 515 (30d20 + 200)

Speed 40ft., swim 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	14(+2)	28(+9)	21(+5)	18(+4)	25(+7)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons not made of adamantine

Damage Immunities lightning, radiant

Condition Immunities frightened

Saving Throws DEX (+9) CON (+16) WIS (+10)

CHA (+14)

Skills Athletics +17, History +12, Insight +10, Intimidation +14, Perception +17, Persuasion +14, Religion +9

Senses Blindsight 60ft., Darkvision 120ft., Passive Perception 27

Languages Celestial, Common, Draconic

Challenge 25 (75,000 XP)

Amphibious: The dragon can breathe air and water.

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

Change Shape: Ultranel magically polymorphs into a Knight adorned in full bronze plate-mail, obscuring his features save for his piercing sea-green eyes, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Dragon's choice).

In Knightly form, Ultranel's size is reduced to Medium, all melee attack reaches are reduced to 5ft, and he loses his fly speed. Otherwise, all his statistics remain the same unless stated otherwise.

Inspiring Leader: Ultranel can spend 10 minutes inspiring his troops, shoring up their resolve to fight. When he does so, he may choose up to six friendly creatures (which can include himself) within 30 feet of him who can see or hear him and who can understand him. Each creature gains temporary hit points equal to his Charisma Modifier + 20. A creature can't gain temporary hit points from this feature again until it has finished a short or long rest.

Spellcasting: Ultranel is a 20th level spellcaster. His spellcasting ability is Charisma (spell save DC:22, +14 to hit with spell attacks). He has the following Paladin spells prepared:

1st Level (4 slots): *bane, bless, command, compelled duel, heroism, hunter's mark*

2nd Level (3 slots): *branding smite, hold person, magic weapon, zone of truth*

3rd Level (3 slots): *aura of vitality, crusader's mantle, haste, revivify*

4th Level (3 slots): *banishment, death ward*

5th Level (2 slots): *destructive wave*

Divine Smite: When Ultranel hits a creature with a Melee Weapon Attack, he can expend one spell slot to deal radiant damage to the target in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Divine Health: Ultranel is immune to all diseases.

Actions

Multiattack: The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite (Headbutt in Knightly form): *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage (bludgeoning damage in Knightly Form).

Claw (Bronze Greatsword in Knightly form): *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail (Slam in Knightly Form): *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence: Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (5-6): The dragon uses one of the following breath weapons.

Lightning Breath: The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath: The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Legendary Actions

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

Detect: The dragon makes a Wisdom (Perception) check.

Tail Attack: The dragon makes a tail attack (slam attack while in Knightly Form).

Wing Attack (Costs 2 Actions) (Dragon Form only): The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

V'VINNE, THE ICE AND SNOW

A Silver Dragon known also as Vivienne Lalori, a reclusive sorceress specializing in ice magics in the town of Stormhold. Few townspeople know of her true form, fewer still have seen it.

Through her studies, and adventures, she stumbled across a way to teach herself to actually use spells, and is able to cast them even while in dragon form.

A patron of knowledge and the arts, she's collected books of every topic, artefacts from every point in history, and every conceivable instrument; she has taught herself to play every one. Her library and gallery are open to the public while she's there, and she often teaches classes and encourages the townspeople to learn, but no one dares steal from her collection. Every thief to enter her home with the intent of burglary has never come back out.

She stays in the village through the autumn and winter, leaving once the first flowers begin to bud. She leaves for colder climates where she travels and hunts down more artefacts and tomes to add to her collection. She leaves the village without a word of goodbye, but they know she'll be back when the leaves begin to turn.

V'vinne

Huge dragon (Silver), lawful good

Armor Class 19 (Natural Armor)

Hit Points 255 (18d12 + 126)

Speed 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	10(+0)	25(+7)	21(+5)	13(+1)	16(+3)

Damage Immunities cold

Saving Throws DEX (+5) CON (+12) WIS (+6) CHA (+10)

Skills Arcana +8, History +8, Perception +11, Stealth +5

Senses Blindsight 60ft., Darkvision 120ft., Passive Perception 21

Languages Common, Dragonic, Elvish, Dwarvish
Challenge 16 (15,000 XP)

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

Magic Resistance: V'vinne has advantage on saving throws against spells and other magical effects.

Spellcasting: V'vinne is an 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC:18 , +10 to hit with spell attacks). V'vinne has the following wizard spells prepared:

Cantrips(at will): *chill touch, minor illusion, ray of frost, mending, message, true strike*

1st level (4 slots): *comprehend languages, fog cloud, mage armor, color spray*

2nd level (3 slots): *gust of wind, enhance ability, shatter*

3rd level (3 slots): *sleet storm, dispel magic, slow*

4th level (3 slots): *ice storm, confusion, dimension door*

5th level (3 slots): *cone of cold, telekinesis, teleportation circle*

6th level (1 slot): *true seeing*

7th level (1 slot): *teleport*

8th level (1 slot): *power word stun*

9th level (1 slot): *time stop*

Actions

Multiattack: The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw: *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail: *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence: Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6): The dragon uses one of the following breath Weapons.
Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath: The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be Paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape: The dragon magically polymorphs into a humanoid or beast that has a Challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its Alignment, Hit Points, Hit Dice, ability to speak, proficiencies, Legendary Resistance and Intelligence, Wisdom, and Charisma scores, as well as this action. Its Statistics and capabilities are otherwise replaced by those of the new form, except any Class Features or legendary Actions of that form.

Legendary Actions

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

Detect: The dragon makes a Wisdom (Perception) check.

Tail Attack: The dragon makes a tail Attack.

Wing Attack (Costs 2 Actions): The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ZEKTOR THE UNITER

Zektor wanted nothing to do with the creatures of the mortal plane. When he became trapped in the one place he didn't want to be he planned to stay in his mountain cave pondering ancient celestial philosophy. He would occasionally steal a few cattle from the locals, but would not interact with them. Until one day a young orcish boy wandered into his cave, lost and afraid. His parents had been killed by a rival tribe while they traveled. Zektor became overcome with pity for the creature and took him in, teaching him his knowledge. The boy told him of the ways of his tribe and Zektor became fascinated. He found the flaws in the Orcish philosophy, but couldn't help but admire their zeal for the present, not overcome with the past or future. A couple of months later he disguised himself as an Orcish adult and took the orphaned boy back to his people. He was welcomed into their fold for saving the boy. The boy kept Zektor's dragonhood secret, and Zektor slowly grew fonder of the tribe and stayed with them. He eventually helped them fend off countless invasions by packs of wild creatures and other tribes. His prowess proved, he rose to the tribal chief and began to spread his own philosophy: Diplomacy if possible. The orcs were slow to accept it, but when they found themselves in better shape as they joined with other tribes, they grew to embrace Zektor's ways. After 45 years he had united the seven tribes of the eastern mountains into a formidable fighting force and helped them to build a sprawling city he called Svarganhall.

The orcs of Svarganhall knew their leaders secret after a scouting party discovered him transforming into a dragon out in the wilderness one winter day. It became an unspoken fact. He is not aware that most of his kin knows he is a dragon and tries to keep it secret, he does however have three Orc bodyguards who are aware he's a dragon and follow him around. Zektor has to transform into a dragon at least 2 days a month to keep his power from fading. However it's become harder and harder for him to stay in orcish form. Scales pop up and he forces them to disappear or his hair turns from a salt and pepper to a bright silver.

Roleplay

Zektor cares only for orcs and half orcs. He finds kinship with them and is favorable to them. He is indifferent and sometimes even hostile towards other humanoids. He will however follow laws so long as the laws aren't oppressing his people.

Make sure he's standoffish towards players unless they are Half-Orc or orc. Although he has the warlike attitude of the orcs, he is quite philosophical and open to peace if presented with it.

Zektor

Gargantuan dragon (silver), true neutral

Armor Class 22 (Natural Armor)

Hit Points 487 (25d20 + 225)

Speed 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	12(+1)	18(+4)	18(+4)	22(+6)	26(+8)

Damage Immunities cold

Saving Throws STR (+10) DEX (+8) CON (+11)

WIS (+13) CHA (+15)

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26

Languages Common, Draconic, Orcish

Challenge 23 (50,000 XP)

Powerful Presence: Whenever any of Zektor's personal Orc bodyguards are within visual range of him, they gain a +2 bonus to all attacks, and all attacks are considered critical hits if they land. Zektor always has a minimum of 3 bodyguards in his presence at the start of an encounter.

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

Actions

Multiattack: Zektor can use its Battle cry (if available). He then makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +18 to hit, reach 15 ft.; one target. Hit: 21 (2d10 + 10) piercing damage.

Claw: *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail: *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Battle Cry (1/Day): Each creature of Zektors choice that is within 30 feet of him who can hear it gain advantage on attack rolls until the start of Zektor's next turn.

Breath Weapons (Recharge 5–6): Zektor uses one of the following breath weapons:

Cold Breath: Zektor exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath: Zektor exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape: Zektor magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Zektor's choice).

In a new form, Zektor retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His (typically statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form (typically takes on the form of Orc War Chief, Monster manual, buff as needed).

Legendary Actions

Zektor 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. Zektor regains spent legendary actions at the start of his turn.

Rally: Zektor chooses one ally creature nearby to give a +5 bonus to hit on their next attack roll.

Claw Attack: Zektor makes a Claw attack.

Wing Attack (Costs 2 Actions): Zektor beats his wings. Each creature within 15 feet of Zektor must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Zektor can then fly up to half its flying speed.

ZOVERRYA, THE HEARTLESS

Once known as a fearsome human warrior who marked herself with the blood of her enemies, Zoverrya was as feared in life as she is in death. The bloodlust and pure evil of Zoverrya caught the eye of the god of death. She was killed in battle, ambushed by surrounding forces. Upon arriving to the underworld for her punishment the god of death offered her a life of luxury in the underworld under one condition: More souls. In order to restore her body and live her eternity in the good graces of the god of death, she must provide 1000 souls. Each soul she provides marks her body with luminescent markings giving her a glowing skeletal appearance upon seeing her.

Zoverrya

Huge dragon, chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 195 (7d12 + 85)

Speed 40ft., swim 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	21(+5)	14(+2)	13(+1)	17(+3)

Damage Immunities acid

Saving Throws DEX (+7) CON (+10) WIS (+6)

CHA (+8)

Skills Perception +11, Stealth +7

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

Amphibious: Zoverrya can breathe air and water.

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

Noxious: Each creature that starts its turn within 20ft of Zoverrya makes a DC:18 CON save or takes 1d4 poison damage. Once a creature fails 5 saving throws they begin to experience hallucinations for 1 minute, suffering a -2 penalty to all intelligence checks.

Actions

Multiattack: Zoverrya can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite: *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw: *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail: *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence: Each creature of Zoverrya's choice that is within 120 feet of her and aware of her must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Zoverrya's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6): Zoverrya exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

The Cry of Zoverrya (Recharge 5-6): Zoverrya releases a thunderous bellow, the power of which sends those before her flying. Each creature in a 30ft cone must make a DC:16 Dexterity Saving Throw or be thrown 30ft and knocked prone, taking 11 (3d6) Thunder damage and 2 (1d4) bludgeoning damage on a failure. On a success the creature holds its ground, taking half the thunder damage and no bludgeoning damage. This roar can be heard up to 1000ft away.

Legendary Actions

Zoverrya 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. Zoverrya regains spent legendary actions at the start of its turn.

Detect: Zoverrya makes a Wisdom (Perception) check.

Tail Attack: Zoverrya makes a tail attack.

Wing Attack (Costs 2 Actions): Zoverrya beats her wings. Each creature within 10 feet of her must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Zoverrya can then fly up to half her flying speed.

Illuminate (Costs 2 Actions): The markings on Zoverrya's body flash with baleful light. Each creature within 50ft of Zoverrya must make a DC:18 Dexterity Saving Throw or be blinded for the next round. Zoverrya may then make one melee attack against a creature in range, gaining a +2 bonus to the attack roll.

The Cry of Zoverrya (Recharge 2-3): Zoverrya's heartless cry will push back any player in its path by 30 ft. With a dex saving throw failed, player will take one 1d4 damage as well.

NPCS

ARIZA UNDERHILL

To Ariza, life was never fair. She lived in a society where from a young age, a child's future is determined by the attributes they show. From childhood, she exhibited strength beyond that of many of her gnomish peers. When she was 23 years old, she was forced to join the militia in a war against the Goblin and Orc alliance. During this campaign, she discovered a book of spells on the corpse of an Orcish wizard.

She grew fascinated with it, despite the fact that little of it made sense to her. When she returned home she studied the book in secret for hours on end. At age 27 she was forced yet again into a campaign against Orcs. She felt helpless with just her strength and wished she could use magic to wipe out all the invaders. After returning she decided to run away and find more of these books and become a powerful wizard. Her parents, however, did not approve of this choice. She has been running and training in secret with wizards she pays to teach her. Gnomish bounty hunters have been after her since the day she left home.

Roleplay

Ariza, outside of combat, is very airheaded. She might mess up spells because she forgets words. She tends to forget things easily and has no sense of direction. In combat she is focused, combat spells she remembers easily and becomes focused exclusively on the fight. In combat she prefers to try and use magic and resorts to her strength only when it is necessary. When she does use her strength it is like watching a killing machine at work.

Physical Description

30 years old, small, jet black hair. Scar over her left eye. More muscular than most gnomes.

Ariza Underhill

Small humanoid (gnome), neutral good

Armor Class 16

Hit Points 65 (14d8 + 2)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	15(+2)	14(+2)	8(-1)	9(-1)

Saving Throws STR (+6), CON (+5)

Skills Acrobatics +5, Athletics +6, Animal handling +2, Intimidation +2

Damage Vulnerability acid

Damage Resistance bludgeoning from non-magical attacks

Condition Immunities frightened

Senses Passive Perception 9

Languages Common, Gnomish, Orcish, Goblin

Challenge 7 (2,900 XP)

Rage: As a bonus action, Ariza enters a rage for up to 1 minute (10 rounds). She gains advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, and resistance to bludgeoning, piercing, slashing damage. She can't cast or concentrate on spells while raging. Her rage ends early if she is knocked unconscious or if her turn ends and she haven't attacked a hostile creature since her last turn or taken damage since then. She can also end her rage as a bonus action. After her rage ends, she gains one level of exhaustion.

Frenzied Attack: While raging, Ariza can make a single melee weapon attack as a bonus action on each of her turns.

Excelled Strength: Ariza gains a +2 bonus to all strength checks and saving throws.

Airheaded: Outside of combat, Ariza receives a -3 penalty to all Intelligence checks and saving throws.

Spellcasting: Ariza is a Level 1 spellcaster. Her spellcasting ability is intelligence (spell save DC:12, +4 to hit with spell attacks). Ariza has the following wizard spells prepared:

Cantrips (at will): *acid splash, gust, shocking grasp*

1st Level (2 slots): *color spray, disguise self, magic missile, mage armor, shield, tenser's floating disc*

Actions

War Pick: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 12 (2d8 + 3) piercing damage.

BIS-AMON

At a secluded monastery in the mountains, the monks noticed a figure approach the gates. Battered and bloody, he collapsed to the ground, and the monks rushed him inside. To their surprise, they found that he was a Tiefling, and whatever had injured him also took his left arm. They nursed him back to health, but were unable to do anything to restore his missing limb.

He awoke after a week of rest. He took to his new surroundings, listening as the monks explained what happened. When it came time for him to give answers, he found that he had none: no recollection of his name, home, or what exactly had been responsible for his injuries.

Named Bis-Amon by the monks, the Tiefling stayed at the monastery and performed various chores. The monks noticed that Bis-Amon would mimic the movements being taught, to an almost perfect degree. Curious to see what strength remained, they decided to allow him to train as well.

Despite his missing arm, they found his skill and strength unlike any they had ever seen. Combining his teachings with a bit of ingenuity and specialized exercises, Bis-Amon created a one-handed style that suited him well. Bis-Amon became the guardian of the monastery, challenging and testing any who approach the sacred place. Word spread of the scar-covered gate guardian, a demon in more than just his looks.

Roleplay

Despite his imposing figure, Bis-Amon is a calm, gentle soul. His voice has a soothing cadence, and he's quick to befriend people. However, once he gets into a fight, he is overcome with a bloodlust capable of throwing even experienced fighters off their game. Once these episodes pass, he will make sure to atone; he drops whatever he'd been doing prior and meditates, reciting sutras and chants to bring his mind back in line with his teachings.

Bis-Amon

Medium humanoid (tiefling), neutral good

Armor Class 14 (Natural Armor)

Hit Points 135 (20d8)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	15(+2)	22(+6)	16(+3)	16(+3)	18(+4)

Saving Throws STR (+10)

Skills Athletics +5, History +3, Intimidation +5

Damage Resistances bludgeoning, fire, slashing from non-magic weapons

Condition Immunities frightened, prone, stunned

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Infernal

Challenge 14 (12,500 XP)

Martial Arts: When Bis-Amon makes an unarmed Attack, he can make an additional unarmed strike as a bonus action.

Ki: Bis-Amon can spend Ki points to fuel Ki actions. He has 15 Ki Points per short rest, with a Ki save DC of 12.

Ki-Empowered Strikes: Bis-Amon's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Quivering Palm: When Bis-Amon hits with an unarmed strike, he can spend 3 ki points to start imperceptible vibrations in the target, which last for 15 days, or ended early with an action. When they end the creature must make a CON saving throw (DC 17). If it fails, the target is reduced to 0 HP. If it succeeds, the target takes 10d10 necrotic damage.

Martial Deduction: Upon being hit by an unarmed Melee Attack, Bis-Amon memorizes it, seeing through any future attempts. Only one attack can be memorized at a time. Once an attack is memorized, he then gains access to his Flow of Power reaction.

Actions

Multiattack: Bis-Amon makes two attacks.

Headbutt: *Melee Weapon Attack:* +11. reach 5ft., one target. Hit: 6(1d8 + 2) bludgeoning damage. The target must make a DC 15 CON save or be Stunned.

Unarmed Strike: *Melee Weapon Attack:* +11. reach 5ft., one target. Hit: 10(1D10 + 5) bludgeoning damage.

Spear of the Guardian: As an action, Bis-Amon can expend 2 Ki points to lunge forward and strike at any creature within 15ft. The strike uses the extended fingers as a spear, dealing 10 (1d10 + 5) piercing damage and applying the Frightened condition.

Guardian Stance: Bis-Amon guards his front, gaining +4 to AC and an advantage on CON saving throws. As a bonus action, he can break out of this guard. When he ends this ability, any creature within 10ft. must make a DC 15 STR saving throw or be knocked Prone.

Reactions

Flow of Power: Bis-Amon can use his reaction when hit with the attack currently memorized by Martial Deduction. Bis-Amon takes no damage from the attack, and the attacking creature must make a DC 18 DEX saving throw or be grappled. Bis-Amon can then choose to perform one of the following:

The grappled target is thrown back 15ft in a line. They take 4 (1d4 + 2) bludgeoning damage from the initial throw, and an additional 6 (1d6 + 3) if they collide with an object. Any creature in the path of the thrown creature must make a DC 20 DEX save, or both the thrown and hit creature take 6 (1d3 + 3) damage.

Bis-Amon slams the grappled target into the ground. They take 8 (1d8 + 4) bludgeoning damage and are knocked prone

CORENTIN MADROUX, SAINT OF THE BOW

Created for a singular purpose, Corentin Madroux served as the answer to the woes of the Sacred Order of the Blighted Quiver. The head of the Order, Marianne Madroux, gave birth to an Aasimar child in the hopes that they would one day wield the Bow of the Plague Bearer, the artifact at the heart of the Order. Raised with the knowledge that he would one day be a great hero, Corentin was nonetheless treated as a weapon, a tool. The Order showed him no love or kindness, and his deva Allociel agreed with this treatment, offering no solace.

Corentin completed his training in this way, honing his skill and hardening his will, though he still wished for a different life. When he ascended the steps leading to his destiny, he felt a desire for freedom, to live a life other than a crusader against evil.

He grasped the handle of the bow, and felt something invade his body. He could no longer hear the voice of his deva, or the chants of the surrounding congregation. The Order kept the nature of the Bow a secret from their Saviour: it contained a potent curse, one that had corrupted the minds and bodies of those who took it up. Corentin fought as hard as he could, but he could only suppress it for so long. When he regained his focus, he found the Order members dead at his feet. Scarred by the experience, both physically and mentally, he fled into the wilderness, with only the Bow of the Plague Bearer by his side. With no family, no deva, and a desire to spread the corruption at the back of his mind, he sought out a new path for himself, one that would allow him to finally be alive.

Roleplay

Placing high value in freedom and emotions, Corentin is an amicable fellow. Because of a lack of social experience, he has a habit of rambling and going on tangents in conversation. The left side of his body is covered with a dark purple marking, which he will avoid talking about. Because of the corruption, he will unconsciously attempt to grasp his Bow when his attention wanders. When holding his bow, the marking on his body glow, and he will only speak in short sentences as his behavior becomes increasingly violent.

Corentin Madroux

Medium humanoid (fallen aasimar), chaotic good

Armor Class 16 (Leather Armor)

Hit Points 180 (22d10 + 75)

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	24(+7)	16(+3)	18(+4)	15(+2)	20(+5)

Saving Throws DEX (+10)

Skills Stealth +4, Survival +2

Damage Immunities necrotic, radiant, poison

Condition Immunities charmed, poisoned

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Celestial

Challenge 15 (15,000 XP)

Corrupting Influence: When using his Bow, Corentin's alignment is counted as Chaotic Evil for the purpose of spells and effects.

Plagued Form: Upon grasping his Bow, the marking on Corentin's body begins to glow. When he falls below 50 health, the plague spreads further, warping his body into a monstrous parody of an Aasimar. Any creature within 10ft of him that can see him when he transforms must make a DC 18 Charisma saving throw or be Frightened until the end of their next turn. Attacks made with his Bow deal an extra 2d4 Necrotic damage. This ability lasts until he recovers above 50 health.

Actions

Bow of The Plague Bearer: *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 20 (4d6 + 10) Piercing Damage. The target then becomes Poisoned for the next two rounds, taking 2d6 Poison Damage at the start of their turn.

Poison Screen: Corentin fires an arrow into the ground at his feet, kicking up a cloud of poisoned dust. Any creature within 10ft. must make a DC15 CON saving throw or take 2d6 Poison Damage. Corentin can then use the Hide action as a bonus action.

Legendary Action

Corentin 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. He regains spent legendary actions at the start of his turn.

Poison Control: Corentin attempts to grab hold of one creature within 15ft. The target must make a DC 15 DEX saving throw or become Poisoned for two rounds, taking 2d6 Poison Damage at the start of its turn. If the target is already Poisoned, Corentin rips the Plague from their body. The target loses the Poisoned condition, takes 2d10 Necrotic Damage, and becomes Stunned for one round.

Festering Rain: Corentin leaps into the air and fires a volley of arrows. Any creature within 20ft of his location must make a DC15 DEX saving throw or be struck by an arrow. These arrows have the same effects as his Bow of The Plague Bearer action.

Plague Bearer(Uses all 3 actions):

Corentin unleashes the full power of the Bow, seeping corruption into the land. Each creature in contact with the ground in a 50ft range must make a DC 18 CON saving throw. On a failure, the target takes 2d10 Necrotic Damage and becomes Incapacitated for one turn. On a success, they take half damage. Corentin heals for the amount of damage dealt by this attack. If the terrain is forest, grassland, or swamp, Corentin heals for an additional 2d10 Health. The area affected by this ability then becomes Rotted, and can provide no further healing.

NYX GOLDENPOOL

Nyx comes from a wealthy family, who kicked him out after he told his parents he wanted to pursue music instead of continuing the family business of selling magical weapons, and began traveling the land.. He becomes bored of every place he travels to after a week or two, because no place will ever live up to his expensive lifestyle as a child. Almost everyone he encounters is attracted to him in some capacity, because of this he has become incredibly narcissistic and is frequently seen examining himself in a pocket mirror he carries around. Despite having virtually unlimited potential romantic partners, he has never found anyone who he actually connects with on a personal level, and longs for a romantic relationship.

Nyx has long brown flowing hair and always wears a singular dangly earring on his left ear. He wears a white poet shirt with a black vest on top and black pants. He will try and talk his way out of any situation, but if pressed he uses his years of archery training and the witty retorts of Vicious Mockery to defeat foes.

Nyx Goldenpool

Medium humanoid (elf), chaotic good

Armor Class 12

Hit Points 18 (5d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	15(+2)	11(+0)	11(+0)	14(+2)	16(+3)

Saving Throws CHA (+6)

Skills Animal Handling +5, Performance +9, Persuasion +9, Sleight of Hand +5, Survival +5

Senses Darkvision 60ft., Passive Perception 15

Languages Common, Infernal

Challenge 1/8 (25 XP)

Spellcaster: Nyx Goldenpool is a 5th Level spellcaster (Spell Save DC:14, +6 to hit with spell attacks) He has the following Bard spells prepared:

Cantrips: *light, vicious mockery, friends*

1st Level (4 slots): *cure wounds, healing word, sleep, detect magic, thunderwave*

2nd Level(3 slots): *invisibility, silence*

Actions

Shortbow: *Ranged Weapon Attack:* +6 to hit, range 80/320ft., one target. Hit: 3 (1d6 + 2) piercing damage.

PIERRE PÂTISSIER

Pierre is a man of many talents. He is a skilled warrior, but also a lovely pastry chef. He fares from a faraway land full of music, food, and love. From a young age, he worked at his family's bakery learning the craft. That is until the war broke out. Against his will, Pierre was taken away from the bakery and trained to fight on the front lines. He was a natural on the battlefield, climbing the ranks faster than anyone before him. Though through the whole process he yearned for the smell of freshly baked bread, of crisp cupcakes, and delicious danish. Eventually, the war came to a close and Pierre returned to his home town only to find his family's bakery in disrepair. He tried to remake his family's legacy but the war left his country with little access to quality ingredients. So, in an effort to restore the bakery to its former glory he set off in search of the most mystical, highest quality ingredients in the world.

Physical Description

Pierre stands at a massive 7 feet tall with a huge, muscular build. He has short, black hair, an imposing chin, and a large handlebar mustache. He carries around a giant great axe that can separate into a mezzaluna and hollow rolling pin holding several other utensils. He's also followed by an inexplicable aura of happy French cafe music whenever he's calm or happy. He doesn't play an instrument, it just happens.

Mechanics

Pierre can be used in many ways, though he would likely give the party a quest to help him acquire some ingredients and then accompany them on the quest, fighting alongside them in any encounters they may come across. Whether or not he sticks with the party afterward would be up to the DM.

Roleplay

Pierre is loud and boisterous, always taking up space. He's quick to crack a joke and always the life of the party. He speaks in a deep voice with a French accent. He can hear the musical aura but has no idea where it came from or when it started, though he very much enjoys it so he doesn't question it.

Pierre Pâtissier

Medium humanoid (human), chaotic good

Armor Class 16

Hit Points 70 (11d8 + 16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	11(+0)	11(+0)	14(+2)	16(+3)

Saving Throws STR (+5), CON (+4)

Skills Athletics +5, Performance +5

Senses Passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Baking: Pierre has been baking his whole life, but in his travels, he's picked up some more mystical methods. He has a stockpile of magical baked goods that he carries around in his pack. He has 1d4 of each item and can spend a short rest making up to 2 more in any combination. He can hold a maximum of 4 of each item (12 total). Each one takes a bonus action to consume, and whenever one is consumed it overwrites the effects of the previous one consumed.

Healing Hamantash

You gain 2d6 + 3 temporary hit points that last for the next 10 minutes.

Strongman Shortcake

You gain a +5 bonus to the damage roll of the next melee attack you hit within 10 minutes.

Defensive Danish

For the next 10 minutes you gain +1 to your AC.

Breakneck Baklava

For the next 10 minutes you may take the dash action as a bonus action.

Musical Aura: An inexplicable aura of happy French cafe music follows Pierre. He has advantage on charisma rolls but disadvantage on stealth rolls when he's happy, excited, or calm.

Tool Proficiencies: Pierre is proficient with Cook's Utensils. His proficiency bonus is +2.

Brutal Critical: Pierre can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Reckless Attack: When Pierre makes his first attack each round he can choose to attack recklessly, which gives him advantage on the attack, however, attack rolls against him have advantage until his next turn.

Actions

Great Axe: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Hand Axe (2): *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

SAHJ FUSIDU

A gnome with blindingly white hair and matching eyes sits in a basket on the shoulders of a brutish looking orc. She whispers softly into his ear and he lifts her high above his head and sets her in front of a worktable. She rolls up the sleeves of her glittering shawl and reveals countless jeweled bracelets contrasted on the darkness of her skin. She lifts her hands and bits of metal and precious stones float out of the cabinets at her table and come together to make a ring. With another whispered spell the ring starts to glow and hum with magical energy. She places it into a basket on the workbench filled with similar looking rings.

Sahj can function as a shopkeep or merchant NPC in a campaign. She will try to sell her magic rings and many magical oddities (DM's discretion) to the players as long as they are quiet and respectful. The orc that she rides on is charmed by her because he came into her shop one day and distracted her from her work by being too loud. She tried to charm him but the spell backfired and caused her to only speak in whispers. She decided he could repay her by helping around the shop and functioning as her mouthpiece. She takes payment in any precious metals or gemstones, and is suspicious of humans specifically.

Sahj Fusidu

Small humanoid (deep gnome), chaotic good

Armor Class 15

Hit Points 56 (12d8 + 2)

Speed 25ft.

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

Saving Throws DEX (+7)

Skills Insight +7, Persuasion +6

Senses Darkvision 120ft., Passive Perception 13

Languages Common, Gnomish, Undercommon

Challenge 8 (3,900 XP)

Spellcasting: Sahj is a 10th level spellcaster (spell save DC:16, +6 to hit with spell attacks). She has the following Sorcerer spells prepared:

Cantrips(at will): *shocking grasp, ray of frost, mage hand, poison spray, dancing lights, true strike*

1st Level(4 slots): *expeditious retreat, witch bolt, feather fall*

2nd Level(3 slots): *hold person, blur*

3rd Level(3 slots): *counterspell, lightning bolt*

4th Level(3 slots): *banishment, greater invisibility*

5th Level(2 slots): *dominate person, wall of stone*

Actions

Evasive Maneuvers(1/short rest): Sahj enters a state of magically-enhanced agility. She gains a +3 to her AC and cannot be targeted by opportunity attacks for the following 3 rounds.

Debt Collection (1/day): Every creature of Sahj's choice who has taken something that Sahj has created and not paid for it makes a DC:16 Wisdom Saving Throw or takes 21 (6d6) psychic damage and is compelled to either return the item in question or pay full price for it (Sahj's choice). A successful save means the creature takes half damage and is not compelled to do anything.

Command Assistant: Sahj speaks a magical command word to her orcish companion, allowing him to make a Multiattack action on her turn. Sahj's companion uses the Orc War Chief statistics.

ZAYLYST, THE GOLDEN HAMMER

Zaylyst grew up under the ideas and teachings of Bahamut. As she grew up, she became a devout follower. She very quickly rose in the church and decided she wanted to become a great paladin, a defender of the weak and a bringer of justice. After intensive training and many blessings from her priests and clerics she became one. She headed out into the country to help those in need and protect them from danger.

As she journeyed, often fighting to protect the weak, Zaylyst often had dreams of Bahamut and her church. One night, many years after leaving her hometown and her original church she had a vision. She saw an angel descend from clouds with a golden hammer. It told her that the journey had yet to be completed; there were innocents that needed her, and only her strength could save them. She pleaded to the angel, asking for help and the angel agreed.

What transpired was no simple dream. A rogue celestial tricked her into forming a pact. His name was Nofmir. Once known as The Golden Hammer, he fought with those who served Bahamut. After a mission went horribly wrong because of Bahamut's strict ideals, he decided to fight for his own sense of righteousness instead, however they are twisted and bent to fit his perfect world.

When Zaylyst awoke, Her armor had been stained with shimmering gold to match the gilded warhammer laying beside her. As she took up the hammer, a fog rolled over her mind and she became blinded to the truth as the celestial residing in the hammer altered her reality. Later that day she wandered into a nearby village declaring it to be under the protection of Bahamut. However, when she saw a homeless civilian by the road side she told the village not to worry as she smashed his face in with the warhammer. She then smiled and carried the body off.

Throughout the next year she came to many towns, slaughtering the homeless, the poor, and the truly decrepit, claiming it was all for Bahamut. Some towns became frightened of her while others thought she was an angel of vengeance. Nofmir then deciding that Zaylyst needed more power had her take down the local rulers telling her their greed had to be paid for in blood to please Bahamut.

Over the course of a couple months, she ruled over the area with a gentle smile as she terrorized the locals. She now had the power and wealth to control all who she conquered in the name of Bahamut. Soon, some followers became her trusted knights who fought beside her as she slaughtered innocents as Nofmir controlled her mind. Now Zaylyst and her armies rule over the area with a golden fist and terror.

Zaylyst

Medium humanoid (fallen aasimar), chaotic good

Armor Class 18 (Plate Armor)

Hit Points 153 (18d8 + 72)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	16(+3)	10(+0)	11(+0)	18(+4)

Damage Resistances radiant, necrotic

Condition Immunities charmed

Saving Throws STR (+8), CHA (+9)

Skills Persuasion +11, Athletics +12, Religion +6

Senses Darkvision 60ft., Passive Perception 10

Languages Common, Celestial

Challenge 9 (5,000 XP)

Innate Spellcasting: Zaylyst's (Warlock's) innate spellcasting ability is charisma. She can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *detect magic, disguise self, levitate, speak with dead*

1/day: *circle of death*

Spellcasting: Zaylyst is a 11th-level spellcaster. Her spellcasting ability is Charisma. (spell save DC 17, +9 to hit with spell attacks). Zaylyth has the following Warlock spells prepared:

Cantrips(at will): *eldritch blast, friends, frostbite, light, sacred flame, toll the dead*

1st-5th level (4 5th-level slots): *banishment, counterspell, dispel magic, flame strike, invisibility, misty step, shatter, sickening radiance, thunder step, wall of fire, wall of light*

Actions

Nofmir (Warhammer): *Melee Weapon*

Attack: +9 to hit, reach 5ft., one target.

Hit: 9(1d10+5) bludgeoning damage plus 17(5d6) radiant damage.

Necrotic Shroud (1/Day): Zaylyth can transform, causing all within 10ft. to make a DC 17 charisma saving throw or be frightened until the end of Zaylyth's next turn. This last for one minute or Zaylyth can end it as a bonus action. On Zaylyth's turn she can have one attack or spell deal 11 points of extra necrotic damage to one target.

Roleplay

When roleplaying Zaylyst, she is a blind follower of Bahamut and the rogue celestial spirit is in her warhammer(Nofmir). She speaks of justice and loyalty towards the platinum dragon as she does horrific things. She also sees all magical attacks she casts as radiant; even when they are not. All damage types remain what they are supposed to be.

She is kind to some of those who pose no threat or seem to follow the ideals of Nofmir. When she is told of the atrocities she and her followers committed she dismisses them as rumors. She takes threats, rumors, and lies very seriously and will either try to arrest or kill those who do this.

Remember she has been deceived. Anything that shows her she is not a follower of Bahamut causes her hysteria or anger.

BARONESS DRUSILLA

ALDEGAR

The Baroness Drusilla of House Aldegar is as formidable as she is stunning. A gorgeous and regal Baroness in the Lord's Alliance, her every word and action radiates gravitas. House Aldegar was founded by the union of a noble Elven family and a renowned human sorcerer with strong Draconic blood in order to breed a strong bloodline of proper nobility and powerful arcane genetics. Since the founding, the house has risen to great prominence, and Drusilla is the latest in a long line of polite, ambitious, and cunning scions who sit at the helm of a growing estate.

Known for her adept handling of politics, she will often hire adventurers to accomplish the mundane or physical work that she sees is beneath her station. Often times these tasks have a dubious or underhanded element to them, hence the usage of random adventurers to accomplish her dirty work, so she can claim plausible deniability. After all, why would she associate with such lowlifes? She uses many agents to run her spy network, and her most trusted agent is her lifelong butler and bodyguard, a Half-Orc named Wilfred. He is often the agent brokering contracts with adventurers, and will screen the groups for quality. If a group proves more useful and trustworthy, Wilfred will supervise some tasks and then escort the lucky group to meet with Drusilla personally, where they can acquire more lucrative jobs.

Drusilla's personality and presence is powerful and awe-inspiring. Her beauty and diplomacy is unmatched, using both Persuasion and Intimidation in tandem to coax cooperation from nobles and adventurers. As long as the proper respect is paid to her, a party can find themselves with a powerful and lucrative relationship, and an ally in the Lord's Alliance. However, disrespect, leaking secrets, or any action that would embarrass or betray House Aldegar will be met with swift and thorough retaliation.

Drusilla Aldegar

Medium humanoid (half elf), lawful neutral

Armor Class 17 (18 with *mage armor*)

Hit Points 62 (12d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	10(+0)	14(+2)	14(+2)	20(+5)

Saving Throws CON (+4), CHA (+9)

Skills Deception +9, History +5, Insight +6, Intimidation +9, Perception +6, Persuasion +9

Senses Darkvision 60ft., Passive Perception 16

Languages Elvish, Common, Draconic, Sylvan

Challenge 7 (2,900 XP)

Spellcaster: Drusilla is a powerful sorcerer, and functions as a 12th level spellcaster. Her Golden Draconic bloodline gives her an affinity for fire magic. Her spellcasting ability is Charisma (Spell save DC 19, +9 to hit with spell attacks):

Cantrips (at will): *control flames, firebolt, light, minor illusion, prestidigitation, true strike*

1st level (4): *burning hands, charm person, mage armor, magic missile*

2nd level (3): *blur, misty step, scorching ray*

3rd level (3): *counterspell, fireball, haste*

4th level (2): *wall of fire*

5th level (2): *hold monster*

6th level (1): *mass suggestion*

Actions

Flame Tongue Rapier: *Melee Weapon*

Attack: +8 to hit, reach 5ft., one target. Hit: 16 (1d8+4) piercing damage, plus (2d6) fire damage.

Firebolt: *Ranged Spell Attack:* +9 to hit, range 120ft., Hit: 20 (3d10+5) fire damage.

ESTWYN

A friend, a wife, a mother, a mayor, and an Owlbear. 3 years ago she awoke in the woods through means she never understood. After this occurred, she wandered into a nearby village. She was amazed by their civilization and wanted to explore the village further. She was stopped by the villagers and it was then she learned she could communicate with them through telepathy. They quickly assumed that she was the local witch who had gone missing a few days prior. The only people willing to doubt this theory was the witch's husband and son. Beyond them she couldn't dissuade them and started to take well to the praise. She has since won the office as mayor and became a pillar of her community, even if her newfound family is still suspicious.

Estwyn

Large monstrosity (half elf), lawful neutral

Armor Class 13

Hit Points 50 (6d10 + 17)

Speed 40ft.

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

Skills Perception +3, Deception +5

Senses Darkvision 60ft., Passive Perception 13

Languages Common (Can only speak telepathically)

Challenge 3 (700 XP)

Awakened Mind: Estwyn can communicate telepathically with any creature she can see within 30 feet of her. she doesn't need to share a language with the creature for it to understand her telepathic utterances, but the creature must be able to understand at least one language.

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

Actions

Multiattack: Estwyn makes two attacks, one with its beak and one with its claws.

Beak: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

GERO

Gero was once an average Firbolg who lived in a forest outside an average city. However, a horrible mistake made by the apprentices of a great wizard left half of his face burned and incinerated his right hand. Gero, through much contemplation, decided to move to the city to learn under said wizard. He had to leave his tribe and most of their teachings behind to begin his new journey. With a driving desire to prevent his fellow Firbolgs from enduring his pain, Gero learned from the wizard. Soon he had transformed himself into one of the greatest scholars and wizards in the city.

Gero rose in social status, eventually joining the governing body. Within the city, many people know of what happened to the great Firbolg and of his desire to change the practices of the city wizards and mages through teaching. He wishes to ban certain magic from being taught at lower levels in order to keep young apprentices and citizens safe. He has tried many times to improve safety conditions by submitting laws that would change what is taught to apprentices. However, Gero is always met with resistance from the other politicians. Some feel that his beliefs will lead to lack of arcane knowledge while others feel that safety is more important. Gero will work tirelessly to change the current practices of the city to prevent further accidents and atrocities.

When teaching, Gero can be quite harsh but fair in many of his students minds. Gero's great height, even for a Firbolg, sometimes intimidates his students, especially due to his seemingly perfect posture. While his posture is perfect while teaching, when he isn't teaching he hunches forward. It brings him far more comfort and only has good posture to try to instill proper etiquette among his students. Gero is very audible when discussing his opinions on the arcane. He utterly detests the lack of safety throughout the city. He also smokes herbs from the forest in a pipe he only uses when he is not teaching. He creates many whimsical shapes and objects from the smoke using magic that he taught himself in order to relax.

Roleplay

Gero is stern when teaching and has a booming, slow paced voice. He is very straightforward and does not try to be nice when teaching or disciplining. He references many incidents except his own which many townsfolk know but don't talk about in his presence.

When not teaching his voice become lighter and while still somewhat loud has a much stronger inflection and emotion. He also is always smoking his pipe when he is not teaching which affects his speech. He tries to be kinder and more forgiving when he is not teaching or speaking to new people.

Gero still remembers his past and the thought of what happened to him sometimes causes small fits of anger that he quickly quells. When it comes to teaching PCs he is always reluctant unless a strong sense of knowledge and safety is brought before him. He is always willing to help if it means furthering his cause or to show how to safely use magic.

Gero

Large humanoid (firbolg), lawful neutral

Armor Class 13

Hit Points 82 (12d10 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	8(-1)	12(+1)	20(+5)	13(+1)	18(+4)

Saving Throws INT (+9), WIS (+8)

Skills Arcana +9, History +9, Nature +9

Senses Passive Perception 14

Languages Common, Elvish, Draconic, Giant, Celestial

Challenge 9 (5,000 XP)

Spellcasting: Gero is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Gero has the following wizard spells prepared:

Cantrips(at will): *dancing lights, mage hand, message, mold earth, shape water*

1st level(4 slots): *detect magic, disguise self, earth tremor, magic missile, tasha's hideous laughter, unseen servant*

2nd level(3 slots): *blur, detect thoughts, hold person, invisibility, suggestion*

3rd level(3 slots): *counterspell, fly, lightning bolt*

4th level(3 slots): *dimension door, wall of fire*

5th level(2 slots): *cloudkill, teleportation circle*

6th level(1 slot): *chain lightning*

Actions

Staff: Melee Weapon Attack.: +5 to hit, reach 5ft., one target. Hit: 5 (1d6 + 1) bludgeoning damage, or 6 (1d8 + 1) bludgeoning damage when used with two hands.

HELJA RUBY-HAIR

Well into her years, Helja Ruby-Hair has seen more than her fair share of vast lands, crowded cities, and reckless "heros" looking for their next big chance at glory. "Know what you're meant for in this world, and stick to it," she loves to say. "If you try doing things far past what's expected, you'll only mess with the lives of the people who know their place."

The 8th child of Helgin Ruby-Hair, leader of the affluent and far reached Ruby Finsmiths Guild, Helja always knew her place wasn't amongst the soot filled halls of the forge or the crowded stalls of a market place. Unlike her crafty brothers, she was meant for something different, something much more fulfilling. Mending the broken, healing the sick and injured, controlling life all thanks to the powers given to her by the god of smith and healing, Goibhniu. With their blessing and the gift of a sacred pendent, Helja had found her passion, and when the Great War came, so did her chance at finally finding her place.

Helja never truly fought on the frontlines, instead she saved the lives of soldiers who had. Both officers and standard bearers alike had experience her gentle hands and sharp, motherly tongue. The dwarf was a well known and liked member of her division - until an ambush slaughtered and destroyed everything. When support came, Helja was the only survivor and was barely clinging to life thanks to her precious pendant. The event haunted her, still haunts her, and when the time came for her to request a discharge from duty, she was let go with full honor.

The dwarf spends her days roaming from city to city, guild hall to guild hall, fighting for those who can't fight for themselves and healing every "hero" who thinks he has a shot at changing the world.

Roleplay

Helja is well into her years, nearly 200, and due to her long time spent in service, she comes off as a calm and mature figure. Before commenting on something or making a major decision, she considers all possible outcomes. Whichever option provides the most help to the largest amount of people is the option she'll most likely side with.

However, Helja has experience many horrors while serving as a soldier and the slaughter of her division forever haunts her. If asked about her past, she will grow very tense and rash and will avoid answering. If taken by surprise, whether it be harmless or harmful, she will react on instinct and lash out (verbally or physically).

Helja Ruby-Hair

Medium humanoid (hill dwarf), lawful neutral

Armor Class 16 (Chain Mail)

Hit Points 68 (8d8 + 32)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	18(+4)	13(+1)	18(+4)	12(+2)

Saving Throws WIS (+6), CHA (+4)

Skills Athletics +6, Insight +7, Intimidation +6, Medicine +7, Persuasion +4, Religion +4

Damage Resistances poison

Senses Darkvision 60ft., Passive Perception 14

Languages Dwarvish, Common, Undercommon, Morse Code

Challenge 6 (2,300 XP)

Preserve Life: As an action, Helja presents her holy symbol and evokes a healing energy that can restore a number of hit points equal to five times her cleric level. Choose any creatures within 30 feet of her, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. She can't use this feature on an undead or a construct.

Disciple of Life: Whenever Helja uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Blessed Healer: Healing spells Helja casts on others heal her as well. When she casts a spell of 1st level or higher that restores hit points to a creature other than her, she regains hit points equal to 2 + the spell's level.

Divine Eminence: As a bonus action, Helja can expend a spell slot to cause it's melee weapon attacks to magically deal and extra 10 (3d6) radiant damage to a target on a hit. This benefits lasts until the end of the turn. If Helja expends a spell slot of 2nd level or higher, the extra damage increases by 1D6 for every level above 1st.

Spellcaster: Helja is an 8th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC:16, +6 to hit with spell attacks). She has the following Cleric spells prepared:

Cantrips (at will): *mending, sacred flame, spare the dying, guidance*

1st level (4 slots): *bless, cure wounds, inflict wounds, sanctuary, shield of faith*

2nd level (3 slots): *hold person, lesser restoration, prayer of healing, spiritual weapon, zone of truth*

3rd level (3 slots): *beacon of hope, bestow curse, dispel magic, revivify, spirit guardian*

4th level (2 slots): *banishment, death word, guardian of faith*

Actions

Great Axe: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 10 (1D12 + 3) slashing damage.

Handaxe: *Melee or Range Weapon Attack:* +6 to hit, reach 5ft. or range 20/60 ft. Hit: 5 (1D6 + 1) slashing damage.

Pendent of the Healing Serpent (1/Day): Helja posses a pendent gifted to her by her god, Goibhniu, that has unique healing properties. When a party member's health is below 10, she can spend an action and summon a serpent from inside the piece, and when she wraps the serpent around her party member, they regain hit points equal to ½ their hitpoint maximum.

SILITH

An elven princess turned eladrin. She has a faint silver glow surrounding her and a calming presence. She is one with the moon: beautiful and magical. While there is light to the moon there is also darkness. She is an illusionist and a trickster. She is not a warrior herself, so she uses her intelligence and charisma to protect her secret garden hidden in the dark forest where she stores her most prized magical possessions including her favorite magical ring. She uses her various puzzles and challenges for adventurers to find their way to her. If someone can make it to her garden and befriend her she will gift them with magical goods. She disguises herself and transforms into an owl, the wisest of animals. Some will see her flying around her garden and the areas surrounding it to surveillance the area for potential adventurers.

Silith

Medium humanoid (eladrin), lawful neutral

Armor Class 11

Hit Points 61 (3d20 + 1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	12(+1)	13(+1)	17(+3)	15(+2)	14(+2)

Saving Throws CHA (+3)

Skills Animal Handling +6, Arcana +7, Insight +6

Damage Immunities poison

Condition Immunities charmed, disease, frightened

Senses Darkvision 60ft., Passive Perception 13

Languages Elvish, Celestial, Common, Druidic, Infernal

Challenge 6 (2,300 XP)

Transformation (2/short rest): As an action, Silith can magically assume the shape of an owl. She can stay in this form for 5 hours before reverting back to her normal form. Silith can also revert to her normal form as a bonus action, or if she falls unconscious, drops to 0 hit points, or dies.

Innate Spellcasting: Silith's innate spellcasting ability is charisma (spell save DC:14). She can cast the following spells, requiring no material components:

At will: *major image, misty step*

Actions

Longbow: *Ranged Weapon Attack:* +5 to hit, range 150/600ft., one target. Hit: 5 (1d8+1) piercing damage.

THESPIAN

An aloof voice grasps your attention from beyond the stage curtain, "Such a tawdry setting, but I suppose I'll have to make do." A tall lanky warforged stands examining his surroundings. He wears a white porcelain mask, tight fitting regal clothes, and a pale capelet over one arm. His mechanical eyes look you over as if looking through you. "Hmm. You don't seem entirely clueless, despite your gastly ensemble. Nevertheless, I am Thespian." He bows deeply and stands again with his back straight. "The pleasure is yours."

Thespian

Medium construct (warforged), lawful neutral

Armor Class 16

Hit Points 73 (11d12 + 1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	13(+1)	14(+2)	14(+2)	20(+5)

Saving Throws DEX (+6), CHA (+9)

Skills Acrobatics +6, Insight +10, Deception +13, Performance +13, Persuasion +13

Damage Resistances poison

Senses Passive Perception 12

Languages Common, Infernal, Sylvan, Elvish

Challenge 10 (5,900 XP)

Spellcasting: Thespian is a 10th level spellcaster. His spellcasting ability is Charisma (spell save DC:17, +9 to hit with spell attacks). he has the following bard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *identify, tasha's hideous laughter, thunderwave*

2nd level (3 slots): *crown of madness, cloud of daggers, suggestion, hold person*

3rd level (3 slots): *hypnotic pattern, major image, feign death*

4th level (3 slots): *dimension door, polymorph*

5th level (2 slots): *dominate person, hold monster*

Actions

Melodious Bite (+2 rapier): *Melee Weapon attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

WILFRED, BUTLER EXTRAORDINAIRE

Raised from a young age in a special boarding school for orphans funded by House Aldegar, Wilfred owes his entire life and prosperity to the noble family. The Aldegar Orphanage is more than a mere charity to boost the house's prestige, it is also a place where orphans can be molded and groomed into loyal servants for the family. Wilfred is a star pupil of the Orphanage, with his Half-Orc physique and loyal, protective nature being well suited for the role of Royal Butler. Royal Butlers cover the numerous tasks of confidant, cook, servant, bodyguard, and often only friend for their noble wards. Wilfred was introduced to Baroness Drusilla Aldegar when they were both children, and it was the start of a long and prosperous friendship. The good-natured Wilfred is truly in awe of his noble charge, and is dedicated to her above all else. Drusilla found a loyal friend and protector who often times is the only person she knows she can trust absolutely. Wilfred's style of unarmed combat comes from his training with the Royal League of Upstanding Martial Artists, which exemplifies honorable bouts of jolly-good, non-lethal athleticism. This fighting style has proven invaluable for the duo, as many diplomatic meetings require no weapons or magic to be brought into the meetings, but wherever Wilfred goes, he is never defenseless. A medium sized Half-Orc, he is much more lithe and wiry than the stereotype of the burly, barbarous Half-Orc. A majestic beard of mutton chops accents his well-dressed and impeccably groomed appearance, with wary but kind amber eyes surveying constantly for potential threats. His other tasks include cooking and testing the Baroness's meals, since he is immune to poison, relaying important correspondence, and meeting with groups of adventurers who are tasked with carrying out Drusilla's jobs. Any adventuring party employed by House Aldegar will meet with Wilfred, before he deems them worthy of being in Drusilla's presence.

Wilfred

Medium humanoid (half orc), lawful neutral

Armor Class 16

Hit Points 73 (10d8 + 20)

Speed 50ft.

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

Saving Throws STR (+5), DEX (+7)

Skills Athletics +5, History +3, Insight +7, Intimidation +5, Medicine +7

Damage Immunities poison

Condition Immunities disease

Senses Passive Perception 14

Languages Elvish, Common, Draconic, Orcish

Challenge 7 (2,900 XP)

Monk Special Attacks: Wilfred is an expert professional at hand-to-hand combat, and can perform the following abilities. (Ki Points: 10, Ki Save DC: 15)

Flurry of Blows: After Wilfred takes the Attack action on his turn, he can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense: Wilfred can spend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind: Wilfred can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

Unarmed Strike: When Wilfred uses the Attack action with an unarmed strike or a monk weapon on his turn, he can make one unarmed strike as a bonus action.

Stunning Strike: When Wilfred successfully hits a target, he can expend 1 Ki point to stun the target if they fail a DC 15 CON saving throw.

Open Hand Technique: Whenever Wilfred hits with one of his Flurry of Blows attacks, he can impose one of the following effects on that target: fall prone if it fails a DEX saving throw (DC 15), get pushed up to 15 ft. if it fails a STR saving throw (DC 15), or it can't take reaction until the end of his next turn.

Wholeness of Body: Once per long rest as an action, Wilfred can regain 30 HP.

Stillness of Mind: Wilfred can use an action to end one effect on himself that is causing him to be charmed or frightened.

Actions

Multiattack: Wilfred makes two attacks, one with his Royal Right Hook and one with his Gentleman's Left Cross.

Royal Right Hook: *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage.

Gentleman's Left Cross: *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage.

GLIBGALOObGALUK

Glibgaloobgaluk, or "Glibby" for short, is a very strange being. He is a Kuo-Toa; a race of odious fishermen famed for their vile rituals and monstrous, aberrant gods. Glibby on the other hand is friendly, prone to moments of compassion, and can be quite pleasant to be around most of the time. The catch with Glibby is that for a Kuo-Toa, he possesses a preternatural charismatic presence. As a Kuo-Toa, this means that he is prone to creating Gods though simple absentmindedness.

When he was a child, Glibgaloobgaluk was prophesized to have this ability, and it was said that he would grow up to give rise to the greatest of the gods, with power to dwarf even the Sea Mother. After years of being groomed for just such a purpose, he actually did give rise to such a being; a nightmare of living shadow, writhing tendrils, and bulging watery eyes. However, when this god was born it demanded sacrifice and unleashed destruction upon the Kuo-Toa. In the chaos, Glibgaloobgaluk suffered a head injury that rendered him simple, and promptly forgot about the god he had made, and it ceased to exist, leaving Glibby the last living member of his old clan.

Glibby looks much like any other Kuo-Toa: standing just above 5ft tall, he has the bloated head of a fish with bulging yellow-green eyes. His corpulent body is covered in pale green scales, and his long, slender arms and legs seem much too skinny to carry his weight, and end in long webbed fingers. He wears simple clothes, and is fond of making charms out of random things he finds in his travels, which he adorns himself with giddily.

Roleplay

Glibby is, to put it politely, an idiot. He is incredibly friendly and likes to laugh, but has next to no filter when he speaks and has a very short attention span. While Glibby is very friendly, his demeanor can become disquieting at a drop of a hat. For example, he is just as likely to giggle at a joke as he is to giggle at the sight of a horrifically mutilated body. Glibby's voice is gurgley, as if he has a mouthful of water, and due to his lack of intelligence usually only refers to people by descriptors he picks for them instead of learning their names.

If Glibby succeeds on a very high DC Charisma check due to his unnaturally high charisma, then instead of him seeming particularly charming or some such, there should be a pulse of psychic energy originating from him that disorients those around him, leading to the successful effect (example; successfully persuading a guard to not arrest his buddies)

Variant Rule: Best-Friend Ascendancy

At the DM's discretion, Glibby can choose 1 person to become his Best Friend. Only 1 person can be Glibby's Best Friend at a time, and Glibby can change his Best Friend as a free action. Glibby's Best Friend is viewed by Glibby as the literal God of Friendship, and gains the following benefits:

Add Glibby's Charisma modifier to all checks and saving throws

Add Glibby's Charisma modifier to all attacks and damage rolls

Gain a number of Temporary HP equal to Glibby's Charisma modifier each morning (these hit points only last for 1 day, and are reset each morning)

Glibgaloobgaluk

Medium humanoid (kuo-toa), true neutral

Armor Class 11 (Natural Armor)

Hit Points 27 (6d8)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	11(+0)	6(-2)	10(+0)	25(+7)

Saving Throws CHA (+11)

Skills Perception +4

Damage Immunities psychic

Condition Immunities charmed

Senses Darkvision 120ft., Passive Perception 14

Languages Common, Undercommon, Deep

Speech (doesn't know he knows it)

Challenge 5 (1,800 XP)

Absentminded Reification: Due to his supernatural charismatic presence, Glibgaloobgaluk is prone to creating gods from absent thought. These gods only last for an hour at most before Glibgaloobgaluk forgets about them. Mostly these gods are peaceful to Glibgaloobgaluk and his allies and use the statistics of creatures with a CR of 1/4 or less (DM's discretion), but on occasion they can be larger and more hostile depending on what Glibgaloobgaluk was thinking about at the time, using the statistics of creatures of no more than CR5 (DM's discretion). No gods created by Glibgaloobgaluk are ever hostile to himself. All gods created by Glibgaloobgaluk are considered Aberrations instead of their normal type.

Amphibious: Glibgaloobgaluk can breathe air and water.

Otherworldly Perception: Glibgaloobgaluk can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. He can pinpoint such a creature that is moving.

Slippery: Glibgaloobgaluk has advantage on ability checks and saving throws made to escape a grapple.

Slippery: Glibgaloobgaluk has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity: While in sunlight, Glibgaloobgaluk has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Actions

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

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

Go Away! (Recharge 5-6):

Glibgaloobgaluk casts the Command spell on all creatures that are attacking him (or his Best Friend, see earlier). The DC for the Wisdom Save is 17. On a failed save, the affected creatures must spend the next round running away from Glibgaloobgaluk as fast as they can and doing nothing else.

Reactions

Terror Incarnate (1/day): As a reaction to falling below 10 hit points, fear overwhelms Glibgaloobgaluk's mind and as a result he creates a god the embodies this fear. Within 10ft of Glibgaloobgaluk appears a shadowy mass of reaching clawed hands, fat-lipped mouths that mutter and slurp incessantly, and dozens of spinning bloodshot eyes. This god uses the Star Spawn Hulk statistics with half its normal health pool, and cannot leave a 30ft radius centered on Glibgaloobgaluk. The god of terror is hostile to all creatures except for Glibgaloobgaluk, who is permanently considered Frightened of the god. If no creatures remain in the god's attacking range, it will spend all its turns whispering frightening things to Glibgaloobgaluk in Deep Speech. After 1 minute, the god vanishes in a puff of inky black smoke, accompanied by the sound of hundreds of gurgling voices screaming.

KAI KITANZI

He has lived a thousand lives to died a thousand deaths, this is but another one. By his own word he has lived the life of a hero, a thief, a king and a common man. He is an average looking human, fair skinned, average height and weight. He has black hair and brown eyes, truly an unassuming figure. While his physical attributes are basic, he dresses extravagantly by wearing black and purple robes with golden trim at all times. The only reason he has become a dark lord bringing chaos and destruction throughout the land is because he hasn't tried this life yet. Over his many lives he has found out many a secret about the influential inhabitants and uses this leverage now to acquire wealth, power and infamy. The vast amount of knowledge he seems to have about every single person of merit in the world has made him over confident. He rarely treats anything with any amount of urgency. He has seen it all, so why would seeing it again bother him.

Kai Kitanzi

Medium humanoid (human), true neutral

Armor Class 15

Hit Points 150 (34d8)

Speed 30ft.

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

Saving Throws INT (+6), CHA (+8)

Skills Deception +4, Intimidation+4, Persuasion+4, Survival+2, Medicine, Perception+2, History+2, Arcana+2

Condition Immunities charmed, frightened

Senses Passive Perception 19

Languages Common, Infernal, Celestial, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc

Challenge 10 (5,900 XP)

Arcane Knowledge: Kai has the ability to cast any spell of 3rd Level or lower. His spellcasting ability is Intelligence (spell attack bonus +6, spell save DC:14). He has the following Spell Slots:

1st Level: 3 slots

2nd Level: 3 slots

3rd Level: 3 slots

Worldly Knowledge: All locations are preferred terrain for Kai, granting him doubled proficiency bonus on Wisdom roles involving the terrain.

Bestial Knowledge: All non-humanoid creatures are a Favored enemy for Kai, granting him advantage to Wisdom and Intelligence checks to track and recall information about them.

Looped Knowledge: Kai has advantage on all roles against entities native to a different plane of existence (or otherwise connected to other planes of existence such as Clerics), and has disadvantage on all roles against entities native to the same plane of existence as he is.

Actions

Quarterstaff: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with both hands.

CARSON FAWKES

Also known as The Fox of Faolan, Carson is a dashing human infamous for his good looks and golden tongue as well as his former career as a criminal where he swindled, stole, and organized 'accidents' for anyone with enough gold. He claims to be out of the game now for the sake of the family he hopes to start with his wife, Anniese, and has even made a name for himself as the owner of a popular upscale tavern called The Blue Fox that he runs with her. Despite that, shifty adventurers and thieves will often enter his establishment looking for work and leave with assignments and quests.

Often described as the most handsome rouge in the business, his strong square jaw, piercing green eyes, soft shoulder-length auburn hair, and strong but slim build has helped him steal just as many hearts as jewels.

Carson Fawkes

Medium humanoid (human), chaotic neutral

Armor Class 17

Hit Points 72 (12d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	20(+5)	12(+1)	15(+2)	14(+2)	16(+3)

Saving Throws DEX (+10), INT (+7)

Skills Deception +8, Persuasion +8, Sleight of Hand +10, Stealth +10

Damage Resistances poison

Senses Passive Perception 12

Languages Common, Elvish, Thieves' Cant

Challenge 8 (3,900 XP)

Cunning Action: On each of his turns, Carson can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn): Carson deals an extra 14 (4d6) damage when he 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 that isn't incapacitated and Carson doesn't have disadvantage on the attack roll.

Actions

Multiattack: Carson makes two attacks with his dagger

Shortbow: *Ranged Weapon Attack:* +10 to hit, range 80/320ft., one target. Hit: 5 (1d6 + 5) piercing damage.

Dagger: *Melee or Ranged Weapon Attack:* +10 to hit, reach 5ft. or range 20/60ft., one target. Hit: 4 (1d4+5) piercing damage.

AMMA

At first glance, Amma appears and acts as a kind and gentle soul. Old and wise in her ancient age, it's not uncommon to find the turtle giving advice to a restless youth, smothering her neighbors and "grandchildren" (both related and adopted) in home crafted goods and meals, or slowly meandering through her simple village humming an ancient tune. The only odd thing about this peaceful creature is the presence of the shrunken, mummified head of her beloved sphinxcat, Purrshax, hanging from her neck - the only glimpse people have of her true, much darker, nature.

After her parents were slaughtered and skinned before her very eyes, the only person left in Amma's life to raise her was her uncle, Jok, an exiled Monk. He was far from the ideal caretaker, exiled for abusing his abilities for personal gain, Jok lashed out. In the shadows he created a new community, a new monastery, built on hatred, crime, and power, and Amma was the heiress to his kingdom, his star pupil, his perfect instrument of death. He abused her and shaped her into his ideal of the perfect Monk, a soulless husk with the ability to take the lives of thousands with only one strike of a palm.

Eventually, she had enough. She slaughtered her uncle, and while her village shamed the late Jok for the horrors he committed, Amma perfected her mask of innocence. To the world above, she played at being the survivor of horrific torture, but underground she took control of her uncle's monastery, her future empire. Life needed order, the perfect order, and Amma planned to be the one to bring everyone to their knees to reach her goal.

Since then, the secret ring has spread far and wide. An underground crime syndicate notorious for their eerily efficient acts of murder and anarchy. And at the top of it all is Amma, a corrupted soul filled with hatred and a sick ideal of order with no regards to others wishes. A monster hiding under the guise of a frail, old turtle.

Roleplay

On the outside, when Amma interacts with people who are oblivious to her ties to the crime syndicate, she portrays herself as a very kind, gentle creature. Her elderly appearance and calm and wizened mannerisms gives others the idea that she's no threat. In fact, while portraying this gentle persona, most of her decisions and reactions come off like she's oblivious to danger and tense atmospheres - town gossip or knitting her neighbor a new hat is what people should really be talking about.

To those who are aware of her criminal involvement, she still carries a calm and gentle smile on her face, speaks in a gentle tone and is open to negotiation, but will not hesitate to kill someone to make an example. Amma feels nothing on the inside - no remorse, no happiness, no warmth - all she feels is hatred and an overwhelming sense of emptiness. She's aware others react to emotion, emotions are what makes someone "normal", and that's the only reason why she acts like she likes them.

Amma

Medium humanoid (turtle), lawful evil

Armor Class 17 (Natural Armor)

Hit Points 105 (17d8)

Speed 55ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	13(+1)	12(+1)	14(+2)	16(+3)	8(-1)

Saving Throws STR (+11), DEX (+7), CON (+7), INT (+8), WIS (+9), CHA (+5)

Skills Arcana +8, Athletics +11, Deception +4, History +8, Insight +9, Survival +9

Condition Immunities disease

Damage Immunities poison

Senses Passive Perception 13

Languages All languages (Tongue of the Sun and Moon Feature)

Challenge 15 (13,000 XP)

Syndicate Leader: Amma is the leader of a large crime syndicate and is almost always in the company of her subordinates. Whenever a creature makes an attack against Amma, any allied creature within 10ft may use their reaction to make an attack against said creature.

Resentful Soul: Amma is a being full of hatred and resentment. When facing against a good-aligned creature, Amma have disadvantage in WIS checks and saving throws, but now has advantage on STR and DEX checks and saving throws. Her melee weapon attacks now deal an addition 1D8 damage and she cannot be blinded, deafened, or incapacitated.

Martial Arts: When Amma uses the attack action with an unarmed strike or monk weapon on her turn, she can make 1 unarmed strike as a bonus action.

Ki: Amma can spend Ki Points to fuel Ki features. She has 17 points per short rest and Her Ki save DC is 17.

Flurry of Blows - After she takes the Attack action on her turn, she can spend 1 Ki point to make two unarmed strikes as a bonus action.

Patient Defense - She can spend 1 Ki point to take the Dodge action as a bonus action on their turn.

Step of the Wind - She can spend 1 Ki point to take the Disengage or Dash action as a bonus action on her turn, and her jump distance is doubled for the turn.

Ki Empowered Strikes: Amma's unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Shadow Step: When Amma is in dim light or darkness, as a bonus action she can teleport up to 60 ft to unoccupied space she can see that is also in dim light or darkness. She then has advantage on the first melee attack she makes before the end of the turn.

Evasion: When Amma is subjected to an effect that allows her to make a DEX saving throw to take only half damage, she instead takes no damage if she succeed on the saving throw, and only half damage if she fails.

Diamond Soul: Whenever Amma makes a saving throw and fail, she can spend 1 ki point to reroll it and take the second result.

Quivering Palm: When Amma hits with an unarmed strike, she can spend 3 ki points to start harmless vibrations in the target, which last for 17 days. As an action she can end the vibrations and the creature must make a CON saving throw (DC 17). If it fails, the target is reduced to 0 HP. If it succeeds, the target takes 55(10d10) necrotic damage.

Touch of Long Death: As an action, Amma can touch one creature within 5 ft and expend 1 to 10 ki points. The target must make a CON saving throw, and it takes 2D10 necrotic damage per ki point spent on failed save, or half as much damage on a successful one.

Subordinates

Due to her Syndicate Leader ability, Amma is almost always in the company of four(4) or more of her subordinates. For their stats, please refer to the Thug NPC from page 350 of the Monster Manual.

Actions

Multiattack: Amma makes 2 attacks.

Claws: *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. Hit: 10(1D10 + 5) slashing damage.

Jok's Quarterstaff: *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. Hit: 10(1d10 + 5) bludgeoning damage, or 10(1d10 + 5) bludgeoning damage if used with two hands.

Unarmed Strike: *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. Hit: 10(1D10 + 5) bludgeoning damage.

Shell Defence: Amma withdraws into her shell to gain a +4 bonus to AC and advantage on STR and CON saving throws. While in her shell, she is prone, her speed is 0, she has disadvantage on DEX saving throws, and she can't take reactions. She can emerge from her shell as a bonus action.

Stillness of Mind: Amma can use an action to end one effect on herself that is causing her to be charmed or frightened.

Reactions

Deflect Missiles: Amma can use her reaction to deflect or catch the missile when she is hit by a ranged weapon attack. When she does so, the damage she takes from the attack is reduced by 1d10 +18. If she reduces damage to 0 and have a free hand, she can spend 1 ki point to make a ranged attack (as with a monk weapon) with a range of 20/60

Slow Fall: Amma can use her reaction when they fall to reduce any falling damage she takes by 85.

DAHLIA "SHOWBIZ" JONES

"Well hi-ya there, sugar. Wanna see a magic trick? I'll make your wildest dreams come true for five gold pieces!" A shrill voice rang out across the city square trying to gain your attention. A half-elf stood on the lip of a fountain, her velvet purple hat slanted to cast a shadow over one eye. Her hair was long and chestnut brown, her pointed ears exposed. She wore a dark purple tailcoat with a sequined vest underneath, the tails of her cloak sparkling like the night sky. Her pants were white and stain-free, and she had black boots and tall gloves with a holster on her right thigh. A large, black feather was sticking out of the side of her top hat, and as she beckoned you over to her she sent a wink your way. "I'll give ya the greatest show of your life, just you watch."

Dahlia Jones

Medium humanoid (half elf), neutral evil

Armor Class 13

Hit Points 20 (4d8 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	10(+0)	14(+2)	12(+1)	16(+3)

Skills Deception +5, Performance +5, Persuasion +5, Sleight of Hand +4

Senses Darkvision 60ft., Passive Perception 11

Languages Elvish, Common

Challenge 2 (450 XP)

Fey Ancestry: Dahlia has advantage on saving throws against being charmed, and magic can't put her to sleep.

Ambusher: Dahlia has advantage on attack rolls against creatures she has surprised.

Actions

Dagger: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

Blowgun: *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. Hit: 1 piercing damage plus 2 (1d4) poison damage.

FALDEYR MOURNHELL

Faldeyr Mournhell was born to a poor family in a war zone. He was blessed with the gift of magic, and became quite good at it. His talent was noticed by a general and he rose up the ranks, becoming increasingly wealthy. Eventually he became the second in command. He was well respected and known for rewarding those who proved themselves worthy to him. With his hunger for power growing, he attempted to kill the head of his army and was exiled. Many of his former cohorts joined him out of fear of what he'd do to them if they refused. Of this group he formed the Amozan, a large and powerful army. Faldeyr is often criticized for exploiting poor people because he offers them amounts of money they cannot refuse, in return for their service in his army. His hunger for power consumes him, and he always wants to conquer the next territory and demolish any of his competition. He has pale skin, and a shiny bald head and hovers over most men. He wears a long black trench coat with a raven perched on his shoulder and holds a golden cane.

Faldeyr Mournhell

Medium humanoid (half elf), neutral evil

Armor Class 13

Hit Points 57 (5d20 + 4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	18(+4)	12(+1)	13(+1)	10(+0)

Saving Throws DEX (+6), CON (+6)

Skills Intimidation +6, Sleight of Hand +6

Senses Darkvision 60ft., Passive Perception 10

Languages Elvish, Common

Challenge 7 (2,900 XP)

Special Equipment:

Ring of Regeneration 1d6 HP/10 mins

Rod of Absorption (Attuned)

Spellcasting: Faldeyr Mournhell is a 9th level spellcaster. His spellcasting ability is Charisma (spell save DC:12, +4 to hit with spell attacks). he has the following Sorcerer spells prepared:

Cantrips (at will): *acid splash, blade ward, minor illusion, light, mage hand*

1st Level (4 slots): *detect magic, mage armor, disguise self, sleep*

2nd Level (3 slots): *detect thoughts, misty step, alter self*

3rd Level (3 slots): *fireball, fly, clairvoyance*

4th Level (3 slots): *banishment, polymorph, dimension door*

5th Level (1 slot): *dominate person*

Actions

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

RAMAL, THE WALKING DESERT

Deep within the desert lies an ancient oasis, the Heart of the Dunes, said to be the very soul of the desert itself. This magical oasis provides life giving water and makes the ground around it fertile enough to grow crops. When ancient wanderers were at the brink of dehydration, they discovered the Heart and built a village around it. The oasis kept the village safe by dissipating sandstorms as they reached the outskirts of town. It also had healing properties which could be used to cure wounds or heal the ill. It was the cornerstone of village society and made it a very tight knit community.

It was in this village that Ramal was born. As a child he lived a rather normal life for someone living in the middle of the desert. He was a studious child and learned the arcane arts under the village elders. He was a natural when it came to exploiting the weave and he enjoyed learning new things about magic. Life was great in the village, until a nearby kingdom discovered the it and decided they wanted the oasis for themselves.

At first they tried to buy the village's land, but the villagers wouldn't sell. After this the Kingdom took it upon themselves to secretly dig under the village and reroute the oasis to their kingdom. Under the guise of a week long "trading" mission they dug in the dead of night. One night, Ramal was out wandering as he tended to do, and he stumbled upon the head of "trading" operations discussing their plans. He ran off before they could see him, and tried to tell his parents and the elders about what he'd heard. No one believed him, as the kingdom politely accepted their denial to sell and then suggested this wonderful "trading" event. Besides, he was just 17, what could he grasp about the intricacies of politics. When he tried to call the kingdom out publicly his cries were quickly silenced by the operations manager. No one would believe him and soon the kingdom finished it's "trading" mission and returned back to their land.

After a while some people noticed that the water level of the oasis was rather low. The elders waived it off as a seasonal dip, saying that it would return to normal soon, but it kept getting lower, ever so slowly. People started noticing their crops weren't doing as well as before, others saw that the sand dunes were creeping ever more into town. People ignored it citing the elders' comments, but ever so slowly the desert crept in. Ramal was outcast as he ranted about the dangers that they would soon face as the oasis dried up. No one believed him, no one wanted to believe him. All this turmoil finally boiled over when the first sandstorm of the season hit.

Normally, the oasis would dissipate the storm around the village keeping it safe. But by this point it was too far gone. Nobody was prepared, except for ramal who had built a shelter. He begged his family to join him but they all ignored him, saying that it was "just a bit of sand". Ramal closed himself in his shelter for 5 hours as the sandstorm pelted the reinforced walls, only to come out to a horrific sight. Nothing. Before him laid absolutely nothing, just sand for miles, with a single banner lying on the dunes. He cried out, as his entire village, his friends, his family, had been swallowed up by the desert. In one fell swoop he had lost everything. This broke him, and he spent the next 8 years wandering the desert barely surviving off cacti and encounters with travelers.

His exile changed him, both mentally and physically. Lack of human contact began to warp his mind. He began talking to the desert, treating it like person. He spent his days wandering in a confused stupor, murmuring about his resentment for the vast, empty expanse. His grip on his studies faded, but his connection to the weave was as strong as ever. Slowly, through years of standing in the intense heat, of breathing in the dry air, and of sleeping on the shifting ground, his magic fused with the very essence of the desert. He found himself able to loosen his body and dissolve into sand, as well as command the creatures that called the desert home. Eventually he gained total control over the dunes around him. It was at this point that he realized the true cause of his suffering. It was not the desert, no, it was the kingdom that had stolen his village's oasis. What he needed was revenge. He called on the desert and the desert answered, whipping up a mighty sandstorm the likes of which had never been seen before. Ramal hovered into the center of the gale, and began his march towards revenge. They brought the desert into his home, now he was going to bring it into theirs.

Ramal is a rather handsome looking male in his mid twenties. He stands at a modest 5' 11' with a lean build and has very tan skin from his life in the desert. He has chiseled features and dark hair with a short clean beard. He wears a Thobe and Keffiyeh in a mixture browns, tans, auburns, and siennas, as well as sandals.

Roleplay

Ramal was broken by tragedy and his lengthy exile but his call to revenge snapped him out of his stupor and he's more dangerous than ever. He's intelligent and calculated, but also prone to fits of rage and passion. What he cares about most of all is reclaiming his oasis as well as expanding the desert into the kingdom that wronged him.

Ramal

Medium humanoid (human), neutral evil

Armor Class 16

Hit Points 200 (25d10 + 75)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	14(+2)	22(+6)	19(+4)	20(+5)

Saving Throws INT (+10), WIS (+9), CHA (+8)

Skills Arcana +10

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons.

Condition Immunities charmed, frightened

Senses Tremorsense 60ft., Passive Perception 17

Languages Common

Challenge 17 (18,000 XP)

Terramancy: Any earthy terrain within a 10ft. radius of Ramal becomes difficult terrain as it is magically transformed into shifting sand, possibly causing vegetation to become loosened or dislodged. Ramal ignores the effects of difficult terrain created in this manner. The terrain remains difficult for one full week after Ramal leaves the area.

Sandskin: Ramal has become one with the desert, making his skin hard as sandstone. He has resistance to bludgeoning, piercing, and slashing damage from non magical weapons.

Magic Resistance: Ramal has advantage on saving throws against spells and other magical effects.

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

Desert's Aid: When Ramal has taken a certain amount of total damage he will automatically summon reinforcements. The damage thresholds are cumulative. They appear as follows:

After losing 25 health 3 Dust Mephits appear within 10 ft. of Ramal.

After losing 75 health 2 Dust Mephits, a Giant Scorpion, and a Mummy appear within 20 ft. of Ramal.

After losing 150 health 2 Mummies and 3 Giant Scorpions appear anywhere that Ramal can see.

Actions

Sandblast: *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. Hit: 27 (5d6 + 10) slashing damage.

Quicksand: Ramal chooses up to 2 targets within 20 ft. of him. The targets must succeed on a DC 16 Dexterity Saving Throw or become restrained until Ramal uses this feature again. The targets can repeat the saving through at the beginning of each of their turns, on a success the effect ends.

Innate Spellcasting: Ramal can cast Wall of Sand at will, requiring no material components. Enemy ranged attacks cannot pass through the wall of sand.

Sandify (3/day): Anything made of dirt, stone, or metal that isn't being worn or carried within a 15 ft. radius sphere centered on a point within 50 ft. of Ramal that he chooses becomes difficult terrain as it's instantly turned into sand. Structures made of stone or metal will collapse if enough of them is turned into sand. Ramal ignores the effects of difficult terrain created in this manner. The terrain remains difficult for one full week after Ramal leaves the area.

Reactions

Become Sand: Ramal's merge with the desert grants him the ability to turn his whole body into loose sand temporarily. When Ramal is the target of an attack or spell he can use his reaction to dissipate himself into sand. He gains +6 to his AC as well as to any Dexterity or Constitution saving throws until the end of the turn.

Legendary Actions

Ramal 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. He regains spent legendary actions at the start of his turn.

Attack: Ramal makes one Sandblast attack or uses his Quicksand ability.

Whirlwind of Sand (Costs 2 Actions): Ramal magically transforms into a whirlwind of sand, moves up to 70 ft., and reverts to his normal form. While in whirlwind form, he is immune to all damage, and can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Ramal remains in his possession.

Sandstorm (Costs 3 Actions): Ramal kicks up a 20 ft. radius sandstorm around him that follows him until his next turn. Any creature that enters the sandstorm or starts its turn there must make a DC 14 Dexterity Saving Throw or take 2d10 slashing damage and be knocked prone on a failed save, or take half as much and not be knocked prone on a success. The area becomes heavily obscured and counts as difficult terrain for everyone except Ramal. The attack rolls of enemy ranged attacks have disadvantage if the attacks pass in or out of the Sandstorm.

XARMORN MARJAN

Xarmorn was a tall, intimidating dragonborn at one point. But after years of studying cursed crypts and artifacts, and experimenting to create new curses himself, he now stands at a mere 3'10. He sports a pair of dwarf ears and foot, and a half long grey beard. His once pointed teeth have been replaced by rodent fangs. His left hand is actually skeletal and has merely been painted red.

Curses are Xarmorn's passion. He started as a Necromancer, but found the undead boring subjugated yes-men. It wasn't until he witnessed a party member contract Mummy Rot as a young adventurer that he finally found something that could retain his interest. His ultimate goal is to be recognized for his groundbreaking contributions to the field of Curses. To achieve the same renowned as Melf, Bigby or Abi-Dalzim.

Xarmorn Marjan

Medium humanoid (dragonborn), neutral evil

Armor Class 13

Hit Points 83 (15d6 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	15(+2)	20(+5)	12(+1)	11(+0)

Skills Arcana +12, Investigation +8

Senses Passive Perception 11

Languages Abyssal, Common, Draconic, Elvish, Infernal, Primordial

Challenge 10 (5,900 XP)

Roleplay

Xarmorn is an academic at heart. which is not to say he is serious. he takes great joy in his work, and has a childlike excitement about him. He may torture and kill a man, but never in anger. He is also especially meticulous and will record the results of every 'experiment', test and battle. After all, " the only difference between science and dicking around is writing it down". He may act against own interest for the opportunity to use a particularly fun or interesting curse.

Spellcasting: Xarmorn is a 16th level spellcaster. His spellcasting ability is Intelligence (spell save DC:20, spell attack bonus +12). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, frostbite, green-flame blade, infestation, prestidigitation, toll the dead*

1st level (4 slots): *detect magic, fog cloud, grease, sleep, tasha's hideous laughter, witch bolt*

2nd level (3 slots): *blindness/deafness, crown of madness, enlarge/reduce, hold person, mind spike, ray of enfeeblement*

3rd level (3 slots): *bestow curse, counterspell, enemies abound, fear, glyph of warding*

4th level (3 slots): *banishment, blight, confusion, elemental bane, phantasmal killer, sickening radiance*

5th level (3 slots): *dominate person, hold monster, contingency, eyebite*

6th level (1 slot): *mental prison*

7th level (1 slot): *power word pain*

8th level (1 slot): *abi-dalzim's horrid wilting*

Actions

Dagger: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Breath Weapon (1/rest): Xarmorn can use his action to exhale a 15-foot cone of fire; each creature in the cone must make a DC:15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.

BRALL VAN STEEL

He is small but mighty. He is short, stout, and he will definitely rip your throat out. He's the world's smallest barbarian who loves his mom. Brall's barbarian human mother fell in love with a traveling gnome bard, resulting in a very angry little man with a lot of charm. It doesn't matter what situation he's in, he will always wonder what his mother would think about the scenario. A mommy's boy in theory but a ruthless killer in reality. He wears the skull of his greatest enemy as a backpack. He will not disclose the name of this person, no matter what. A fearsome warrior, he is the deadliest killer in his village. Joke about his size, but know he could always use a new backpack. He has black eyes, 3 braids forked at the ends, and leather armor with bones and spikes.

Brall Van Steel

Small humanoid (svirfneblin), chaotic evil

Armor Class 14

Hit Points 62 (5d12)

Speed 35ft.

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

Skills Intimidation +4, Survival +3

Condition Immunities frightened, charmed

Senses Darkvision 120 ft., Passive Perception 10

Languages Gnomish, Common, Undercommon

Challenge 6 (2,300 XP)

Roleplay

Speak in short gruff sentences Every now and then his voice should become more sensitive and gentle. He should talk about how his mother would feel at that moment and what she would do. His first thought is always violence; he rarely thinks twice about pulling out his weapons.

Rage: As a bonus action, Brall can enter a rage for up to 1 minute (10 rounds). Brall gains advantage on Strength checks and saving throws, +2 damage with Strength-based weapons, and resistance to bludgeoning, piercing, slashing damage.

Frenzied Attack: Brall can make a single melee weapon attack as a bonus action on each of his turns while Raging.

Actions

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or range 20/60ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Hand Axe: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or range 20/60ft., one target. Hit: 5 (1d6 + 2) slashing damage.

IKANA, THE CHILLED HEART

An army rises in the northern lands, it belongs to no one kingdom or race. They leave nothing behind, trolls bolster their frontline, tribal raiders lead their calvary, and wyrms of frost and snow freeze all who oppose them. Most infamous of them all is she who leads them, Ikana, the chilled heart. Ikana wields powerful ice magic and seeks the materials necessary to weave a new spell, a ritual to turn the world into a realm of ice and snow.

Her skin is a pale blue and as cold as frost. Long braided ashen hair falls across her shoulders as she towers over other humans. Her age is a legend that has yet to be settled on a single number, though her skin shows no sign of decay. Ikana's appearance is as if her towering frame had been frozen for a millennia, preserved and pristine in complete contrast to the legions she rules with an icy grip.

Ikana is seen as a goddess to her followers and her sermon is one that they fight for to the death. "This world has bred the weak for far too long, the warmth that has facilitated this weakness will be snuffed out as our reach spreads across the realms. Cold are the hands that grip at your souls, and just are those that see the world beneath them and fight to reclaim it."

Ikana

Medium humanoid (human), chaotic evil

Armor Class 20 (Natural Armor)

Hit Points 285 (30d8 + 150)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	20(+5)	27(+8)	21(+5)	20(+5)

Saving Throws INT (+15), WIS (+12)

Skills Arcana +22, History +22, Insight +12, Perception +12, Religion +15

Damage Immunities cold, necrotic; bludgeoning, piercing, slashing from non magical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, stunned

Senses Darkvision 120 ft., Passive Perception 22

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial, Undercommon

Challenge 22 (41,000 XP)

Arcana Supremus: Blessed with supernatural talent, Ikana has double proficiency (+14 instead of +7) in Arcana and History checks, as well as one extra spell slot of every level.

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

Spellcasting: Ikana is a 20th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Ikana has the following wizard spells prepared:

Cantrips (at will): *mage hand, ray of frost, chill touch*

1st level (5 slots): *shield, ice knife*

2nd level (4 slots): *arcane lock, knock*

3rd level (4 slots): *animate dead, counterspell*

4th level (4 slots): *blight, ice storm, phantasmal killer*

5th level (4 slots): *cloudkill, hold monster, wall of force*

6th level (3 slots): *chain lightning, wall of ice, disintegrate*

7th level (3 slots): *finger of death, plane shift, teleport*

8th level (2 slots): *maze, mind blank*

9th level (2 slots): *power word kill, time stop*

Actions

Paralyzing Touch: *Melee Spell Attack:* +8 to hit, reach 5ft., one creature. Hit: 10 (3d6) cold damage, and the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Winter's Breath (+3 Quarterstaff): *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) cold damage, or 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) cold damage when used with two hands.

Legendary Actions

Ikana 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. Ikana regains spent legendary actions at the start of her turn.

Quickened Spell: Ikana makes one spell attack.

Melee Attack: Ikana uses Paralyzing touch or make one melee attack with Winter's Breath.

Frozen tomb (costs 2 actions): Ikana calls forth a prison of Ice and snow. A creature within 30 feet of Ikana must make a DC 20 dexterity saving throw or become restrained in ice. the prison has 16 AC, 20 HP, and is weak to fire damage. at the start of each the affected creature's turns they take (4d6) cold damage. This effect only ends when the prison is destroyed.

OOGROGASH, CHOSEN OF THE BEAST

Oogrogash was once a simple rank-and-file member of a Gnoll Warpack known as the Blood Screammers. The hyena he was birthed from was old and sickly, which resulted in him being born with a deformity; a hunched spine that hindered his mobility. Most other Gnolls would be torn apart by their ravenous brethren at the first sign of weakness, but Oogrogash was clever. He tithed most of his kills to the Pack Lord. Over time, the Pack Lord grew fond of Oogrogash's regular tribute, and protected him. However, as a result of this, Oogrogash went hungry, and eventually his hunger drove him to such depths of madness even Gnolls would fear. This went on for years until one fateful night, in the throws of hunger-induced delirium, Oogrogash experienced a vision. He saw himself bathed in the blood of thousands, feared across the whole of the world as death himself. He called out into the darkness, begging to know how this vision could be made real, and from the darkness a voice whispered back to him.

The next morning, Oogrogash went to his Pack Lord with a strange offering; a shred of blackened meat that smelled of rotten fruit. The Pack Lord found himself drawn to it. He ate Oogrogash's offering, and his mind shut down. The Pack Lord attacked everyone around him, infecting them with his madness, and a great slaughter began that would kill every last one of the Blood Screammers, save for Oogrogash who had hidden. Oogrogash then gathered the bodies of his former pack and devoured all 200 of them, yet his stomach never became full. As he finished the final bite, Oogrogash felt power burn through him, his bones rearranging as something reshaped him like clay. Through his screams, he saw a beautiful, terrible figure rending his flesh. Yeenoghu himself. Yeenoghu had chosen Oogrogash to become his instrument of apocalypse in the world. He would gather all packs to his side and set them loose upon all nations, all lands, all souls, until none but Yeenoghu's chosen would remain upon a world bathed in the blood of millions.

In the years since his encounter with the bloody god of the Gnolls, Oogrogash has done much to accomplish his master's dark goal. He has gathered dozens of packs to his banner of the World Killer warpack, as well as many other savage killers such as Orcs, Ogres, Trolls, and even some Giants. He has summoned many vile demons into his vast forces, from Shoosivas to Armanites, and has claimed thousands of innocent lives in his endless campaign of genocide.

Oogrogash is an imposing figure, standing close to seven feet tall and covered in matted black hair woven with bones. Over his leather armor made from human skin and inscribed with abyssal runes he wears many pieces of macabre adornments made from trophies taken from those he has slain; cords of tongues, ears tied to his fur in braids, and necklaces of hands, among others. Though the scars of his transformation can still be seen he stands imperiously above his peers.. Another sign of his transformation are his eyes, which shine with a baleful crimson light.

Oogrogash

Medium humanoid (gnoll), chaotic evil

Armor Class 17 (+2 Leather Armor)

Hit Points 153 (31d8 + 13)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	19(+4)	14(+2)	12(+1)	16(+3)

Saving Throws CON (+8), CHA (+7)

Skills Intimidation +7, Perception +5

Damage Resistances poison

Condition Immunities poisoned

Senses Darkvision 60ft., Passive Perception 15

Languages Abyssal, Common, Gnoll

Challenge 17 (2,300 XP)

Rampage: When Oogrogash reduces a creature to 0 hit points with a melee attack on its turn, he can take a bonus action to move up to half his speed and make a bite attack.

Spellcasting: Oogrogash is a 9th Level spellcaster. His spellcasting ability is Charisma (spell save DC:15, +7 to hit with spell attacks). He has the following Sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, infestation, shocking grasp, sword burst*

1st level (4 slots): *burning hands, false life, inflict wounds, magic missile*

2nd level (3 slots): *cloud of daggers, crown of madness*

3rd level (3 slots): *haste, melf's minute meteors*

4th level (3 slots): *blight, dominate beast*

5th level (1 slot): *enervation*

Sorcery Points: Oogrogash has 9 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Empowered Spell: When Oogrogash rolls damage for a spell, he can spend 1 sorcery point to reroll a number of damage dice up to his Charisma modifier (3). He must use the new rolls. He can use Empowered Spell even if he's already used a different Metamagic option during the casting of the spell.

Twinned Spell: When Oogrogash casts a spell that targets only one creature and doesn't have a range of self, he can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

Actions

Multiattack: Oogrogash makes two attacks with Lash of The Ravenous One and uses Incite Rampage if he can.

Bite: Melee Weapon Attack: +9 to hit, reach 5ft., one creature. Hit: 6 (1d4 + 5) piercing damage.

Lash of The Ravenous One: Melee Weapon Attack: +11 to hit, reach 5ft., one creature. Hit: 14 (2d8 + 5) slashing damage plus 21 (6d6) acid damage.

Incite Rampage (Recharge 5-6): One creature Oogrogash can see within 30 feet of it can use its reaction to make a melee attack if it can hear him and has the Rampage trait.

