Lucian's Journal of Adventures

Places, Monsters, & Things

Contents

Preface

Should my journal fall into the hands of a good and just reader, I can ask only that you see to its immediate demise. Tear out these pages and scatter them across the many planes, lest they become mended and their contents obtained by an evil being. For within these pages are secrets of arcana, both powerful and perilous.

This journal contains recounts of my journeys to various places, a loose bestiary of the inhabitants of those places, and some of my own research findings.

Credits

Various pieces of artwork were used in the making of this journal.

- **Leather Texture:** Texture Palace
- **Pseudodragon:** TomBabbey
- **Forest:** Brennan Massicotte
- **Fantasy Landscape:** Azelinus
- **Glowing Mushroom:** GreenRibena
- **Sir Irvine (Yrvineye):** *Berserk*, Kentarou Miura
- **Burning Flame:** Dark Souls III
- **Ruby Gemstone:** AngelGanev
- **Fire Opal:** Jeff Schultz
- **Plate Armor:** 4SeasonsWinter
- **Shadow Monster:** JuicySundew
- **Emerald Hairpin:** PNGTree
- **Blueflame Candlestick:** /u/aeyana

Location Stat Block (Template)

Area Name
Environment Type

Navigation	Foraging	Identification	Encounter
DC 10	DC 10	DC 10	DC 10

Helpful Skills Important checks to watch out for while traversing this area
Visibility Description of the conditions, as well as effect on passive Perception
Helpful Languages usually languages spoken by inhabitants of this area
Challenge Rough difficulty level of an area

Special Features. Any extenuating area effects or special features should be noted here. For example, frequent lightning storms or extreme heat or cold.

Resources

Plants, Minerals, and Animals. List any plants, minerals, or animals that may aid travelers in surviving. Be sure to highlight what important appearance, medicinal, and behavioral traits of these resources.

Notable Locations

Location Name. A brief description of the location, its inhabitants, and their culture and behavior.

Combat Encounters

For every hour of that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

1d10	Encounter
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Note the lack of detail regarding area layout and size. These location stat blocks are meant to supplement maps, not to replace them entirely.

In this journal, I jot down notes about my experiences exploring many different places. Shown here is the format I use for describing these places. I hope they clear up any confusion that may arise from further reading.

Liante Mar
Underdark

Navigation	Foraging	Identification	Encounter
DC 15	DC 20	DC 15	DC 12

Helpful Skills Survival, Perception, Religion
Visibility Complete darkness, passive Perception -5
Helpful Languages Undercommon, Elvish
Challenge 7

Resources

Planeshrooms. These bioluminescent mushrooms contain a potent hallucinogen. If consumed by a creature, they must make a DC 15 Constitution saving throw, becoming poisoned for 1d4 hours on a failed save. The creature also suffers hallucinations of being on one of the four elemental planes for the duration.

Gemstones. Within the depths of these underdark tunnels, occasional deposits of precious arcane gemstones can be found.

Quippers. These feisty fish live in small pools of water scattered throughout the underdark. For a starving adventurer, they can be fished up and cooked.

Notable Locations

The Weaver's Den. The lover's den of a male and female *Drider*, this stretch of tunnels is covered all around with thick webs. These webs are considered difficult terrain, but can be destroyed with fire or slashing quite easily. Setting webs on fire will provoke 1d6 *Swarms of Spiders*, and eventually 4d4 *Giant Spiders* and the two *Driders*.

If both Driders are killed, either within the Weaver's Den or as random encounters, remove them from the Combat Encounters table.

Liante Mar. A drow trading outpost, Liante Mar contains "inns" for travelers to rest at, as well as a drow traders selling potions, weapons, rations, and other supplies. Take heed of the warning "leave the spiders alone."

Liante Mar is defended by a 1d6 *Drow Elite Warriors*, 1d6 *Drow Mages*, and 4d6 *Drow*. They are spread out among the camp, and will not attack unless aggravated. However, many of the drow may seek to trade or steal.

Hallowed Tunnel. Within a 30 foot wide branching tunnel, there exists a circle, imperceptible by most, that is hallowed ground. The hallowed ground serves as a barricade against a hoard of *Shadows* trapped on the other side.

Past the Hallowed Tunnel lies 6d6 *Shadows*. They fight with ambush tactics, and if left long enough can grow to ridiculous strength.

If the hallow spell on the tunnel is dispelled, the shadows will begin to roam the underdark.

Encounters

For every hour of that passes, make an Encounter roll. On a roll of 12 or higher, roll 1d8 and consult this table. If the hallow spell on the tunnel has been dispelled, roll 1d10 instead.

1d8 (1d10)	Encounter
1	2d10 Piercers
2	2d4 Horror Hooks
3	1 Drider + 2d4 Giant Spiders
4	1 Roper + 2d4 Swarms of Quippers
5	1d6 Ghosts
6	1d6 Carrion Crawlers
7	1d6 Purple Wormling
8	1 Purple Worm
9	*2d6 Shadows*
10	*4d6 Shadows*

Shadows

Shadows are undead that resemble dark exaggerations of humanoid shadows. Born from the basest impulses cast aside by good and pious creatures, shadows are creatures highly amorphous in nature.

Amalgamation. The repressed darkness of myriad creatures join together into grotesque beings. Shadows seek vitaliy as they seek one another, for both will bring them heightened strength. Draggting a creature to its demise spawns new shadows, while coagulating and melting together forms long shadows of increased power.

Undead Nature. A shadow doesn't require air, food, drink, or sleep.

Strength in Numbers

Shadows seek the pious living in order to create new shadows to haunt the world. It is with these overwhelming numbers that shadows hunt. Working together to hunt down their prey, shadows in large numbers can easily overwhelm a single creature. This in turn leads to the rise of new shadows, increasing the group's lethality.

Amass the Darkness

Once a large enough group has formed, the shadows will begin melding together, fusing into a larger and more formidable shadow. These fused shadows are tougher and serve as defensive bastions to the weaker shadows. These fused shadows represent not the base natures of a single creature, but rather the shared dark desires of many.

Whirlpool of Darkness

As more and more shadows fuse together, they will eventually assume the form of a huge mighty shadow. Once it has reached this phase, the shadow gains the ability to suck the vitality from everything around it. It is at this point where shadows begin to hunt alone. The basest natures and darkest desires of the fallen creatures are unrecognizable now, and within the shadow rolls the dark sins of many creatures merged together.

Darkest Hour

If allowed to feed uncontrolled, a massive shadow titan will form. This form transcends the power of mere fallen mortals, and is composed of the darkness of life itself. Hundreds of different tormented souls tumble and weave through the hulking form, each screaming out its own dark desires. The vitality-draining siphon of the shadow extends, and the titan casts an everlasting fog of magical darkness, protecting it even from the light of the sun.

Shadow
Medium undead, chaotic evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

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

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

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

Long Shadows. If the Shadow has drained 5 points of Strength, it grows into a Shadow Juggernaut. Any damage the Shadow has taken carries over to the new form.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until it finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new Shadow rises from the corpse 1d4 hours later. Undead and constructs do not suffer the Strength score reduction.

Fused Shadows. Six Shadows can merge into one Shadow Juggernaut. It has hit points equal to the sum of the Shadows' remaining hit points, but cannot exceed the Shadow Juggernaut's maximum hit points. For every point of Strength drained by the Shadows, the Shadow Juggernaut gains temporary 5 hit points.

Shadow Juggernaut

Large undead, chaotic evil

Armor Class 13
Hit Points 60 (7d10 + 21)
Speed 40 ft.

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

Skills Stealth +4 (+7 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Amorphous. The Shadow Juggernaut can move through a space as narrow as 1 inch wide without squeezing.

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

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

Long Shadows. If the Shadow Juggernaut has drained 10 points of Strength, it grows into a Shadow Behemoth. Any damage the Shadow Juggernaut has taken carries over to the new form.

Actions

Multiattack. The Shadow Juggernaut makes two Strength Drain attacks.

Strength Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit* 12 (2d8 + 3) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until it finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new Shadow rises from the corpse 1d4 hours later. Undead and constructs do not suffer the Strength score reduction.

Fused Shadows. Four Shadow Juggernauts can merge into one Shadow Behemoth. It has hit points equal to the sum of the Shadow Juggernauts' remaining hit points, but cannot exceed the Shadow Behemoth's maximum hit points. For every point of Strength drained by the Shadow Juggernauts, the Shadow Behemoth gains 5 temporary hit points.

Shadow Behemoth

Huge undead, chaotic evil

Armor Class 15
Hit Points 150 (13d12 + 65)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +5 (+10 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Amorphous. The Shadow Behemoth can move through a space as narrow as 1 inch wide without squeezing.

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

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

Long Shadows. If the Shadow Behemoth has drained 20 points of Strength, it grows into a Shadow Titan. Any damage the Shadow Behemoth has taken carries over to the new form.

Actions

Multiattack. The Shadow Behemoth makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit* 14 (2d8 + 5) bludgeoning damage and 5 (1d8) necrotic damage.

Strength Siphon (Recharge 5-6). Each creature within 10 ft. of the Shadow Behemoth makes a DC 18 Constitution saving throw. On a fail, the creature's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until it finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new Shadow rises from the corpse immediately. Undead and constructs do not suffer the Strength score reduction.

Fused Shadows. Three Shadow Behemoths can merge into one Shadow Titan. It has hit points equal to the sum of the Shadow Behemoths' remaining hit points, but cannot exceed the Shadow Titan's maximum hit points. For every point of Strength drained by the Shadow Behemoths, the Shadow Titan gains 5 temporary hit points.

Shadow Titan

Gargantuan undead, chaotic evil

Armor Class 17
Hit Points 315 (18d20 + 126)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	25 (+7)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +5 (+11 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft. (ignores magical darkness), passive Perception 10
Languages —
Challenge 18 (20,000 XP)

Amorphous. The Shadow Titan can move through a space as narrow as 1 inch wide without squeezing.

Aura of Shadows. The Shadow Titan emits magical darkness around it in for 20 ft., and dim light for another 20 ft. beyond that.

Strength Absorption. The Shadow Titan regains 5 hit points for every point of Strength it drains.

Shadow Absorption. The Shadow Titan will gain the remaining hit points for each Shadow, Shadow Juggernaut, or Shadow Behemoth that merges with it. If the Shadow Titan is at its maximum hit points, it will be unable to benefit from this feature.

Magical Weapons. The Shadow Titan's slam and tail attacks are considered magical for the purpose of overcoming resistances and immunities.

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

Actions

Multiattack. The Shadow Titan makes three attacks: two with its slam and one with its tail.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit* 16 (2d8 + 7) bludgeoning damage and 9 (2d8) necrotic damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one creature. *Hit* 18 (2d10 + 7) piercing damage and 11 (2d10) necrotic damage. . If the target is medium or smaller, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, the Shadow Titan can automatically hit the target with its tail, and the Shadow Titan can't make tail attacks against other Targets.

Strength Siphon (Recharge 5-6). Each creature within 20 ft. of the Shadow Titan makes a DC 21 Constitution saving throw. On a fail, the creature's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until it finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new Shadow rises from the corpse immediately. Undead and constructs do not suffer the Strength score reduction.

Legendary Actions

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

Shadow Glide. The shadow moves up to half its movement without provoking attacks of opportunity.

Attack. The shadow makes a tail or slam attack.

Devour (Costs 2 Actions). The shadow pulls in a grappled creature. The creature must break the grapple or be swallowed by the Shadow Titan.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Shadow Titan, and it must make a DC 21 Constitution saving throw start of each of the Shadow Titan's turns. On a fail, the creature's Strength score is reduced by 1.

If a non-evil humanoid dies from this effect, a new Shadow rises from the corpse immediately and fuses with the Shadow Titan. The corpse is left behind, ejected within 10 ft. of the Shadow Titan. Undead and constructs do not suffer the Strength score reduction.

If the Shadow Titan takes 30 damage or more on a single turn from a creature inside it, or takes any amount of radiant damage from a creature inside it, the Shadow Titan must succeed on a DC 21 Constitution saving throw at the end of that turn or eject all swallowed creatures, which fall prone in a space within 10 ft. of the Shadow Titan.

Running an Encounter

Presented here are some basic ideas on how to effectively run a Shadow encounter. While each campaign is different, and each group's playing style will vary, this lays out some basic mechanics that could be used in order to provide interesting and challenging encounters.

Low-Tier (Levels 1–4)

A level 1-4 party should be threatened by an encounter consisting of 4-5 basic Shadows. Keeping the number of Shadows under 6 means that the party will have some time to thin out the numbers before any of the Shadows grows into a Shadow Juggernaut. The Shadows' resistance to nonmagical weapons may pose problems to low-magic campaigns and make the encounter harder to deal with.

For increased danger and lethality, take advantage of the Shadows' natural stealth abilities and lure the party into unfavorable terrain, such as tight enclosed spaces with no access to light, as the Shadows can move through tight spaces with no trouble. This also protects the Shadows from ranged attacks, which they have few means of dealing with. Furthermore, having the shadows target the single most pious or good-aligned character will increase the lethality even further, forcing the party on the defensive.

Middle-Tier (Levels 5–10)

A level 5-10 party should be able to easily deal with up to 6 basic Shadows without much trouble. To present a tougher challenge, begin the encounter either with 9-12 basic shadows, or a fully formed Shadow Juggernaut and 3-5 basic Shadows supporting it. This immediately lays out a critical target, which the party may focus their fire at, which in turn gives the basic Shadows some time to grow.

Using a Shadow Juggernaut and some basic Shadows provides interesting priority decisions: should we get rid of the smaller Shadows first while the Shadow Juggernaut smashes us, or should we focus-fire the Shadow Juggernaut and risk the basic Shadows growing?

As with the low-tier encounter, the danger of this encounter can be increased by taking advantage of the Shadows' natural stealth ability. Dark enclosed spaces allow the Shadows to move through tight spaces while restricting the party's mobility. Again, this protects the Shadows from ranged attacks, which they have few means of dealing with. Furthermore, having the Shadow Juggernaut target the single most pious or good-aligned character will increase the lethality even further, forcing the party on the defensive.

High-Tier (Levels 11–16)

A level 11-16 party should be able to easily deal with up to 4 Shadow Juggernauts without much trouble. To present a tougher challenge, begin the encounter either with 30-40 basic Shadows, 6 fully formed Shadow Juggernauts, or a single Shadow Behemoth and if possible some easy prey (like villagers or low-level mercenaries) to consume. Once the Shadow Behemoth utilizes its Strength Siphon, basic Shadows will form to support it. This again lays out a critical target and forces the party to make a decision.

Because Shadows' Strength Drain restores after a short or long rest, one way of increasing danger is to keep the party moving. This can be accomplished quite easily using the basic Shadows, especially if the party is in a crypt or otherwise dark and enclosed unholy ground. Because the Shadow Behemoth's Strength Siphon encompasses the area around it, it is preferable to have the party surround the Shadow Behemoth, or otherwise stand in a tight formation.

Top-Tier (Levels 17–20)

A level 17-20 party should be able to deal with a singe Shadow Behemoth, albeit not easily. However, to create a spectacular and difficult encounter, begin the encounter with a single raging Shadow Behemoth surrounded by plenty of weak and easy prey (like villagers or low-level mercenaries) to consume. Once killed by the Shadow Behemoth's Strength Siphon, these souls will rise as basic Shadows immediately, adding both drama and increased challenge to the encounter.

This increases the encounter difficulty two-fold: by providing the Shadow Behemoth with easy targets for Strength Siphon, the Shadow Behemoth can grow into a Shadow Titan. Meanwhile, the slain villagers also create more basic Shadows upon dying, which can aid the Shadow Behemoth in combat. This encounter does not necessarily have to be run underground or in a crypt setting, as when a Shadow Behemoth grows into a Shadow Titan, it loses its *Sunlight Weakness.*

The *Aura of Shadows* provides the Shadow Titan some protection against ranged attacks, as creatures unable to see through the magical darkness will be unable to directly see the titan, and therefore attacks at disadvantage.

Shadow Titan Lair Actions

If the party chooses to pursue a Shadow Titan back to its resting place, they may find themselves within the lair of the shadowy beast. These lair actions are provided in order to compensate for some of the Shadow Titan's weaknesses, and to highlight its strengths.

The Shadow Titan can use a lair action to harness the ambient darkness in its lair. On initiative count 20 (losing all initiative ties), the titan can use one of its lair action options, or forgo using any of them that round.

- A tremor shakes the lair in a 60-ft. radius around the Shadow Titan. Each non-shadow creature on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- A burst of dark energy erupts out in a 60-ft. radius around the Shadow Titan. Each non-shadow creature must make a DC 15 Constitution saving throw. On a fail, the creature's Strength score is reduced by 1, and a basic Shadow enemy appears behind the creature. It acts on the Shadow Titan's initiative.
- A dense vortex of dark energy forms around the Shadow Titan, reaching out in a 60-ft. radius. Each non-shadow creature must make a DC 15 Strength saving throw. On a fail, the creature is pulled 10 ft. towards the Shadow Titan.

Casting Shadows

In order to create Shadows, many methods can be used. Some will feed a Shadow, allowing it to multiply, while others will use necromancy in order to draw the dark essense from fallen corpse.

Feeding and Farming

For many nefarious villains, increasing the size of a Shadow army comes as an appealing prospect. Once a single Shadow has been obtained, non-evil humanoids (usually innocent unsuspecting people) can be corralled into the Shadow's clutches. Once they fall victim to Shadow's Strength Drain, they will become Shadows as well in 1d4 hours. This method can be used to economically raise a large fighting force of Shadows, but comes with many dangers and difficulties.

First, the Shadows act on their own volition, as they are not under the command of any control magics.

Second, the disappearance of many people will likely raise suspicion, and perhaps lead to investigation of the Shadow farm.

Third, the creation of new Shadows is slow and arduous, as it takes 1d4 hours in order to raise a new Shadow.

Fourth, a single Shadow must first be obtained in order to start the farm. This is regarded by many as one of the most difficult steps in the process.

Necromancy

Necromancers can channel their arcane energies into raising packs of Shadows, either to hunt their enemies or to guard their domains. A high level Necromancers can theoretically raise an army of Shadows that is permanently under his or her control using the *Finger of Death* spell.

Animate Dead

This spell can be used on the remains of a non-evil humanoid. The humanoid becomes a Shadow instead of a Zombie or Skeleton, and behaves as the spell describes.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over one additional Shadow for each slot above 3rd.

Create Undead

This spell can be used on the remains of up to three non-evil humanoids. The humanoids become Shadows instead of Ghouls, and behave as the spell describes.

At Higher Levels: When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four Shadows. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five Shadows or one Shadow Juggernaut. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six Shadows or two Shadow Juggernauts.

Finger of Death

At Higher Levels: When you cast this spell using a 9th level slot, you can instead cause a non-evil humanoid killed by this spell to rise at the start of your next turn as a Shadow instead of a Zombie. It is permanently under your command, following your verbal orders to the best of its ability.

Summoning

Interplanar portals are precarious and exceedingly rare. If a malevolent entity were to find a portal to the Shadowfell, they would be capable of bringing in vast numbers of Shadows and unleashing them on the world.

These Shadow are volatile and dangerous, as they act on their own volition, and will seek to hunt down non-evil humanoids to bolster their numbers. For those seeking to unable to create a Shadow using necromancy, this is an alternative way of procuring Shadows for use in raising a Shadow army.

Containment

Some entities seek to entrap and contain Shadows, either to prevent them from wreaking havoc, or in order to save them for future use. It was with these goals that the *orb of shadow* was developed.

Orb of Shadow

Glass orb, very rare

This hollow glass orb is enchanted with powerful abjuration magic. Its surface is perfectly smooth, with no openings to the hollow inside. The Orb of Shadow can be used to capture and contain a shadow type entity.

In order to contain a Shadow, the holder presents the orb toward the target. The Shadow then makes a DC 15 Wisdom saving throw. On a failed save it is trapped within the orb. The orb can only contain one Shadow at a time.

As an attack, this orb can be thrown 20 ft., shattering it and releasing the trapped shadow.

Arcane Means

An *orb of shadow* is a difficult item to find, and some entities may have to resort to other arcane means of sealing the darkness.

The *hallow* spell can be used to designate a spherical area of 60-ft. radius that cannot be entered by undead (among other things.) This can potentially be used in conjunction with a single entrance cave formation or artificially created containment chamber in order to block off the single entrance or exit. However, if there is a single 1 inch gap leading outside of the containment chamber, the Shadows can use their amorphous nature to slip free. Despite its flaws and given the right conditions, this method could be used to seal Shadows away indefinitely, or at least until the *hallow* spell is dispelled.

Similarly, the *magic circle* spell can be used to designate a 10-ft. radius by 20-ft. tall cylindrical area that cannot be entered by undead (among other things.) This could also be used to create a bottleneck, albeit only lasting a limited duration (1 hour, adding an extra hour for every higher level spell slot.) While not quite as powerful as *hallow*, this method is available to more classes, and can buy time in order to figure out a way to defeat the Shadows.

Moorewoods
Forest

Navigation	Foraging	Identification	Encounter
DC 20	DC 10	DC 12	DC 17

Helpful Skills Survival, Perception, Stealth, Nature
Visibility Heavily wooded, passive Perception -5
Helpful Languages Elvish, Sylvan
Challenge 7

Charm of the Feywild. When attempting to navigate the Moorewoods, travelers that do not have fey ancestry must make a DC 10 Wisdom saving throw every 24 hours. On a failed save, they forget the events of the past 24 hours, as per the modify memory spell.

Resources

Goodberries. Travelers smart enough to look in the right places may find bushels of goodberries growing within the Moorewoods.

Notable Locations

Filenuma. Grown from the trees, Filenuma stands as the largest elven city in the land, home to a quarter million elves. The verdant city contains inns, taverns, woodworkers, enchanters, and various shrines to nature gods. There is a distinct lack of smiths and metal weaponry within Filenuma. Travelers may be able to sell metal weapons for quite a high price.

Getting to the city is a tremendous task on its own, as travelers must brave the chaotic magic of the Moorewoods to reach it. Without an elven guide, reaching the city is nearly impossible.

Rea Asari. A seaside elven town just a couple day's travel from Filenuma, Rea Asari serves as Filenuma's main connection to the outside world. Its location by the coast gives it access to ocean trade routes. People from all over the world pass through Rea Asari's port, either to exchange goods or as a rest stop on a longer journey.

Rea Asari contains many taverns, as well as a bustling marketplace near the docks. Goods from many lands come through here.

Montull, the Great Tree. A gargantuan sentient plant, Montull protects the Moorewoods, a vigilant guardian against forest intruders. Some animals that dwell near Montull's roots become transformed by the tree's magic, becoming half-plant half-beast creatures with bark skin.

Encounters

For every hour of that passes, make an Encounter roll. On a roll of 17 or higher, roll 1d10 and consult this table.

1d10	Encounter
1	3d10 Wolves
2	2d4 Dire Wolves
3	3d6 Blink Dogs
4	1d4 Displacer Beasts
5	2d6 Will-o'-Wisps
6	1d4 Brown Bears
7	1 Treant
8	1 Dryad + 1 Knight + 3 Wolves
9	1 Shambling Mound
10	1d6 Phase Spiders

August 21, 408

The journey from Rea Asari to Filenuma was not quite as daunting as I had expected, perhaps due in part to the skill of our guide. I can't help but feel that there's something I'm forgetting though...

On a completely unrelated note, I seem to have torn a gash in my hat while on the road. It must have snagged on a branch during our travels.

Spierling Peninsula

Forest

Navigation	Foraging	Identification	Encounter
DC 12	DC 12	DC 12	DC 18

Helpful Skills Investigation, Arcana
Visibility Normal
Helpful Languages Common
Challenge 4

Resources

Broken Weapons and Armor. Among the foliage, travelers may stumble across the remains of various combatants, some still wearing their arms. The equipment is all heavily weathered and rusted, mostly unusable.

Notable Locations

Viridi's Hut. A friendly old gnome makes his home here. He spends his days idly tinkering with clockwork.

Archmage's Tower. A hundred feet in diameter and nearly two-hundred feet tall, an old stone tower sits just a few miles from the coast. The tower is protected by three layers of wards: a wall of force, a blade barrier, and finally a prismatic wall. The clockwork beasts seem to have no problem passing through these wards, however.

Encounters

For every hour of that passes, make an Encounter roll. On a roll of 18 or higher, roll 1d6 and consult this table.

1d6	Encounter
1	3d10 Wolves
2	1d4 Clockwork Hounds
3	1d4 Clockwork Hawks
4	1 Hill Giant
5	1d4 Brown Bears
6	1d6 Giant Spiders

Clockwork Hound

Large construct, unaligned

Armor Class 16 AC (Natural Armor)
Hit Points 51 (6d10+18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	3 (-4)	12 (+1)	7 (-2)

Damage Immunities psychic, poison, lightning
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 11
Languages understands Common but can't speak
Challenge 1 (200 XP)

Gemstone Core. The clockwork hound's core is a Flake Sapphire, which can be removed with a DC 15 Dexterity (Sleight of Hand) check.

Actions

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

Clockwork Hawk

Large construct, unaligned

Armor Class 15 AC (Natural Armor)
Hit Points 37 (5d10+10)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Damage Immunities psychic, poison, lightning
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 11
Languages understands Common but can't speak
Challenge 1 (200 XP)

Gemstone Core. The clockwork hawk's core is a Flake Sapphire, which can be removed with a DC 15 Dexterity (Sleight of Hand) check.

Actions

Multiattack. The clockwork hawk makes two attack: one with its beak and one with its talons.

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

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

The Bounding Plains
Grassland

Navigation	Foraging	Identification	Encounter
DC 5	DC 10	DC 10	DC 15

Helpful Skills Stealth
Visibility Normal
Helpful Languages Elvish, Sylvan
Challenge 5

Tall Grass. The Bounding Plains is covered with four-foot tall golden-yellow grass. This grass can be used by travelers and predators alike to hunker down and hide. Any creature of size large or smaller can attempt a stealth check by falling prone. Creatures of size small or tiny do not have to fall prone. This stealth is broken if the creature moves at more than half of their movement speed.

Resources

Hayflowers. Low to the ground, under the cover of the long grass, beautiful five-petaled flowers bloom. They possess no leaves with which to catch sunlight, instead acting as parasites on the tall grass and draining the grass's roots for nutrients.

These flowers can be cut up and used in medicine or brewed into tea.

Notable Locations

Yrvineye Camp. A collection of tents out on the plains serves as home to a tribe of nomadic goat-men abominations, the Yrvineye. The sylvan-blooded Yrvineye are masters of archery, hunters of the great bounding plains. They have deep-seated hatred towards anything draconic in nature, and will attack Dragonborn travelers on sight.

The Yrvineye's hunting prowess is the stuff of legends. They are the sole reason for the lack of dragons south of the Dragon's Spine mountain range.

Il'Daeus River. The mighty Il'Daeus flows south from the Dragon's Spine and brings with it a menagerie of goods from the north. The river acts as a means of trade between the craftsman dwarves of Dal Valor and the plentiful harvest of Kinston. From the south, riverboats carry lumber and leathers from the Spierling Peninsula up to Kinston.

During the day, there will be 3d6 fishing boats along almost any stretch of the Il'Daeus, and 1d4 riverboats traveling up or downstream.

Encounters

For every hour of that passes, make an Encounter roll. On a roll of 15 or higher, roll 1d10 and consult this table.

1d10	Encounter
1	2d6 Axe Beaks
2	1d4 Tigers
3	1d6 Boars
4	2d4 Cockatrice
5	2d6 Scarecrow
6	2d6 Bandits
7	1 Gorgon
8	1d6 Hobgoblin + 3d6 Goblins
9	1d4 Ghosts
10	1 Stone Golem

June 01, 411

As we prepare to delve into the underdark, my band of merry travelers passes through the beautiful golden fields of Kinston's Bounding Plains. We were promptly waylaid by a band of goblin marauders. As we prepared to fight, black needles flew through the sky, felling many of the assailants. The Yrvineye of the plains had come to our aid! With their marksman accuracy and the might of our guards, we made quick work of the attackers. Leading the hunt was a Yrvineye woman by the name Umgandor. She offered us rest at their camp, just a few miles away, but Lady Stormgale was reluctant to delay our expedition.

Yrvineye

Large monstrosity, chaotic good

Armor Class 14/16 (Natural Armor/+Shield)
Hit Points 60 (7d10 + 21)
Speed 60 ft.

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

Skills Athletics +6, Nature +3, Animal Handling +6, Perception +9, Survival +6,
Saving Throws Strength +6, Dexterity +7
Senses passive Perception 19
Languages Common, Sylvan, Draconic
Challenge 4 (1,100 XP)

Sharpshooter. Attacking at long range doesn't impose disadvantage on the Yrvineye's ranged weapon attack rolls. Its ranged weapon attacks ignore half cover and three-quarters cover.

Before the Yrvineye makes an attack with a ranged weapon, it can choose to take a -5 penalty to the attack roll. If the attack hits, it add +10 to the attack's damage.

Charge. If the Yrvineye moves at least 10 ft. straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 7 (1d12) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Defensive Tactic. Opportunity attacks targeting the Yrvineye are made with disadvantage.

Dragon Slayer. The Yrvineye gain a +4 bonus to damage rolls with weapon attacks against dragons. Additionally, it has advantage on Wisdom (Survival) checks to track track dragons, as well as on Intelligence checks to recall information about them.

Additionally, the Yrvineye has advantage on saving throws against the spells and abilities used by a dragons.

Nomadic. The Yrvineye has advantage on initiative rolls, ignores difficult terrain, and during the first turn in combat, has advantage on attack rolls against creatures that have not yet acted.

Superiority Dice. The Yrvineye has four superiority dice, which are d8's. They can be used for the following maneuvers: *Trip Attack*, *Precision Attack*, *Evasive Footwork.*

Colossus Slayer. When the Yrvineye hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. It can deal this extra damage only once per turn.

Actions

Multiattack. The Yrvineye makes two horn bow attacks, or two lance attacks and a hoof attack.

Horn Bow. *Ranged Weapon Attack:* +9 to hit, range 1200 ft., one target. *Hit* 13 (2d8 + 4) piercing damage.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 10 (1d12 + 3) piercing damage. Disadvantage at 5 ft.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 3) bludgeoning damage.

Don Shield. The Yrvineye equips a wooden shield, increasing its armor class by 2.

Hell

Hell

Navigation	Foraging	Identification	Encounter
DC 20	DC 25	DC 20	DC 8

Helpful Skills Stealth
Visibility Dim light, passive Perception -5
Helpful Languages Infernal, Abyssal
Challenge 10

Extreme Heat. Hell is an extremely hot place. Ever hour, creatures that are not resistant to fire must make a DC 10 Constitution saving throw or suffer one point of exhaustion.

Resources

Gemstones. Within the depths of the infernal cavern, occasional deposits of precious arcane gemstones can be found.

Fiend Cores. When a fiend is slain, it leaves behind a small burning flame: the core of a fiend. Other fiends will actively seek to obtain the cores of downed fiends. If a non-fiend consumes enough of these cores, they will become fiendish themselves.

Notable Locations

Stygia. Home to the Viz Astraea, Stygia is the land where the River Styx runs the strongest. It provides a source of cursed water to explorers that venture the infernal depths. Creatures not native to Hell that drink from the River Styx must succeed a DC 12 Constitution saving throw or lose all memory of their past life. The land of Stygia is patrolled by *Demon Naga* and the occasional *Pseudolith*.

Avernus. Home to the Vor Mars, Avernus welcomes all. A desolate landscape of crumbled iron towers and worn stone structures, daring adventurers may unearth powerful fiendish relics within the ruins. The land of Avernus it is patrolled by *Cambion* and *Barlgura*.

Phlegethos. Home to the Vor Agganon, Phlegethos is a fiery wasteland that surrounds the Vor Agganon's Black Iron Keep. The keep is a massive labyrinth that spans not only three dimensions, but also passes into other planes. The Black Iron Keep is patrolled by *Minotaur* and *Gorgon*.

Minauros. Home to the Vor Erodia, Minauros is a bog of caustic pollution and poison swamps. Occasionally, a humongous *Adult Black Dragon* can be seen rising from the swamps. The land of Minauros is patrolled by *Young Black Dragon* and *Five-Dragon Hydra*.

Encounters

For every hour of that passes, make an Encounter roll. On a roll of 8 or higher, roll 1d8 and consult this table. If you are near one of the four notable locations, roll 1d10 instead and choose the monsters that patrol that location.

1d10	Encounter
1	1d4 Vrocks
2	2d6 Spined Devils
3	2d4 Bearded Devils
4	1d6 Barghest
5	2d6 Hell Hounds
6	1 Bone Devil
7	1 Chain Devil and 2d4 Imps
8	1d3 Shoosuva
(9)	*2d4 Demon Naga / 2d4 Cambion / 2d6 Minotaur / 1d6 Young Black Dragon*
(10)	*1 Pseudolith and 1d4 Demon Naga / 1d4 Barlgura / 1d2 Gorgon / 1 Five-Dragon Hydra*

A Demon's Flame

Inside each fiend lies a fiery core, a physical manifestation of their life force. When a fiend dies, it's core will begin to fade, with the flames of more powerful fiends lingering the longest. The demon generals discovered that by feasting upon the demon flames of their enemies, they could increase their own powers. Thus began a cycle of kill and be killed, wherein powerful demons slew others and then were slain in turn, and the power of many fiends were amassed into powerful demon's flames.

Vor Mars, the Dawn's Folly

Vor Mars was a fearsome Balor warrior renown and feared for his effectiveness on the battlefield. He earned his title slaying a Planetar that ventured into his domain. Following this feat, Vor Mars secluded himself from his army, studying the fallen Planetar for years. When he emerged, he had mastered the innate magic within him.

When the Order of Bahamut began its crusade against Hell, Vor Mars fought alongside the other generals. In the conflict he was captured and brought to the surface. However, rather than being slain, Vor Mars was sealed under the Platinum Temple in the city of Brasshorn. He lay here trapped, his power diminished, until a group of adventurers unwittingly freed him. Unable to utilize his full potential, Vor Mars attempted to flee back to his domain, but was pursued and eventually slain.

Vor Mars

Large fiend, chaotic evil

Armor Class 19
Hit Points 330 (20d20 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws strength +14, constitution +12, wisdom +9, charisma +12
Condition Immunities poisoned
Immunities fire, poison
Resistances cold, lightning; bludgeoning, piercing, and slashing from non-magical weapons.
Senses Truesight 120 ft, passive Perception 13
Languages Demonic, Telepathy 120 ft.
Challenge 21

Death Throes. When Vor Mars dies, he explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 66 (6d20) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable Objects in that area that aren't being worn or carried, and it destroys the balor's Weapons.

Fire Aura. At the start of each of Vor Mars' turns, each creature within 5ft. of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Vor Mars or hits him with a melee Attack while within 5 feet of it takes 10 (3d6) fire damage.

Magic Resistance. Vor Mars has advantage on saving throws against Spells and other magical effects.

Magic Weapons. Vor Mars' weapon attacks are magical.

Innate Spellcasting. Vor Mars' spellcasting ability is Charisma (spell save DC 20). Vor Mars can innately cast the following spell, requiring no material components:

1/day: *Meteor Swarm*

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

Actions

Multiattack. Vor Mars makes two attacks with his curved swords.

Curved Sword. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 22 (3d8 + 8) slashing and 14 (3d8) fire damage.

Legendary Actions

Vor Mars 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.

Weapon Attack. Vor Mars makes one attacks with his curved sword.

Explosion (Costs 3 Actions). Vor Mars releases a fiery explosion. Every creature within a 40ft. radius makes a DC 20 Dexterity saving throw. A target takes 66 (6d20) fire damage on a failed save, or half as much damage on a successful one.

Vor Agganon, the Iron Might

Vor Agganon ruled his troops with an iron fist, earning his name as a both a tactical and diciplined general. He fought alongside his troops and commanded them effectively in battle, distinguishing himself from other Goristro through his cunning and tactical prowess.

When the Order of Bahamut began its crusade against Hell, Vor Agganon fought alongside the other generals. He was slain by a small band of adventurers bearing the banner of a Diamond Hawk, who broke into his fortress and fought him in his halls. Isolating him from his soldiers, the adventurers managed to subdue him and cut him down, claiming his demon flame.

Vor Agganon

Large fiend, chaotic evil

Armor Class 19
Hit Points 350 (20d20 + 140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	25 (+7)	16 (+3)	14 (+2)	16 (+3)

Saving Throws strength +15, dexterity +6, constitution +13, wisdom +7
Condition Immunities poisoned
Immunities poison
Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons.
Senses Truesight 120 ft, passive Perception 17
Languages Demonic
Challenge 21

Siege Monster. Vor Agganon deals double damage to structures.

Magic Resistance. Vor Agganon has advantage on saving throws against Spells and other magical effects.

Magic Weapons. Vor Agganon's weapon attacks are magical.

Battlemaster. Vor Agganon has four combat maneuvers and 4d12 superiority dice: *menacing attack*, *distracting strike*, *lunging attack*, and *sweeping attack*.

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

Actions

Multiattack. Vor Agganon makes two attacks with his greataxe.

Greataxe. *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit* 23 (3d8 + 9) slashing and 14 (3d8) fire damage. On critical hits with this greataxe, roll triple the damage dice instead of double.

Gore. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit* 48 (7d10 + 9) piercing damage. If Vor Agganon moves 15ft. towards the target before goring, the target takes an extra 39 (7d10) piercing damage. The target must succeed a Strength saving throw or is pushed 20ft. and falls prone.

Legendary Actions

Vor Agganon 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.

Meteor Dash (Costs 2 Actions). Vor Agganon turns into a fireball and charges in a straight line up to 120ft., 5ft. wide. Each creature caught in the charge must make a DC 21 Dexterity saving throw. A target takes 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

Charge (Costs 2 Actions). Vor Agganon moves 15 ft and makes one gore attack.

Attack Vor Agganon makes a weapon attack.

Vor Erodia, the Beastmaster

Vor Erodia remained distrustful of other powerful fiends in general, and prefered the company of creatures of supposedly lesser intellect that he could control. The Pit Fiend survived the Order of Bahamut's crusade against hell by hiding behind his beasts in a far corner of Hell. Among his beasts, his favorite pets was a great black dragon named Khuzal'Khan.

Vor Erodia, the Skyrender

Needless to say, Khuzal'Khan did not take kindly to being ruled over, much less by such a cowardly Pit Fiend. Biding his time, the great black dragon waited until his master's guard was down before striking and tearing him to shreds. As the Pit Fiend fell, his body crumbled into a pile of ashes upon his throne. From within the ashes, Khuzal'Khan plucked the flaming core of his old master, claiming the title of Vor Erodia.

Vor Erodia

Gargantuan dragon (fiend), chaotic evil

Armor Class 22
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Con +15, Wis +10, Cha +12
Condition Immunities poisoned
Immunities acid, fire, poison
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Demonic, Common, Draconic, telepathy 120ft.
Challenge 24

Amphibious. Vor Erodia can breath air and water.

Bloodied Breath. When Vor Erodia drops under half his maximum hit points (222) he immediately recharges and uses his Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

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

Actions

Multiattack. Vor Erodia can use its Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) acid damage.

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

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

Acid Spit. Vor Erodia spits a glob of acid at one creature within 90 ft. The target must make a DC 23 Dexterity saving throw taking 31 (7d8) acid damage on a failure.

Frightful Presence. Each creature of the Vor Erodia's choice that is within 120 feet of him and aware of him must succeed on a DC 23 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 Vor Erodia's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Vor Erodia exhales acid in a 90-ft line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

Acid Fog (Recharge 4-6). Corrosive fog fills a 25-foot radius sphere around Vor Erodia for up to 10 minutes. Any creature that enters the area for the first time or starts its turn in the area must make a DC 19 Constitution saving throw, taking 36 (8d8) acid damage and being blinded for 1 minute on a failed save, or half as much damage and not being blinded on a successful one. A creature that is blinded can use its action to wash its eyes, if it has access to fresh, clean water, to end the effect early.

Reactions

Tail Slash. Vor Erodia makes a tail attack against one creature that missed him with a melee attack.

Legendary Actions

Vor Agganon 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.

Wing Attack (Costs 3 Actions). Vor Erodia beats his wings. Each creature within 15 ft. of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vor Erodia can then fly up to half its flying speed.

Detect. Vor Erodia makes a Wisdom (Perception) check.

Tail Attack. Vor Erodia makes a tail attack.

Acid Spit. Vor Erodia uses his acid spit.

Hellfire Breath (Costs 2 Actions). Vor Erodia exhales hellfire in a 60-ft cone. Each creature in that cone must make a DC 23 Dexterity saving throw, taking 66 (6d20) fire damage on a failed save, or half as much damage on a successful one.

Viz Astraea, the Chromatic Dancer

Precious little is known of the mysterious Viz Astraea. A marilith of immense power, Viz Astraea rules over Stygia through her army of undying Naga.

In order to pass through her domain unharmed, two adventurers struck a bargain with the demon general, gifting her the demon flame of the slain Vor Mars.

Viz Astraea

Large, Fiend (Marilith)

Armor Class 18
Hit Points 250
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	18 (+4)	16 (+3)	22 (+6)

Saving Throws strength +11, constutition +12, charisma +12
Skills acrobatics +12, arcana +10, deception +12, insight +9, intimidation +12, investigation +10, performance +12, persuasion +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons.
Damage Immunities poison
Condition Immunities poisoned
Senses Truesight 120 ft.
Languages Demonic, Telepathy 120 ft.
Challenge 21

Magic Resistance. Viz Astraea has advantage on saving throws against Spells and other magical effects.

Magic Weapons. Viz Astraea's weapon attacks are magical.

Reactive. Vis Astraea can take one reaction on every turn in combat.

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

Innate Spellcasting. Vis Astraea is an 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, 12 to hit with spell attacks). Viz Astraea has the following warlock spell prepared:

- 5th level (8 slots): Armor of Agathys, Hellish Rebuke, Hex, Command, Blindness/Deafness, Enemies Abound, Fireball, Counterspell, Lightning Bolt, Thunder Step, Dimension Door, Banishment, Wall of Fire, Far Step, Scrying, Synaptic Static

Actions

Multiattack. Vis Astraea makes six longsword attacks or chromatic bolt attacks and one tail attack.

Longsword. *Melee Weapon Attack:* +11 to hit, Reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage + 2 (1d4) acid, cold, fire, lightning, poison, or thunder damage.

Chromatic Bolt. *Ranged Spell Attack:* +12 to hit, Range 120 ft., one target. *Hit* 10 (3d6) acid, cold, fire, lightning, poison, or thunder damage.

Tail. *Melee Weapon Attack:* +11 to hit, Reach 10 ft., one target. *Hit* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, Vis Astraea can automatically hit the target with its tail, and Vis Astraea can't make tail attacks against other targets.

Teleport. Vis Astraea magically teleports, along with any Equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Bonus Actions

Seeking Flame. Vis Astraea creates six balls of demon flame, which hover in the air up to 10 feet away from her. When a target within 60 feet of an orb moves more than 5 feet, a ball will shoot out at them.

Ranged Spell Attack: +12 to hit, Range 60 ft., one target. *Hit* 10 (1d20) fire damage.

Reactions

Parry. Vis Astraea adds 6 to her AC against one melee Attack that would hit it. To do so, Vis Astraea must see the attacker and be wielding a melee weapon.

Legendary Actions

Viz Astraea 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.

Tail Attack. Viz Astraea makes a tail attack.

Cast Spell. Viz Astraea casts a spell with a casting time of 1 action.

Teleport (Costs 2). Viz Astraea uses her Teleport action.

Five-Dragon Hydra

Huge monstrosity (dragon), neutral evil

Armor Class 17 (Natural Armor)
Hit Points 243(18d12 + 126)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	24 (+7)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +6
Senses passive Perception 16
Languages —
Challenge 18 (20,000 XP)

Amphibious. The hydra can breathe air and water.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken a specific type of damage since its last turn: fire for the white head, cold for the green head, poison for the blue head, lightning for the black head, and acid for the red head.

The hydra regains 10 hit points for each head regrown in this way. Each of the new heads is the same color as the ones that were removed.

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

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit* 12 (1d10 + 6) piercing damage and 6 (1d10) fire, cold, lightning, poison, or acid damage, depending on which head made the attack.

Breath Attacks

The hydra has as many breath attacks as it has heads, each with their own individual recharge. If it has a breath attack, it may forgo a bite attack in order to make a breath attack using that head. The hydra can only make one breath attack per turn.

Black - Acid (Recharge 6). The hydra exhales acid in a 60-ft. line that is 5-ft. wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

Blue - Lightning (Recharge 6). The hydra exhales lightning in a 60-ft. line that is 5-ft. wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

White - Cold (Recharge 6). The hydra exhales cold in a 30-ft. cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Green - Poison (Recharge 6). The hydra exhales poison in a 30-ft. cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.

Red - Fire (Recharge 6). The hydra exhales fire in a 30-ft. cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

January ??, 412

The monster must be the result of some sick experimentation. It sends chills down my spine, almost as a harbinger of the accursed Tiamat.

It attacked from under the water, first poking out a single head. This both allowed it to scout out the situation and also served as bait to lure in any eager dragonslayers. A few of the knights fell prey to this hunting tactic, and the hydra's remaining heads made quick work of them. It's mobility under water is truly terrifying, and drowned a score of our men.

Optional Rule: Severed Head

The hydra's severed head may continue to squirm around and lash out at those around it. It thrashes like a worm and is unable to use its breath attack, but still has sharp teeth and a dangerous bite.

Each severed head has 10 hit points and an armor class of 17 as the hydra, but is considered prone and unable to get up. They act on the hydra's initiative and can make a single bite attack at an creature within 5 ft.

Platinum Guardian

Medium construct, lawful neutral

Armor Class 18
Hit Points 77 (9d8 + 36)
Speed 30 ft., fly 60 ft.

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

Immunities poison, psychic, radiant
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages Understands the Common and Draconic but can't speak
Challenge 4 (1100 XP)

Antimagic Susceptibility. The armor is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Powerful Build. The armor counts as one size larger when determining carrying capacity and weight it can lift and drag. The armor can carry 540 lbs and can push, drag, or lift 1080 lbs.

Divine Sense. The armor can detect the presence of celestial, fiend, or undead within a 300 foot radius.

Actions

Multiattack. The armor makes two greatsword attacks or makes one radiant bolt attack.

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

Radiant Bolt. *Ranged Spell Attack:* +6 to hit, range 120ft., one target. *Hit* 14 (4d6) radiant damage.

Platinum Guardian Platemail

Magic armor, requires Attunement.

Once per day, the wearer of this armor may spend an action to cast *fly* on themselves, sprouting shining mirage dragon wings for the duration. The wings emit light as per a *light* spell.

In order to do this, the wearer must either have an oath to Bahamut, or must succeed a DC 15 Intelligence (Religion) check each time they attempt to use it. This check can only be attempted once per day, and resets at dawn.

March 14, 411

The Agu'Shen tribe and their wayward coalition are more skilled than I gave them credit for. By partnering with the dwarves of Fort Kar'Angron, they've crafted the most brilliant line of animated armor I've ever seen.

The tower's enchanters and the clerics in Valkenhold have been working tirelessly to stabilize the various enchantments, but today finally saw the success they had all been waiting for:

The first suit of armor has taken flight! Surely with aerial support the tides of battle will turn in our favor. If the current production schedule, each company of knights should have six of these animated armors at their disposal.

Demon Naga

Medium monstrosity (fiend), chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 75 (10d10 + 20)
Speed 40ft.

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

Immunities poison
Condition Immunities charmed, poisoned
Resistances cold, fire, lighting; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses Darkvision 60 ft, passive Perception 15
Languages Abyssal, Common
Challenge 7 (2,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following Wizard spells prepared:

- **Cantrips (at will):** Shocking Grasp, Minor Illusion, Ray of Frost
- **1st level (4 slots):** Charm Person, Levitate, Shield
- **2nd level (3 slots):** Shatter, Hold Person
- **3rd level (2 slots):** Stinking Cloud, Fireball

Actions

Multiattack. The naga makes two longsword attacks or one bite attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

January ??, 412

New enemies came upon us today, down here in the sweltering heat. Above the waist, beautiful women. Below, the tail of a serpent.

Leading the charge was a four-armed one. She seemed to be ascended, at least part ways evolved toward becoming a full Marilith. Bahamut protect us if Viz Astraea were to gain another such as herself. One Marilith is trouble enough.

Pseudolith

Medium monstrosity (fiend), chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 128 (15d10 + 20)
Speed 40ft.

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

Immunities poison
Condition Immunities charmed, poisoned
Resistances cold, fire, lighting; bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses Darkvision 60 ft, passive Perception 15
Languages Abyssal, Common
Challenge 10 (5,900 XP)

Rejuvenation. If it dies, the pseudolith returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Improved Reaction. The pseudolith can take two reaction.

Spellcasting. The pseudolith is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following Wizard spells prepared:

- **Cantrips (at will):** Shocking Grasp, Fire Bolt, Ray of Frost
- **1st level (4 slots):** Charm Person, Levitate, Shield
- **2nd level (3 slots):** Detect Thoughts, Hold Person, Shatter
- **3rd level (3 slots):** Lightning Bolt, Stinking Cloud, Fly
- **4th level (3 slots):** Blight, Dimension Door
- **5th level (2 slots):** Dominate Person, Hold Monster

Actions

Multiattack. The pseudolith makes three longsword attacks and one bite attack.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.
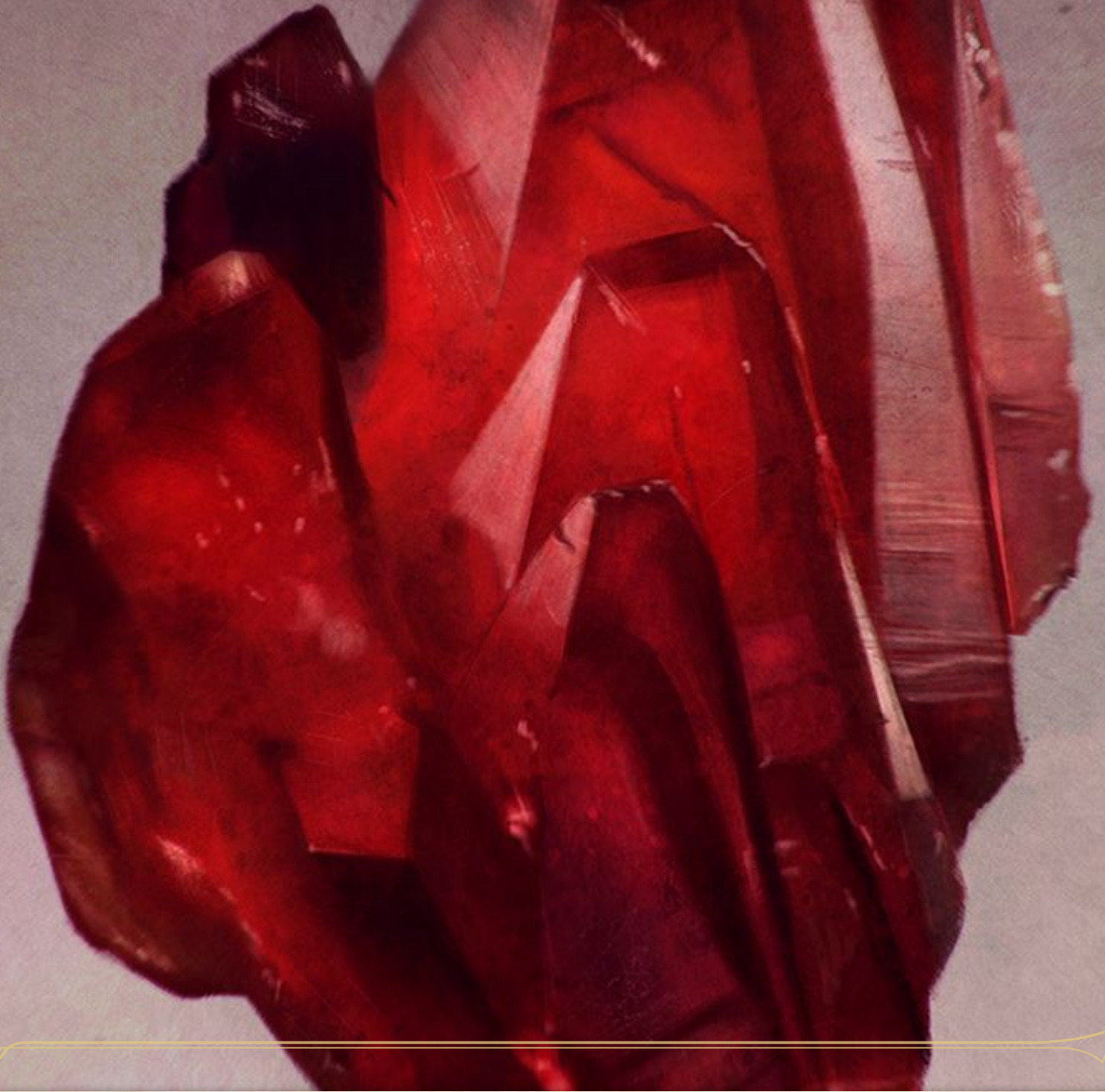
Gemstones

The gleam of shimmering coins and ornate trinkets dazzle our brave adventurers as they stumble into the dragon's lair. Contained inside, a vast fortune on the scale of a small kingdom's treasury. One gleam in particular catches the rogue's eye: a brilliant gemstone, deep blue in color and iridescent in the light. Gingerly reaching down, he plucks the stone from amidst the mound of gold.

Natural Resource

Gem are often used as a light-weight way of transporting wealth, and can be used by some arcane practitioners as catalysts for their spells. In this compendium, alternative uses for gems are described, in order to grant players and DM's alike more freedom in designing and customizing items.

Setting a Gem

In order to harness the energy of a gem, the gem must be inserted into socketed weapon or armor. Bejeweling weapons or armor is a three-step process. Most craftsmen can only modify weapons or set of armor to hold one gem at a time.

Socketing

In order to add a socket to an item, a smith must modify the weapon or armor to receive the gem. The smith can make a DC 15 smith's tools (Dexterity) check in order to create the socket. Creating a socket takes roughly half an hour for a smith.

Setting

In order to place a gem into socketed weapon or armor, a jeweler must carefully secure the stone. The jeweler can make a DC 15 jeweler's tools (Dexterity) check in order to bejewel the desired object. Setting a gem takes roughly half an hour for a jeweler.

Enchanting

In order to harness the gem's magical abilities, an enchanter must imbue the gem with power. The enchanter can make an Arcana (Intelligence) check in order to enchant the gem. The DC of this check depends on the quality of gem, and is equal to the saving throw DC listed in the *Quality of Gem* table. Enchanting a gem requires a total of 24 hours of work, which need not be consecutive, spent carefully imbuing the gem with the requisite magical energies.

Carried Gems

A creature can only safely carry a number of gems equal to their proficiency bonus. If a creature exceeds that number of gems, they must make an Intelligence (Arcana) check every time they expend a charge. The DC for this check is equal to 10 + the number of gems carried. On a failed check, one of the gems at random explodes.

Volatile Nature

The magic abilities of enchanted gems is volatile and dangerous. If a gem is ever cracked or shattered, it will forcefully release its enchantment, creating an explosion of raw elemental power around it.

When shattered, a gem will create a spherical explosion with varying diameter based on the gem's quality. All creatures caught within the blast make a saving throw, the type of which depends on type of gem. On a failed save, they take damage equal to the gem's remaining charges times the gem's dice type of the gem's damage type.

Gems may be thrown as an *improvised weapon* with range 20/60, dealing 1d4 bludgeoning damage on a hit, or with a sling for a longer range. A creature that has been hit by the gem makes the saving throw for the explosion at disadvantage.

Gem Type

Not all gems are created equal. Gems of different minerals possess differing elemental affinities, affecting their abilities.

Types of Gem

Gem	Damage	Saving Throw
Onyx	Necrotic	Constitution
Ruby	Fire	Dexterity
Amber	Lightning	Dexterity
Topaz	Radiant	Constitution
Emerald	Poison	Constitution
Opal	Cold	Dexterity
Amethyst	Psychic	Wisdom
Sapphire	Force	——

Gem Quality

Gems are divided into five different levels of quality: shard, minor, plain, major, and flawless. A gem shard is merely a chip or flake, and can contain little magical energy, while a flawless gem displays structural beauty and brilliance.

Each gem contains a certain number of charges, which are restored at dawn.

Quality of Gem

Quality	Rarity	Charges	Dice	Save DC	Value
Shard	Common	2	d4	9	100 GP
Minor	Uncommon	3	d6	12	500 GP
Plain	Rare	4	d8	15	2500 GP
Major	Very Rare	5	d10	18	12500 GP
Flawless	Legendary	6	d12	21	62500 GP

Weapons

When you hit a creature with a socketed weapon, you can expend a charge to deal an additional 1d4 to 1d12 damage of gem's damage type.

Sapphires. When you make an attack with a sapphire socketed weapon, you can expend a charge to gain a 1d4 to 1d12 bonus to hit.

See the **Quality of Gem** table for dice size and number of charges.

Armor

When you are hit by an attack while wearing socketed armor, you can choose to expend charges as a reaction to taking damage of the gem's damage type. You reduce the incoming damage by 1d4 to 1d12 for each charge expended.

Sapphires. When you are hit by an attack while wearing sapphire socketed armor, you can expend charges as a reaction to being hit. You gain a 1d4 to 1d12 bonus to armor class against the triggering attack for each charge expended, possibly causing the attack to miss.

See the **Quality of Gem** table for dice size and number of charges.

Ammunition

Socketed ammunition can be used to launch a gem great distances, utilizing their volatile nature as a weapon.

When a gem is shattered, each creature in a certain radius must make a saving throw. The type and DC of this saving throw depends on the gem's quality and type. This radius is equal to 5 feet for each charge remaining within the gem. A target takes 1d4 to 1d12 damage of the gem's damage type for each charge remaining on a failed save, or half as much damage on a successful one.

Sapphires. When a sapphire is shattered, the gem produces a glowing dart of magical force for every charge remaining. Each dart hits a random creature within a certain radius. This radius is equal to 10 feet for each charge remaining within the gem. A target takes 1d4+1 to 1d12+5 force damage for each dart that targets it, unless they are under the effects of *shield*.

See the **Quality of Gem** table for dice size and number of charges.

Flawless Gems

Flawless gems all provide a passive +1 damage of their respective type when socketed in weapons, and resistance to their respective type when socketed in armor.

Flawless sapphires instead provide a passive +1 to attack when socketed in weapons, and a +1 to armor class when socketed in armor.

Arcane Secrets

Each flawless gem also comes with its own additional arcane secret. Their charges can be used in the following ways.

Onyx. While this gem has unused charges, you are under the effects of the *death ward* spell. Each time the spell is ended, a charge is consumed from the gem. If this consumes the gem's last charge, the gem crumbles to dust.

Ruby. You can use an action to speak the hold forth the ruby, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 21 Wisdom saving throw or be trapped in the gem. If the target has been trapped by the gem before, it has advantage on the saving throw. Once trapped, a creature remains in the gem until released. The gem can hold only one creature at a time. A creature trapped in the gem doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to hold forth the ruby and release the creature the gem contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An *identify* spell reveals that a creature is inside the gem, but the only way to determine the type of creature is to release the creature. A newly discovered ruby might already contain a creature chosen by the DM or determined randomly.

Amber. You can expend 4 charges to cast *giant insect*. The amber contains within it either 1d10 centipedes, 1d3 spiders, 1d5 wasps, or one scorpion, which become transformed into their giant versions by the spell.

Topaz. You can expend charges from the gem as an action to recover hit points. For each charge expended, you regain hit points equal to one hit dice (including constitution modifier). This does not expend any of your hit dice.

Emerald. You can expend 3 charges to cast *haste*.

Opal. You can expend 2 charges to cast *lesser restoration*, 3 charges to cast *remove curse*, or 5 charges to cast *greater restoration*.

Amethyst. You can expend charges from the gem as an action to recover one expended spell slot. The level of the slot recovered is equal to the number of charges expended.

Sapphire. This gem can store one level of spell for each of its unused charges. For each level of spell stored, one of the gem's charges is used for storing the spell. While holding this gem, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the gem is no longer stored in it, and the charges freed and expended.

Various Magical Items

Dwarven Forge Gauntlets

Medium Armor, Uncommon

These steel gauntlets are inset with flakes of ruby in their palms. While wearing these gloves, you can handle scalding hot items (such as white-hot metals from a forge, or objects under the effects of *heat metal*) without harm to your hands.

As an action, you can cast *burning hands* at its lowest level, with a spell save DC of 12. Once these gauntlets have been used this way, it must be left in a roaring fire for one hour, or targeted by the Heat Metal spell, before it can be used again.

Boots of Frost

Boots, Uncommon

These grey-leather boots are trimmed with wolf's pelt, and laced across the front with brown leather cord. Woven into the cord on each boot is a small flake of Opal. It has 5 charges.

While wearing these boots, you can expend a charge as part of your movement to come under the effects of the Water Walk spell until the end of your next turn. Water under your feet freezes, forming temporary sheets of ice that thaw as you step away from them.

As a reaction to being knocked prone or pushed back, you can expend a charge from these boots to resist the effect.

The boots regain 1d4+1 expended charges daily at dawn.

Nettle's Thorn

Dart, Uncommon

This golden hairpin, crafted with a flower motif, is topped with a stunning emerald. An seemingly innocuous ornament, the hairpin can also be used as a poison dart, and has been used through the ages by various assassins. Hidden in the center of the long straight shaft runs a coaxial tube, which serves to deliver the venom to its unsuspecting victims.

The hairpin's emerald will shine faintly in the presence of poison. When dipped into food or drink, the user can depress a thorn on the side to absorb any poisons that may be present. This simultaneously purifies the food or drink and charges the hairpin with poison for later use. The charged hairpin can be dipped into food or drink with the thorn depressed in order to inject the poison into it.

While charged, the user gains a +1 bonus to attack and damage rolls made with this magic dart. On a hit, the poison is injected into the target.

Stoneghost Crossbow

Heavy Crossbow, Rare. Requires Attunement

This magic crossbow was commissioned by a notorious dwarven assassin. It bears across its face the words in dwarvish "There is nowhere to hide."

Crossbow bolts fired from this weapon can pass through up to 10 feet of solid stone as if it were air.

This crossbow was often used in conjunction with Gossip Crossbow Bolts

Gossip Crossbow Bolt

Crossbow Bolt, Uncommon

These magic crossbow bolts were the favored ammuntion of a notorious dwarven assassin. They produce a low, unintelligible murmuring sound when they strike. They also give the user tremorsense with a radius of 30 feet centered on the point where they land. This tremorsense lasts for 1 minute, or until the bolt is removed from its point of impact. Onced used this way, the bolt loses its magical properties, becoming a mundane crossbow bolt.

Silvertongue

Dagger, Rare. Requires Attunement by a Rogue or Bard

This silvered kris dagger grants its users with particular quickness of tongue. While attuned to this dagger, you gain a +2 bonus on charisma checks that involve speech.

Attunement by a Rogue. When you inflicts damage with Sneak Attack on your turn with this dagger, you can choose to forgo one of the damage dice in order to inspire one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Attunement by a Bard. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack using this dagger if there is another a creature that has one of your Bardic Inspiration die is within 5 feet of the target. The inspired creature must not be incapacitated, and you must not have disadvantage on the attack roll in order to deal this extra damage.

Blink Knife

Dagger, Uncommon. Requires Attunement

This magic dagger cuts through space itself and lets the user warp around. As a bonus action, you can teleport to the location of this magical knife, with your hand on the knife's handle. This can be done up to a range of 500 ft, and ignores walls and solid objects. Any effect that would prevent teleportation will also prevent this effect from working.

Blueflame Candlestick

Wondrous Item, Artifact, (requires attunement)

This brass candlestick holds a white wax candle, atop which burns a magical blue flame. The flame cannot be quenched in water nor suffocated by lack of air, and waxes and wanes almost as if breathing. This candlestick can be used as a spellcasting focus. While holding this candlestick, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of spells that deal fire damage.

While attuned to the candlestick, all fire damage you do takes on the blue flame appearance, ignores resistance to fire damage, and treats immunity to fire damage as vulnerability instead.

As a bonus action while holding the candlestick, you can cause the candle's flame to take on the shape of any melee weapon that does not have the two-handed property. Attacks made with this weapon have a +1 bonus to attack and damage rolls, and deal fire damage instead of their normal damage type.

Sentience. The *Blueflame Candlestick* is a sentient true neutral object with an Intelligence of 19, a Wisdom of 16, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. While attuned to this item, it speaks to you telepathically. It has an unquenchable thirst for knowledge, and will implore you to bring it to new places and show it new things. The sentience also harbors a hatred of all things fiendish.

Blueflame Sensor. The *Blueflame Candlestick* can create a blue flare in an unoccupied space it can see within 120 feet of its main form. Anyone who touches the sensor takes 1d4 fire damage. The *Blueflame Candlestick* can have more than 1 sensor, and can see and hear as if it were in its place.

The *Blueflame Candlestick* controls these sensors, and will be reluctant to snuff any of its sensors unless absolutely necessary. It may choose to divulge information discovered from these sensors to you if it chooses, but you are unable to control or see through the sensors.

Fuel the Flames. Whenever you kill a creature with fire, the *Blueflame Candlestick* gains one point of nourishment. When you take a long rest, the candlestick loses a point of nourishment for each sensor it currently has. If the candlestick does not have enough nourishment to sustain all its sensors, it can attempt to steal life from you. Make a DC 18 Constitution saving throw. On a failed save, you regain 1 less hit dice when you complete the long rest, and the *Blueflame Candlestick* gains one point of nourishment. It can attempt this a number of times equal to your level. If it does not have enough nourishment for its sensors, it must snuff out sensors until it can nourish all of them.

The Blueflame Candlestick

Originally an archmage of a renown wizard's tower, the sentience that inhabits the *Blueflame Candlestick* fell victim to the beguiling words of a devil, who tricked the mage into binding their own soul to the candlestick. Over the decades, the mage grew resentful towards fiends, and channeled this resentment into the flame, dying it blue. The vengeful blue flames burn creatures of fire with increased intensity.

Dare
To
Explore

Korinth

I hope this letter finds you well. Have you ever
pondered the fragility of life; how a single slip-up,
a drop of venom, an unfortunate laceration...
could end it all? I find myself mulling over this
subject endlessly as I prepare for my upcoming
journey.

If I don't return from this mission, would you
please send my best wishes to the others from
the tower? Tell them to never stop their pursuit
of truth.

Your friend,

Lucian