



EMBERS
OF THE
FORGOTTEN KINGDOM
COMPATIBLE WITH D&D 5E

NAVIGATION

The background of the page is a grayscale illustration of a desolate, ancient city. In the foreground, a large, circular stone fire pit sits in a pool of water, with a fire burning brightly in its center. The city's architecture is made of heavy, weathered stone blocks and arches. To the right, a tall, slender stone statue stands prominently. The sky is filled with dark, swirling clouds, creating a somber and mysterious atmosphere.

CREDITS

CHARACTER OPTIONS

BOSS BATTLES

CHARACTERS AND CREATURES
BY REGION

CREDITS



Director
ANDREAS WALTERS

System Design
KYLE CARTY

Art

JOHN DEVLIN

VINCENT YAU

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PLAYER OPTIONS

FLAME KEEPER DOMAIN

Cleric

FATESEALER

Druid

TIRITHAL KNIGHT

Fighter

OATH OF WINTER

Paladin

MIST HUNTER

Ranger

TIDE WALKER

Ranger

HEIR BLOODLINE

Sorcerer

WINTER BLOODLINE

Sorcerer

KOR THE MANY VOICED

Warlock

MAEVE THE QUEEN OF WINTER

Warlock

SCHOOL OF STARGAZING

Wizard

SCHOOL OF CRYSTAL

Wizard

PLAYER OPTIONS

FLAMEKEEPER DOMAIN

Cleric

Flame is a kindness in a cold world. Clerics of the Flamekeeper domain know that flame does not only harm, but it also heals. A sect of healers and soothsayers that draw strength from their inner flame, flamekeepers are a dying group of individuals who have lost many of their numbers to the Endless Summer. Flamekeepers wish to reestablish the natural order of the world and return Brennin to the fire.

Level New Domain Spells

1st	<i>healing word, sanctuary</i>
3rd	<i>calm emotions, continual flame*</i>
5th	<i>clairvoyance, mass healing word</i>
7th	<i>death ward, locate creature</i>
9th	<i>greater restoration, mass cure wounds</i>

*Produces heat

BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Medicine skill.

STOKE INNER FLAME

When you select this domain at 1st level, you gain the ability to radiate warm, healing energy. When you cast one of your domain spells, you and each ally within 30 feet of you regain hit points equal to the level of the spell you cast.

CHANNEL DIVINITY:

ROARING DETERMINATION

Starting at 2nd level, you can use your Channel Divinity to allow allies to withstand even the mightiest blows.

As a reaction when an ally within 30 feet of you is critically hit, you unleash your inner flame and combine it with the inner flame of the struck ally. The critical hit becomes a normal hit. After your ally takes the damage from the triggering attack they gain temporary hit points equal to your cleric level.

FIRE IN THEIR EYES

At 6th level, you gain darkvision and can see in magical darkness. You also have advantage on Wisdom (Perception) checks made to spot hidden creatures.

DIVINE GUARD

Upon reaching 8th level, as a bonus action you can shroud yourself or an ally within 5 feet of you in the aura of your inner flame. Attacks made against the target of your Divine Guard are made with disadvantage until the end of your next turn.

You can use this feature a number of times per day equal to your Wisdom modifier (minimum 1). You regain any expended uses when you finish a long rest.

FLAMESOUL

When you reach 17th level, you project an aura of warmth that bolsters your companions. You and all allies within 30 feet gain a +1 bonus to Armor class, immunity to cold damage, and resistance to fire damage. You must be conscious to grant this bonus.

PLAYER OPTIONS

FATESEALER *Druid*

Those who have dedicated themselves to following the path of Rhonwen, the Fatesealers are a sect of primalists who believe that all fates are possible and that some should be sealed away for the betterment of the world. Though their namesake has limited magical abilities, the art of the Fatesealer druids has developed into a circle all its own. They manipulate the natural world to direct the flow of fate into whichever path they deign appropriate.

MANIPULATE FATE

Starting at 2nd level when you join this circle, you have learned to read ill omens and blessed boons in your surroundings. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these manipulated rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each manipulated roll can be used only once.

When you finish a long rest, you lose any unused manipulated rolls.

AURA OF PROVIDENCE

Upon reaching 6th level, you produce an aura of fate. When a creature within 100 feet of you is critically hit, you can alter fate as a reaction. By altering fate, you turn the critical hit into a normal hit. You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain any expended uses of this ability after you finish a long rest.

FATE SEALED

At 10th level, you bring death to those who must perish. When a creature that you can see rolls a 15-19 on an attack roll, you can use your reaction to seal the target's fate. The triggering attack is now a critical hit. Once you use this feature, you can't use it again until you finish a short rest.

NOT MY DESTINY

Upon reaching 14th level, you become a being of skewed probability. You are immune to critical hits. Additionally, when you would need to make a death saving throw you can instead choose to automatically stabilize.

PLAYER OPTIONS

TIRITHAL KNIGHT

Fighter

Practiced in the old style, the true and appointed Tirithal Knights have almost all fallen prey to the Summer Madness. However, there are still those who learned under these knights, studied their tomes, or have simply chosen to take the name. Those that call themselves Tirithal Knights are a diverse lot. Some wish to protect Brenninn even if that means the destruction of Ember while others want nothing more than to preserve the cycle. The cause of a Tirithal Knight often determines who they throw their lot in with.

ELITE MARK

When you choose to walk this path at 3rd level, you have learned the basics of the Elite Mark. As a bonus action, you can mark a creature that you can see. This effect ends early if you are incapacitated, you die, if someone else marks the creature, or if you mark another creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

Additionally, if a creature marked by you attacks anyone other than you, regardless of their proximity to you, you can expend your reaction to rush towards the marked creature. You can move up to your speed but must end this movement closer to the marked creature. Opportunity attacks made against you during this movement have disadvantage.

DEFENDER'S STANCE

Upon reaching 7th level, you have learned how to assume the Defender's Stance. You can assume that stance on your turn (no action required). Creatures marked by you that are within 30 feet of you have disadvantage on any attack roll that doesn't target you. This stance lasts for 10 minutes but ends early if you are incapacitated, you die, or you drop the stance.

Once you use this feature, you can't use it again until you finish a short rest.

READY TO SERVE

At 10th level, you have perfected the discipline of a Tirithal Knight. You have advantage on initiative checks.

REACTIVE CHAMPION

Upon reaching 15th level, your skill at arms allows you exploit weaknesses that others simply could not. You gain an extra reaction each round. This extra reaction can only be used to make opportunity attacks or to use the movement granted by your Elite Mark class feature.

FINAL BLOW

When you reach 18th level, your dedication to the cause is unparalleled. When you have to make a death saving throw at the start of your turn, you can instead take your full turn. Attacks made during this turn deal an extra 1d6 force damage. Once this turn is over, you make the death saving throw with advantage.

Once you use this feature, you can't use it again until you finish a long rest.

PLAYER OPTIONS

OATH OF WINTER *Paladin*

Maeve is as near to a deity as Ember has but even she has her limits. There are still loyalists to her cause amongst those that remember or have heard about the beauty of winter. These individuals might hold beliefs so powerful that they inadvertently swear the Oath of Winter. Others might directly petition the Fae to receive a direct blessing. All desire nothing more than the death of Brennin and to break the grip of Summer Madness that is strangling the realm.

Tenets of Winter

Though the exact words and strictures of the Oath of Winter vary, paladins of this oath share these tenets.

- **Regicide.** Brennin has bastardized the natural order and must be burned.
- **Save the Queen.** Maeve must be safely liberated from the Winter Cocoon.
- **Merciful Ends.** Bring those afflicted by the Summer Madness to peace.
- **Heir Apparent.** Find a suitable individual to be the next Summer King.
- **Protect Ember.** The land itself must be protected from those that would exploit it.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Level	New Oath Spells
3rd	<i>false life, sleep</i>
5th	<i>invisibility, spider climb</i>
9th	<i>bestow curse, slow</i>
13th	<i>banishment, ice storm</i>
17th	<i>cone of cold, teleportation circle</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Armor of Winter. When you are hit by an attack that is not a critical hit, you can use your reaction to clad yourself in frozen armor. You halve all of the damage from the triggering attack.

Frigid Weapon. As an action, you can imbue one weapon that you are holding with icy energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon's attacks can deal its normal damage or cold damage, chosen by you each time you make an attack with the weapon. Creature's struck by the weapon reduce their speed by 5 feet until the end of their next turn. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

AURA OF PRESERVATION

Beginning at 7th level, you and friendly creatures within 10 feet of you are resistant to cold and fire damage while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

HIBERNATE

Starting at 15th level, you can refresh your body faster than a normal person. You and a number of other creatures equal to your Charisma modifier (minimum 1) require only 10 minutes to gain the benefits of a short rest, including any features (such as ki) that would be replenished during a short rest's normal duration. Once you use this feature, you can't use it again until you finish a long rest.

BLIZZARD AURA

Upon reaching 20th level, you can use a bonus action to make your Aura of Preservation a hindering force for creatures of your choice. Those creatures treat your aura as difficult terrain. This effect lasts for 30 minutes or until you dismiss it (no action required).

Once you use this feature, you can't use it again until you finish a short rest.

PLAYER OPTIONS

MIST HUNTER *Ranger*

There are those who enter the mist's surrounding Ember's seas who return. They are not the same person who entered. A mist hunter is a unique individual who coexists alongside the mist in a strange balance of antagonistic action and manipulation. They call upon the mist to aid them but hunt the creatures of the mist. Some say that exposure to the mist alters one's body and there is ample evidence of such things. Do these rangers run the risk of becoming that which they hunt?

Mist Hunter Spells

Level	Mist Hunter Spells
3rd	<i>fog cloud</i>
5th	<i>misty step</i>
9th	<i>gaseous form</i>
13th	<i>black tentacles*</i> or <i>hallucinatory terrain**</i>
17th	<i>cloudkill**</i> or <i>telekinesis*</i>

*Aberrant Awakening spell,

**Ranger's Refusal spell

HAZY EYES

Upon taking this archetype at 3rd level, your eyes have been altered by the fog. You ignore obscurement from mist, smoke, and fog effects.

FROM THE MIST

Also at 3rd level, you have learned to prey upon fog dwelling creatures. When you hit a creature that is in obscurement related to smoke, mist, or fog, such as the *fog cloud* spell, you deal an extra 1d10 force damage. You can deal this extra damage only once per turn.

SOLID FOG

At 7th level, when you cast *fog cloud* with a ranger spell slot, the fog cannot be dispersed by wind, including magical wind. Additionally, you can concentrate on one casting of *fog cloud* and one other spell at the same time.

THE CHOICE

Upon reaching 11th level, the mist hunter must make a choice between resisting the fog's call or succumbing. Choose one of the following options:

Aberrant Awakening. You give in to the fog and become something more. You count as an aberrant creature, are immune to mind-reading effects, and are immune to fire damage.

Ranger's Refusal. You resist the fog's call. You are immune to the charmed condition, you cannot be scryed upon, and you are resistant to psychic damage.

SMOKING SHIFT

At 15th level, you can manipulate the mist to reposition yourself. When you take damage, you can use your reaction to teleport to an unoccupied space within 20 feet of you that you can see.

PLAYER OPTIONS

TIDE WALKER

Ranger

The shores of Ember are dangerous places and serve as the hunting grounds of all manner of beast. Monstrous crustaceans, brigands, and monsters from the mist are all common sights. Tide Walkers have mastered the flow of battle in the surf and sand. Many Tide Walkers once served Ember's navy but modern Tide Walkers arose from the villages near the shore that needed protection. These rangers do battle with all manner of beast, both in and out of the water.

TIDE WALKER SPELLS

Level	Tide Walker Spells
3rd	<i>create or destroy water</i>
5th	<i>invisibility</i>
9th	<i>elemental weapon</i>
13th	<i>control water</i>
17th	<i>conjure elemental</i>

*water elementals only

OCEANBORN

Upon taking this archetype at 3rd level, you realize the legacy of the Tide Hunter. You gain a swim speed of 30 feet and can breathe underwater.

AQUEOUS STRIKE

Also at 3rd level, you can clad your weapon in watery magic. When you hit a creature with a weapon attack, you can use your bonus action to deal an additional 1d8 damage and shove the creature 5 feet backward. Additionally, if you are touching a body of water or it is raining, you can choose to teleport 5 feet into an unoccupied area that the water is also touching.

SAND STRIDER

At 7th level, you have learned to fight on even the most unsteady ground. You ignore difficult terrain relating to water and sand, including magical difficult terrain.

PISCINE SKIRMISH

Upon reaching 11th level, you have studied the elegant strikes and trashing of aquatic creatures. If you move 10 feet before making an attack, the attack deals an extra 1d6 force damage.

RED SKY

At 15th level, you have learned to alter the sky itself. You can cast control weather. Once you use this feature, you can't use it again until you finish a long rest.

PLAYER OPTIONS

HEIR BLOODLINE

Sorcerer

You are a true heir to the royal bloodline of Ember. At a point in the past, whether distant or near, you have a direct relative of the royal family. The auspices of this relation are up to you, but you share blood with King Brennin and could, potentially, replace him as the Summer King. Do you wish for such a thing? Are you aware of your eligibility? These are all but some of the many choices that a sorcerer of the Heir Bloodline must ask themselves.

HEIR'S AIR

You carry yourself with a dignity rarely found in this world. At 1st level, you gain proficiency in either Persuasion or Intimidate. Additionally, your proficiency bonus with that skill is doubled.

TALES ARE TOLD

One day they will sing songs about you. Your knowledge of what bards and minstrels look for in their epics has given you an insight into their magic. At 1st level, you add a cantrip and 1st level spell from the bard's spell list to your lists of cantrips and spells known.

AID TO SERFS

Beginning at 6th level, you gain the ability to bestow a part of your dictum to your followers. On your turn, you can spend 2 Sorcery Points to grant an ally that can hear you advantage on their next roll. You can use this feature only once per round.

BITE NOT THE HAND

At 14th level, within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your sorcerer spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that are immune to being frightened are immune to this effect.

LORD'S COMMAND

Upon reaching 18th level, you gain the ability to direct and empower the strikes of your allies. As an action, you may spend 6 Sorcery Points to allow up to 5 allies within 30 feet of you to make a weapon or cantrip attack against an enemy of your choosing. The attack deals bonus damage equal to your Charisma modifier.

PLAYER OPTIONS

WINTER BLOODLINE

Sorcerer

Just as the heirs of Brennin draw magic from their legacy, you too have eldritch powers beyond mortal ability. However, your lineage is not that of the patriarchy but rather of the matriarchy. You are an heir of winter and possess fae blood. You may have been born of a union between mortal and fae, your family may have been blessed or cursed in the past, or any other of a number of ways that such a bloodline might arise.

SCION OF FROST

At 1st level, you have awoken as a child of winter. You gain resistance to cold damage. Additionally, you can glad yourself in frosty armor. When you aren't wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

COCOON'S PROTECTION

The state of Ember has driven Maeve to offer additional aid to any of the fae bloodlines. At 1st level, you can call upon the protection of Winter's Cocoon. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

FAE FRIEND

Beginning at 6th level, you can call upon lesser fae to aid you. As a bonus action, you can spend 3 sorcery points to magically summon a fae friend to target one creature you can see within 120 feet of you. The fae friend uses the harpy's statistics (see the *Monster Manual*), with the following changes:

- The fae friend is size Small, not Medium, and it counts as a fey, not a monstrosity.
- It appears with a number of temporary hit points equal to half your sorcerer level.
- Creatures hit by the fae friend reduce their speed by 5 feet until the end of their next turn. This speed reduction can stack if the fae friend hits a single target multiple times.
- The fae friend's **luring song** only effects the target.

The fae friend appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the fae friend. The fae friend disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, if it is more than 100 feet from you, or after 5 minutes.

BLACK ICE

At 14th level, you have left mundane cold behind and entered the winter realm. Spells and cantrips you cast that deal cold damage reduce the target's speed by 5 feet, regardless of if the spell hits or the target succeeds on their saving throw. This stacks with other forms of speed reduction, such as *ray of frost*.

CHRYSALIS REBIRTH

Upon reaching 18th level, you have learned to achieve a more perfect form. As an action, you can enter a chrysalis of ice. You are immune to all damage and effects while in the chrysalis. At the beginning of your next turn, you emerge from the chrysalis in your evolved form. While in your evolved form, you gain the following benefits:

- You count as a fey creature.
- You have a 60 foot flying speed and can hover.
- You are immune to cold damage and have resistance to bludgeoning, piercing, and slashing damage from weapons that aren't silvered.
- You add your Charisma modifier to the damage rolls of cantrips and spells that deal cold damage.

Your evolved form lasts for 5 minutes. Once you use this feature, you can't use it again until you finish a long rest.

PLAYER OPTIONS

KOR THE MANY VOICED *Warlock*

The demon Kor feasts within the Lunar Temple. Served by the Stewards of the Luminous Circle, amongst others, this hydra-like creature of malice and magma has a simple ambition: to be left alone. One might incorrectly assume that such a motivation would make Kor an unsuitable choice for a warlock patron but that simply is not the case. Kor is more than willing to grant power to mortals in exchange for one simple thing: ensure he is left alone. That is the only demand Kor makes of his warlocks, though there may be occasional requests from other heads, especially Kor the Proudful.

Level Warlock Spells

1st	<i>burning hands, chaos bolt</i>
2nd	<i>detect thought's, scorcher</i>
3rd	<i>minute meteors, tongues</i>
4th	<i>conjure elementals*, wall of fire</i>
5th	<i>geas, immolation</i>

*fire elementals only

REBEL CASTING

Beginning at 1st level, you are blessed by Kor the Rebel. When you reduce a hostile creature to 0 hit points, you can cast a cantrip as a bonus action.

MANY VOICED

At 6th level, you are blessed by Kor the Deceiver. You can perfectly replicate the sound, cadence, and candor of any creature you hear speak for at least 5 minutes. You gain advantage on Charisma (Deception) checks made to impersonate this creature by voice alone.

BURNING FEAST

Upon reaching 10th level, you are blessed by Kor the Hungry. You add your Charisma modifier to the damage rolls of cantrips and spells that deal fire damage.

PRIDE'S STING

At 14th level, you are blessed by Kor the Proudful. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of hellfire. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes fire damage equal to 2d12 + your Charisma modifier.

Once you use this feature, you can't use it again until you finish a long rest.

PLAYER OPTIONS

MAEVE, QUEEN OF WINTER *Warlock*

Maeve has been absent from the world for longer than almost any can count. As the Summer Madness takes hold of more and more individuals, Maeve's desperation grows deeper. She has begun to reach out to Ember natives and visitors alike with a bargain. Work towards ending the Eternal Summer and releasing Maeve from the Winter Cocoon and receive unfathomable power in exchange.

Level	Expanded Spells
1st	<i>ice knife, shield</i>
2nd	<i>gust of wind, spike growth*</i>
3rd	<i>sleet storm, slow</i>
4th	<i>ice storm, stonewall*</i>
5th	<i>cone of cold, hold monster</i>

* Manifests as ice

HEART GROWS COLD

Beginning at 1st level, you understand that you must do what Maeve instructs, no matter the cost. When you reduce a hostile creature to 0 hit points, you gain advantage on saving throws until the end of your next turn.

FROSTBITTEN

At 6th level, your extremities blacken as you become numb. You gain resistance to cold damage and become immune to petrification.

NEW WARLOCK INVOCATIONS

HELLISH BLAST

Prerequisite: eldritch blast *cantrip*, *Fiend Patron* or *Kor Patron*

You can choose to have your *eldritch blast* deal fire damage instead of force damage. When you choose to have it deal fire damage, it deals d12's instead of d10's.

SUDDEN FREEZE

Upon reaching 10th level, you gain the ability to protect your vitals from harm by quickly manifesting ice crystals to deflect blows directed at them. When you are hit by a melee or ranged attack, you can use your reaction to gain a bonus to your Armor Class equal to your Constitution modifier (minimum 1) against the triggering attack. You can use this feature a number of times per day equal to your Charisma modifier (minimum 1).

SNOWBLIND

At 14th level, you can summon the strength of your patron to hinder your foes. You can create a snowstorm in a 60 foot radius circle centered on you as an action. Hostile creatures in this snowstorm treat the area as difficult terrain and must make a Constitution saving throw. Creatures that fail this saving throw are blinded while in the snowstorm. A hostile creature that begins its turn in the snowstorm takes 5d10 cold damage. Ranged weapon attacks made in the snowstorm or against creatures in the snowstorm have disadvantage. The snowstorm follows you as you move and lasts for 1 minute or until you dismiss it (no action required).

Once you use this feature, you can't use it again until you finish a long rest.

GHELID BLAST

Prerequisite: eldritch blast *cantrip*, *Maeve Patron*

You can choose to have your *eldritch blast* deal cold damage instead of force damage. When you choose to have it deal cold damage, creatures struck by it reduce their speed by 5 feet until the end of their next turn.

PLAYER OPTIONS

SCHOOL OF STARGAZING Wizard

An order decimated by the cruelty of the Stewards of the Luminous Circle, the Stargazers are incredibly few in number, though new members can join their unofficial ranks in a number of ways. Some might simply consult and study the stars, others might study musky tomes found in ruined libraries, while others might even be mentored by the spirits of deceased Stargazers. Regardless of the cause, a Stargazer is a master of cosmic magic and can manipulate those forces to devastating effect.

NATURAL KNOWLEDGE

Starting at 2nd level, you select two druid cantrips and add them to your spellbook. These count as wizard cantrips for you.

MOTE MAKER

Beginning at 2nd level, you can channel starstuff with each arcane spell cast. When you cast a wizard spell or cantrip, you can create a starmote in an unoccupied space within 30 feet of yourself. The starmote emits dim light in a 5 foot radius and can detonate at your command. You can use a reaction or a bonus action to cause one starmote to explode in a 5 foot radius sphere. Creatures in the sphere take 1d4 radiant damage.

STARRY STEP

Upon reaching 6th level, you gain the ability to step through the darkness between the stars. When you are in dim light or darkness, you can teleport up to 30 feet to an unoccupied space that is also in dim light or darkness. You do not need to see your destination before teleporting.

CHANNEL STARLIGHT

When you reach 10th level, you can become the embodiment of a sickening star. You can cast *sickening radiance* without expending a spell slot. Casting *sickening radiance* in this way creates three starmotes. Once you use this feature, you can't use it again until you finish a long rest.

EMPOWERED NOTES

At 16th level, your starmotes are finally pure. Your starmotes deal 1d4 radiant damage and 1d4 psychic damage.

PLAYER OPTIONS

SCHOOL OF CRYSTAL Wizard

These wizards have studied the teachings of the fey. Some were taken as appointed apprentices while others studied from discard tomes, communing with the crystals themselves, and dangerous experimentation. This unique school of magic grants its practitioners new avenues to interacting with the arcane forces of the world.

Followers of this school commonly identify themselves as Crystal Sages, taking the title for the most powerful of their ranks, Tylwyth. Their spells frequently take on hard jagged edges, brilliant scintillating light, or motes of sparkling ice. Many spells functions identically to their normal castings but Crystal Sages also gain access to modified castings of an array of spells.

MINERAL MAGIC

Starting at 2nd level, you have unlocked the potential of modified crystal casting. When you cast a wizard cantrip you can choose to have it deal its normal damage type or cold damage. Additionally, at 5th level you can instead choose to have the cantrip deal radiant damage.

PREEMPTIVE SIGHT

Beginning at 2nd level, your ability to study crystals grants you the ability to quickly react to unsure futures. If you would be surprised at the beginning of an encounter you are instead not surprised and may move normally on your turn during the surprise round.

PEER THROUGH CRYSTAL

Upon reaching 6th level, you have learned to divine stones better than all other spellcasters. When you cast the *augury* spell with a wizard spell slot you can ask about two outcomes instead of just one. Additionally, further castings of the spell before you complete your next long rest only have a cumulative 15 percent chance for providing a random reading.

GROWTH OF QUARTZ

When you reach 10th level, your abilities to clad yourself in crystalline magic erupt forth. When you deal damage with a cantrip that is modified by your Mineral Magic feature, you gain temporary hit points equal to your Intelligence modifier + your proficiency modifier, and you gain a +2 bonus to AC while these temporary hit points remain.

CREEPING CRYSTAL

At 16th level, you gain the ability to protect others with your crystal spells. When your Growth of Quartz feature activates, you can grant up to two allies within 10 feet of you temporary hit points equal to your Intelligence modifier and a +1 bonus to AC. A creature loses this bonus to AC when they lose their own temporary hit points.

BOSS FIGHTS

RUNNING BOSS FIGHTS

Core Characters

BRENNIN,
THE SUMMER KING

CLIODHNA,
THE EARL OF ADERYN

MAEVE,
THE WINTER QUEEN

CEIDWEN,
REAPER OF ASH

Major Characters

CADDELL LAST
PRINCE OF SUMMER

RHONWEN THE
FATESEALER WITCH

ATKOND THE
SUNDERED DUKE

TYLWYTH THE
CRYSTAL SAGE

RUNNING BOSS FIGHTS

The term 'That Boss' was coined by BPB Games and is used at our table. When the GM tells us that we're about to go up against a 'That Boss' we say our goodbyes and prepare for the worst. A 'That Boss' puts your dragons and your liches to shame. You'd feel safer if you were facing the Tarrasque.

In short, a 'That Boss' is a fight we expect to lose at least one party member to and it's a fight that we know is specifically designed to function in an irregular way. We won't just be able to swing our swords and sling our spells until it dies. It's going to take planning, cooperation, and good rolls to best this foe.

Presented below is the Burnished King, a 'That Boss' for use in your home game. It might look a little different than what you're used to and that's OK. We've written out how to run the Burnished King in detail and explained their unique mechanics. So go ahead, read on and be ready to tell your players that they're going to be going up against a 'That Boss.' They'll need at least that heads up if they want to make it out alive.

DESIGN PRINCIPALS

A 'That Boss' isn't designed to function like a normal monster in the same way that monsters aren't designed to function like player characters. Things work differently when you reach this level of power and it's important that certain mechanics and actions work in a slightly different way. The various, universal tweaks for a 'That Boss' are presented below:

TURN ECONOMY

With rules written the way they are players are often hamstrung when it comes to options in battle. If it comes down to using a skill or making an attack then nine times out of ten the player is going to take the shot. Who wants to give up their entire turn just to roll Arcana or Perception?

The first, and arguably most important, rule of 'That Boss' fights is simple. Certain skills do not cost an action to roll. When it comes to knowledge skills like Religion or Nature it just doesn't make sense to use

an entire action to see if your character remembers something. Memory doesn't work like that. Either you know what you're looking at or you don't. Either it looks familiar or similar to something else or it doesn't. That's not an action that requires six seconds. That's an instant effect. So, all rolls made to remember things or to gain information at a glance cost no action to perform. Application, however, might still use an action.

We like this rule so much that we use it outside of 'That Boss' fights as well. It just makes sense and it lets players roleplay while they 'rollplay' which is good. You never want a player to feel like they wasted their turn. It is counterproductive not only for them but for you as well.

ENEMY DESIGN

There's a weird stigma in the tabletop community that MMORPG's are somehow 'bad' for tabletop roleplayers to enjoy. We're not crazy about that mindset and prefer to find things that would be interesting to implement in our own games rather than writing an entire genre off because it's "too gamey."

Raid bosses from MMORPGs are amazingly detailed and have so many unique functions that work so well with a 'That Boss.' Combine these new and unique ways of looking at encounter design with a real, human Dungeon Master and you enter into a new world of possibilities

A 'That Boss' presented below will have differences from other monsters as will the general rules of combat. Most notably, their health will "scale" depending on the amount of players they will be encountering and when they transition from one Phase to the next the initiative order returns to the top regardless of its current location. Additionally, they may have extra turns in the initiative order, the ability to summon minions, have multiple reactions, and may have Legendary and Lair Actions. The goal is to create a 'That Boss' that is a fair but incredibly difficult challenge to overcome no matter what your party size is.

BOSS FIGHTS

BRENNIN THE SUMMER KING

Confronting Brenninn the Summer King is a feat that could save the Realm of Ember. However, such a task is suicide and is appropriate material for a series of adventures unto itself. Quite literally a broken man, Brenninn cannot be truly slain or brought to justice while his body and soul are separated. Those looking to bring an end to the Endless Summer would first have to seek out the phylactery or some manner of soulstone substitute to contain the four fragments of Brenninn's own soul. They would then need to reverse the ritual given to Brenninn

by the Fatesealer Witch on the immobilized husk of Brenninn's body. Then, and only then, would Brenninn be restored. His actions in this state might take any form, but most who care to wonder believe that he would simply redouble his efforts to retain his wife's lost soul or somehow bring her back into the realm of the living, damned be anyone who stands in his way.

However lovelorn his motivation, one would be hard pressed to ignore the fact that the death of Brenninn and the liberation of Maeve at the hands of a Chosen of Ember is what the realm so desperately needs to survive.

PHASE I
FRAGMENTS

PHASE II
THE HUSK

PHASE III
TRUE SUMMER KING



BOSS FIGHTS

PHASE I: FRAGMENTS

The four fragments of Brennín's soul have scattered across the realm. Some reside in Yúla while others wander the wastes of the world. All have the ability to warp reality around them and are dominated by one overwhelming ambition.

Before confronting a fragment, adventurers would first need to secure the phylactery worn by the husk of Brennín that patrols Castle Ember or construct a soulstone, a type of temporary container for souls. Neither of these tasks are easy to accomplish but might occur organically during an adventurer's journeys across Ember.

With the receptacle in hand, adventurers could directly engage the fragments in combat or attempt to soothe the broken souls into willingly submitting themselves to capture. Peaceful resolution typically requires an extended social encounter with multiple rolls, presented

arguments, and the use of one or more object or person that could sway the heart of each fragment. The specifics of scenes such as this are left to the discretion of the Game Master as the level of comfort in roleplaying varies from group to group. Some things, such as Brennín the Father being directly confronted by one of its children, might bypass the need to roll altogether or become a combat unto itself without proper handling.

Mechanically, each fragment of Brennín is a creature unto itself that is also part of the larger, first phase of the extended Brennín boss fight. They all use the Fragment of Brennín stat block presented below. However, each aspect of Brennín has its own special abilities and actions that modify the base stat block.

BRENNIN
THE HUSBAND

BRENNIN
THE FATHER

BRENNIN
THE BUILDER

BRENNIN
THE SUMMER KING

BOSS FIGHTS

FRAGMENT: BRENNIN THE HUSBAND

Brennin loved his wife Brigid, of this no one can refute. Many would argue that it was his bottomless affection that was the ultimate undoing of Ember. He refuted the Equinoct Queen and brought about the Endless Summer that plagues the land. However, those that knew Brennin and Brigid in private would find the words to condemn Brennin difficult to muster. His love truly knew no bounds and even those around them were heartened by their romance.

Brennin the Husband is the fragment of the Summer King that loved his wife so dearly that he damned an entire realm and scorned a veritable goddess. It is so broken that it cannot rationalize that Brigid is long dead, and so it sees her in many of the creatures that surround it. So strong is this fragment's delusion that they are made manifest and alter the very fabric of perception around it.

Adventurers looking to peacefully bring this fragment to its end must first uncover an item precious to Brigid that Brennin, no matter how far gone, would recognize. There are several such items spread throughout the realm that can be discovered with gilded tongues or deep dives into the history of Ember.

One rests within Brigid's private workspace within Castle Ember there is a single, unremarkable painting. This painting was the first gift Brigid

gave to her husband-to-be: a landscape of the artisan's guild chamber where they first met.

Another can be found in a desk tucked away in the ruins of the artisan's guild. When Brigid was being courted by Brennin he sent her a flowery letter that she kept in the drawer of her desk while she was the guildmaster. Due to several unfortunate twists of fate, the desk has ended up discarded and forgotten in the basement of the guild along with the poetic letter penned by Brennin. Finally, the wedding band Brennin gave to Brigid would instantly awaken this fragment. However, the ring is currently in the possession of Ceidwen, the Reaper of Ash.

Tactics

Brennin the Husband attacks any creature that is too close to its "wife" without fail. It believes all things that draw to near the "wife" are interlopers attempting to tear "Brigid" away from him. Clever parties can discover and exploit this flaw.

If no one draws near "Brigid," this fragment behaves appropriately and attacks any creatures it feels pose an imminent threat to him. It will never attack "Brigid" which has led many bands of adventurers who challenge this fragment to have one sole survivor.

BOSS FIGHTS

FRAGMENT: BRENNIN THE HUSBAND

CHALLENGE 15 (13000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 16 (breastplate)

Hit Points 171 (18d8 + 125)

Speed 35 ft.

Skills Athletics +8, History +8, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses truesight 5 ft., passive Perception 10

Languages Common

ABILITIES

Enervating Recuperation. When a Fragment of Brennin reduces a creature to 0 hit points or less, it gains 30 temporary hit points.

Fragment's Demise. When a Fragment of Brennin is reduced to 0 hit points or less, it must be captured within a vessel. After 24 hours, if the Fragment of Brennin is not captured it returns at full hit points in a random location within 5 miles of its defeat.

Spectral Guards. When a Fragment of Brennin makes an initiative check, four phantasmal *royal guards* manifest within 30 ft. of it.

Winter's Lover. When Brennin the Husband would take cold damage, it instead heals an amount of hit points equal to the damage that it would have been dealt.

Life Partner. When Brennin the Husband makes an initiative check, it targets one creature that he can see. Brennin believes this creature to be its wife. Half of any damage dealt to Brennin is also dealt to its wife. Brennin stills takes full damage from attacks. Brennin cannot attack its wife. Additionally, the wife gains immunity to cold damage. These effects persist for 24 hours or until Brennin makes another initiative check, whichever comes first.

ACTIONS

Multiattack. A Fragment of Brennin makes 3 greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage, 5 (1d10) bludgeoning damage, and the target is pushed 10 ft.

LEGENDARY ACTIONS

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

Attack. The Fragment of Brennin makes a greatsword attack.

Defend (2 Actions). The Fragment of Brennin uses the Dodge action.

Withdraw. The Fragment of Brennin uses the Disengage action.

BOSS FIGHTS

FRAGMENT: BRENNIN THE FATHER

In life, Brenninn was not an ideal father. Thanks in no small part to the Earl Cliodhna's meddling, his children grew up with a cold, distant father. She placed words in the vulnerable king's ear of their weakness that eventually drove Brenninn to disassociate himself with his children and send them away where they were taken in by Fate-sealer Witch Rhonwen. Brenninn's disgust with himself over this decision remained a small, but persistent voice in the back of his mind.

Brenninn the Father is the manifestation of this voice. A loving, doting father who would give anything to undo his deeds and become the perfect father. It wanders the realm in search of its children, not fully sure of what it would do should it ever find them.

Adventurers looking to peacefully seal Brenninn the Father within the phylactery must first seek out something to awaken the fragment's senses and force it to confront its failings as a father. Several things could potentially perform this task.

The first object is perhaps the most dangerous to obtain, a description that should concern any attempting to liberate the Father. In the heart of Castle Ember is the nursery where Brenninn's children spent their formative years. An abandoned, dusty crib hewn from soft stone sits in the corner of the room. The crib is warm

to the touch and was chiseled by hand, by Brenninn, when Brigid was pregnant with Ceidwen. Liberating it from Castle Ember could prove deadly.

Another object that could be used to free Brenninn the Father lies deep in the heart of the Lower City. In the home where Rhonwen took in the children of Brenninn is a small, leather-bound journal. Penned by Caddell, it describes his sorrow turned frustration turned anger at his father for abandoning his children at the behest of Cliodhna.

Finally, should an adventurer free the minds of either Caddell or Ceidwen from their excruciating wrath, confronting either one would be more than enough to give the fragment reason to falter. However, this does not account for how either of the children would react when confronted with this mockery simulacra of their father.

Tactics

Brenninn the Father is fine with tough love. It first targets its children if they make a hostile action against it. However, when it reduces a child to 0 hit points or fewer, it chooses to simply knock the creature unconscious instead of killing it. All other creatures, on the other hand, are killed.

BOSS FIGHTS

FRAGMENT: BRENNIN THE FATHER

CHALLENGE 15 (13000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 16 (breastplate)

Hit Points 171 (18d8 + 125)

Speed 35 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 20 (+5)

INT 7 (-2) **WIS** 10 (+0) **CHA** 15 (+2)

Skills Athletics +8, History +8, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses truesight 5 ft., passive Perception 10

Languages Common

ABILITIES

Enervating Recuperation. When a Fragment of Brennin reduces a creature to 0 hit points or less, it gains 30 temporary hit points.

Fragment's Demise. When a Fragment of Brennin is reduced to 0 hit points or less, it must be captured within a vessel. After 24 hours, if the Fragment of Brennin is not captured it returns at full hit points in a random location within 5 miles of its defeat.

Spectral Guards. When a Fragment of Brennin makes an initiative check, four phantasmal *royal guards* manifest within 30 ft. of it.

Father and Children. When Brennin the Father makes an initiative check, it targets two creatures that he can see. Brennin believes these creatures are its children. Brennin's children have disadvantage on all hostile actions made against it. If Brennin is required to make a save or Ability Check against an effect from one of its children, it has advantage on the roll.

Tough Love. Brennin the Father's attacks deal an extra 13 (2d12) force damage against its children.

ACTIONS

Multiattack. A Fragment of Brennin makes 3 greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage, 5 (1d10) bludgeoning damage, and the target is pushed 10 ft.

LEGENDARY ACTIONS

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

Attack. The Fragment of Brennin makes a greatsword attack.

Defend (2 Actions). The Fragment of Brennin uses the Dodge action.

Withdraw. The Fragment of Brennin uses the Disengage action.

BOSS FIGHTS

FRAGMENT: BRENNIN THE BUILDER

A peerless architect, Brenninn was forced to put aside his youthful dreams due to the machinations of powers outside of his control. Those that worked with him claimed his ambition was boundless, his ability peerless, and his execution flawless. Even when he became king, a part of Brenninn still clung to these desires.

Even now, his passion for construction and design manifests as a fragment of the shattered Summer King. It wanders the destroyed Realm of Ember, lamenting the damage wrought without realizing that his decisions are, in part, to blame for the state of the kingdom. Any that would accuse the fragment of such deeds are met with fury. The fragment quite literally cannot understand that the shape of the kingdom could ever possibly be its fault as it would never allow something such as this to pass.

Those looking to peacefully capture this fragment would have to delve deep into the ancient history of Brenninn's childhood and adolescence to find an object that could enlighten the fragment. One such object rests within his childhood home in Yúla. Within the dilapidated estate prowl summer-crazed valets and other dangers. However, within the room of his childhood is a single sketchpad. Drawn on one page of the pad is a charcoal picture of a crude but massive building. This picture is the first "blueprint" drawn by Brenninn and seeing it soothes the fragment. Another object that can redeem the fragment lays lost in the Kingswood. Buried beneath moss, peat, and time rests a broken spearhead attached to a short, splintered

shaft. Apart from its gilded head, the spear is unremarkable. However, acute scholars would note that the decorative gilding is indicative of the work of Ahnarad's most trusted smith. This broken spear was held by Brenninn on the day his uncle, father, and brother were killed by the ice wolf Helyór. To Brenninn, this spear is not just a symbol of the day his family died but is indeed a marker of the day his dreams of being a builder were killed.

Finally, a third object that could wrest free Brenninn the Builder's mind is quite literally etched in stone. As Brigid slowly perished, Brenninn's thoughts were wrought with pain and any moment not spent agonizing over how to preserve his wife's immortal soul were moments of pure, unadulterated dread. In the massive eldritch library located within Abbey Marowlyth, beneath a rotting carpet is a stone floor. Etched upon this stone floor is a compulsive drawing created by Brenninn in a subconscious attempt to calm his ragged nerves. Witnessing this intricate floor plan for his wife's mausoleum would shatter Brenninn the Builder. However, bringing the massive floor stones to Brenninn, or bringing him to them, might prove a feat greater than most could achieve.

Tactics

Brenninn the Builder is the weakest in combat of all the fragments. It cannot share damage and has no means of dealing extra damage. Instead, it tries to win enemies over and separate dangerous foes with its unique actions. It heavily favors charming all creatures before sealing them inside a rampart and fleeing. It will fight if cornered, however.

BOSS FIGHTS

FRAGMENT: BRENNIN THE BUILDER

CHALLENGE 15 (13000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 16 (breastplate)

Hit Points 171 (18d8 + 125)

Speed 35 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 20 (+5)

INT 7 (-2) **WIS** 10 (+0) **CHA** 15 (+2)

Skills Athletics +8, History +8, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses truesight 5 ft., passive Perception 10

Languages Common

ABILITIES

Enervating Recuperation. When a Fragment of Brennin reduces a creature to 0 hit points or less, it gains 30 temporary hit points.

Fragment's Demise. When a Fragment of Brennin is reduced to 0 hit points or less, it must be captured within a vessel. After 24 hours, if the Fragment of Brennin is not captured it returns at full hit points in a random location within 5 miles of its defeat.

Spectral Guards. When a Fragment of Brennin makes an initiative check, four phantasmal *royal guards* manifest within 30 ft. of it.

Summer's Architect. Teleportation of any kind does not function within 5 miles of Brennin the Builder. Those that attempt to teleport take 10d10 force damage and arrive at a random, unoccupied location within 5 miles of Brennin

ACTIONS

Multiattack. A Fragment of Brennin makes 3 greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage, 5 (1d10) bludgeoning damage, and the target is pushed 10 ft.

LEGENDARY ACTIONS

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

Attack. The Fragment of Brennin makes a greatsword attack.

Defend (2 Actions). The Fragment of Brennin uses the Dodge action.

Withdraw. The Fragment of Brennin uses the Disengage action.

BOSS FIGHTS

BRENNIN FRAGMENT: THE SUMMER KING

The bringer of the Endless Summer, Brennin the Summer King is an existence that, by its very notion, brings ruin to the Realm of Ember. Its ambitions are lofty. In his life there was a part of him that genuinely wished for the prosperity of the realm. Brennin the Summer King is the callous, loveless fragment of Brennin that wished to throw everything away for the betterment of the realm.

In stark contrast to the other fragments, Brennin the Summer King does not dally or dote. It does. Wandering the realm, Brennin the Summer King brings end to conflict and lays low those driven summer-mad. Were Brennin the Summer King given the chance, it would instantly agree to wed Maeve or slay its children.

There is nothing that can bring the Summer King out of this fervor. It can only be stopped through force of arms.

Tactics

Brennin the Summer King is the most dangerous of all the fragments. Most adventurers would be wise to avoid combat and instead seek out something to make it willingly submit. In battle it makes expert use of its *Sinistral Flame Aura* and ends its turn within 25 feet of as many creatures as possible. The *False Sword of Ember* can easily lay low even the mightiest combatant in only a few swings.

BOSS FIGHTS

FRAGMENT OF BRENNIN: THE SUMMER KING

CHALLENGE 15 (13000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 16 (breastplate)

Hit Points 171 (18d8 + 125)

Speed 35 ft.

Skills Athletics +8, History +8, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses truesight 5 ft., passive Perception 10

Languages Common

ABILITIES

Enervating Recuperation. When a Fragment of Brennin reduces a creature to 0 hit points or less, it gains 30 temporary hit points.

Fragment's Demise. When a Fragment of Brennin is reduced to 0 hit points or less, it must be captured within a vessel. After 24 hours, if the Fragment of Brennin is not captured it returns at full hit points in a random location within 5 miles of its defeat.

Spectral Guards. When a Fragment of Brennin makes an initiative check, four phantasmal *royal guards* manifest within 30 ft. of it.

False Sword of Ember. Brennin's Greatsword action is replaced with the *False Sword of Ember* attack.

Sinistral Flame Aura. As a bonus action, Brennin can activate an aura of sinistral fire. The aura lasts for three rounds before it extinguishes. All creatures that begin or end their turn within 25 feet of Brennin take 10 (3d6) fire damage, 10 (3d6) radiant damage, and 10 (3d6) necrotic damage. A creature can take this damage twice in a single turn if it both begins and ends within the Sinistral Flame Aura. Once the aura extinguishes, Brennin cannot use reactivate the aura for five rounds.

ACTIONS

Multiattack. A Fragment of Brennin makes 3 greatsword attacks.

False Sword of Ember. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d12+4) slashing damage, 7 (2d6) fire damage, 7 (2d6) radiant damage, and 7 (2d6) necrotic damage.

LEGENDARY ACTIONS

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

Attack. The Fragment of Brennin makes a greatsword attack.

Defend (2 Actions). The Fragment of Brennin uses the Dodge action.

Withdraw. The Fragment of Brennin uses the Disengage action.

BOSS FIGHTS

PHASE II: THE HUSK



The Husk of Brenninn is a withered monstrosity that patrols the halls of Castle Ember. A puppet around the finger of Cliodhna, this animate corpse is little more than a glorified watchdog. It is a mindless servant that attacks any creature that should not be in Castle Ember.

Facing the Husk of Brenninn is no small feat. It can leap great distances, create crushing pressure with a single sword stroke, and feels no pain. Due to the ritual that fractured Brenninn's soul, the Husk cannot be harmed beyond a certain point without first having part of its soul placed back into its body.

This phase of the boss fight handles quite differently than any published boss fight. It is both a combat and a skill challenge that strikes a balance between the necessity of battle and the need for support.

Skill Challenge

The party must succeed on eight skill checks in total over the course of the combat. Narratively, this means that the party is attempting the ritual to place Brenninn's soul fragments into the Husk while it does combat with them. The appropriate skills for the challenge are listed below, as well as the maximum amount of successes each skill can contribute to the skill challenge. If clever players suggest a skill that is unlisted that could, in theory, work within the confines of the ritual or to distract Brenninn allow them to make a roll at an appropriate DC. This check can count as a success but it can also give the next skill check made advantage or reduce the DC by a considerable amount, such as 5.

Arcana, DC 20 (2 Successes): The eldritch component to the ritual requires the phylactery's creation process to become undone. Making an Arcane check is a Bonus Action.

History, DC 22 (1 Success): This skill does not necessarily come into play during the battle. Instead, it is an approximation of research done before the combat began that would prove vital to the ritual's success. Making a History check is not an action but can only be attempted by each character once.

Medicine DC 20 (2 Successes): The creation of vital medical poultices and their use is integral to the ritual. A character must be within 5 ft. of Brenninn to make a Medicine check. Making a Medicine check is a Bonus Action.

BOSS FIGHTS

BRENNIN: PHASE II

Nature, DC 18 (2 Successes): The knowledge of the reagents used in the ritual is vital to its success. When to ignite certain aromatic herbs, the components of a soothing balm that must be placed on the Husk, and more are all acceptable narrative uses for Nature. Making a Nature check is an Action.

Perception, DC 20 (See Description): Perceiving something important at a critical moment can save a party. Perception does not grant any successes, but does reduce the DC of the next two skill checks made by 3. Making a Perception check is a Bonus Action that can only be attempted by each character once.

Persuasion, DC 19 (2 Successes, See Description): Reasoning with the slowly rebuilt Brenninn can cause him to fight back against the Husk's mindlessness. Persuasion can only be attempted after four successful skill checks have been made. Making a Persuasion check is a Bonus Action.

Religion, DC 15 or DC 22 (3 Successes): The holy hymns and chants of the ritual must be completed to some degree. The Husk of Brenninn can only be reduced to 0 hit points when there is at least one success on a Religion skill check. Making a Religion check is either an Action or no action. If done as an Action, it is a DC 15 check. If done without using an Action, it is a DC 22 check.

The Husk can only take so much damage before the party must succeed on at least two skill checks. Each time the Husk would exceed a combined total of 50 hit points of damage, check to see if the party has completed at least two skill checks since it last took a total of 50 hit points of damage. If they have, the Husk continues to take damage normally. If they haven't, the Husk takes no further damage. For example, if the party has completed 6 skill checks, the Husk can take a maximum of 150 damage and but will not drop below 70 hit points until the party completes two more skill checks and completes the ritual. Once the ritual is complete, the Husk of Brenninn can be reduced from 70 hit points to 0 hit points.

Tactics

The Husk of Brenninn is mindless and easy to manipulate. It sees a threat before it and knows to crush it. It is intelligent enough to know to use its *pressure lunge* action on as many targets as possible. It makes the best use of its two turns but isn't intelligent enough to understand effects that give it disadvantage or to prioritize spellcasters and other, softer, targets.

With the ritual complete and the Husk of Brenninn reunited with all four Fragments of Brenninn, a powerful magic fills the area as an oppressive heat washes over the party like a wave. Brenninn the True Summer King rises once again.



BOSS FIGHTS

HUSK OF BRENNIN

CHALLENGE 16 (15,000 XP) -Medium humanoid, unaligned

Armor Class 16 (breastplate)

Hit Points 220 (21d8 + 126)

Speed 35 ft.

STR 23 (+6) **DEX** 15 (+2) **CON** 22 (+6)

INT 2 (-4) **WIS** 2 (-4) **CHA** 10 (+0)

Skills Perception +11

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses passive Perception 16

Languages understands Common

ABILITIES

Bounding Leap. The Husk of Brennin can leap great distances. It has a long jump of 30 ft. and a high jump of 15 ft. It does not need a running start.

Guardian. The Husk of Brennin is physically incapable of leaving Castle Ember unless given a direct order by Cliodhna.

Immortal Body. The Husk of Brennin cannot be destroyed until the ritual is completed as described above.

Mindless Husk. The Husk of Brennin cannot be the target of any spell or feature that requires a creature to make an Intelligence or Wisdom saving throw.

Peerless Combatant. The Fragment of Brennin rolls initiative twice and gets a full turn on both results.

ACTIONS

Multiattack. A Fragment of Brennin makes two attacks.

Extinguished Sword of Ember. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (3d12+8) slashing damage.

Pressure Lunge (Recharge 5-6). Brennin thrusts his blade with enough strength to create a crushing wind pressure in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one. All creatures, regardless of their save, are knocked prone.



PHASE III: THE TRUE SUMMER KING

Brennin the True Summer King is a rational but deeply disturbed man. The grief from his failure to save Brigid is all consuming at first. He is still blind to the betrayal of the Earl of Aderyn and wishes for nothing more than to find a new way to bring his wife back to life. If left alone, Brennin will plunge Ember into further destruction. Adventurers looking to save the realm know one truth: he must be sacrificed to the fire.

Battling Brennin the True Summer King is perhaps the most difficult thing a party of adventurers can do. Ember itself wishes for Brennin to be consumed in flame and so, through a distorting wave of heat, brings the party and Brennin to the ritual grounds where the Summer Embers rage. The moment of teleportation washes away the fatigue of the adventurers. They are restored to full hit points, any ongoing conditions are removed, and spellcasters regain one spell slot of each level below 6th they can cast. The rejuvenation may be a gift from Maeve or Ember itself. Whatever the case, something is urging them onwards.

Terrain

Unlike the previous phases, this battle draws the party to a very specific area with very specific effects. It is possible to fight Brennin the True Summer King elsewhere, but while the party does not know it this area and moment is where they have their best chance of defeating him.

The promenade that runs through the ritual ground is carved from smooth stone. Up a small flight of stairs rests the Pyre of Summer Embers, the final end of all Kings of Ember. It burns brightly and casts the area in daylight that cannot be dispelled under any circumstance.

In addition to the massive pyre atop the small ziggurat of steps, there are four smaller sconces that contain small fires of the Summer Ember. A weapon attack made by a creature that is within 5ft.

of a sconce deals an extra 4 (1d8) fire damage, 4 (1d8) necrotic damage, and 4 (1d8) radiant damage. It is important to note that this damage ignores Brennin the True Summer King's immunity to these damage types. Additionally, when a creature casts a spell that deals fire damage while within 5ft. of a sconce, the spell becomes imbued with the Summer Embers' flames and ignores Brennin's immunity to fire damage. However, using the flame in this way can destroy a character. If the character uses the sconces in this way for two consecutive turns or ends up occupying the same area as the fire, they are blinded until the end of their next turn and take 20 hit points of damage. This damage cannot be prevented or reduced in any way.

High atop the staircase is the Pyre of Summer Embers. Any character that is pushed into the pyre instantly takes 50 fire damage which cannot be prevented or reduced in any way. If Brennin is pushed into the pyre he instead gains a level of exhaustion for each round he is in the flames. He can attempt a DC 30 Constitution saving throw as a bonus action on his turn to remove one level of exhaustion.

Additionally, characters that make weapon attacks while adjacent to the pyre deal an extra 10 (1d20) fire damage, 10 (1d20) necrotic damage, and 10 (1d20) radiant damage. Much like using the sconces, characters that use the pyre for two consecutive turns are blinded until the end of their next turn and take 50 points of damage. This damage cannot be prevented or reduced in any way.

If a character casts a healing spell while adjacent to a sconce or the pyre, the healing done by the spell is increased by 2d20. A character can only heal additional damage in this way once per sconce and once for the pyre. Any attempts to use the sconces or pyre beyond this subjects the caster to the appropriate penalty depending on whether a sconce or the pyre was used.

BOSS FIGHTS

PHASE III: THE SUMMER KING

Brennin cannot make use of either the sconces or pyre to modify his own attacks. They have rejected the Summer King and seek only his death.

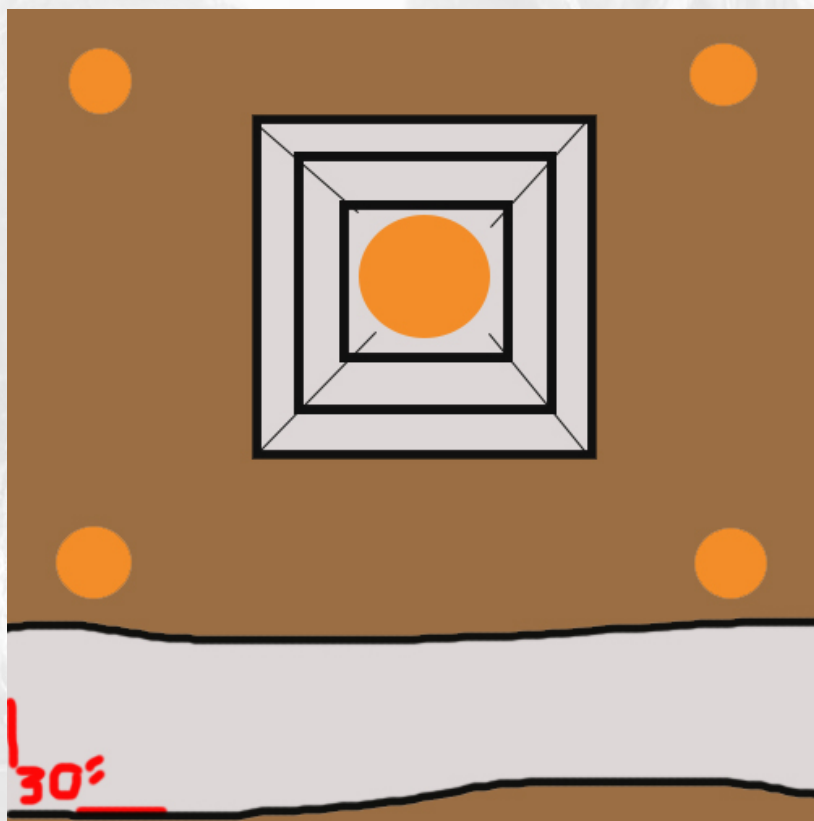
Tactics

Brennin the True Summer King is a veritable juggernaut. He switches between his two multiattack sets depending on which could create the most chaos. He knows to prioritize healers first and then spellcasters before engaging heavily armored foes. He takes special care to kill spellcasters making use of the Summer Embers terrain effect.

Brennin the True Summer King also knows to stagger its turns to maximize his legendary actions. He will delay one of its turns to ensure there are at least one or two enemies that act between his two turns. If such manipulation is impossible, he ensures there is at least one foe between his two turns and uses his decree or flickering charge legendary actions in these limited space areas whenever possible.

Brennin is a highly mobile combatant and isn't afraid of opportunity attacks thanks to his ability to Dash as a bonus action and the Shield of Lewellyn. Movement is key to using Brennin. He has a longer reach than most characters and is far more mobile than them as well. Clever adventurers might begin to hold their attack actions for when Brennin moves past them or draws too close. It is important to remember that these attacks are not opportunity attacks and are made normally. They simply aren't made during the character's turn.

He fears the Summer Embers and does what he must to stay away from them, especially the pyre. He knows they will reach out to him and refuses to submit to his inevitable end. However, he will draw close enough to the pyre to push his foes into its hungry, sacred flames.



BOSS FIGHTS

BRENNIN THE TRUE SUMMER KING

CHALLENGE 22 (41000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 16 (breastplate)

Hit Points 409 (18d8 + 90)

Speed 40 ft.

STR 25 (+7) **DEX** 18 (+4) **CON** 23 (+6)

INT 17 (+3) **WIS** 15 (+2) **CHA** 20 (+5)

Saving Throws Str +13, Dex +10, Con +12, Int +9, Wis +8, Cha +11

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, fire, necrotic, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, stunned

Senses truesight 15 ft., passive Perception 12

Languages Common

ABILITIES

Architect. Brenninn the True Summer King cannot be the target of the *maze* spell. Any attempts to cast it on him automatically fail and the spell slot used is wasted.

King's Advance. Brenninn the True Summer King can Dash as a bonus action.

Peerless Combatant. Brenninn the True Summer King rolls initiative twice and gets a full turn on both results.

Shield of Lewellyn. All opportunity attacks made against Brenninn the True Summer King have disadvantage.

Sinistral Flame Aura. When Brenninn the True Summer King has 200 or fewer hit points, a wreath of flame surrounds his body. Creatures that begin or end their turn within 10 ft. of Brenninn the True Summer King must make a DC 22 Constitution saving throw. On a failed save the creature is blinded until the end of their next turn and takes 10 (1d20) necrotic damage and 10 (1d20) radiant damage. Once a creature passes this saving throw, they are immune to the Sinistral Flame Aura for 1 hour.

Sword of Embers. Brenninn the True Summer King's sword of ember action treats fire immunity as fire resistance and ignores fire resistance.

ACTIONS

Multiattack. Brenninn the True Summer King can make one of the follow multiattacks: a sword of ember attacks and a shield bash attack or 2 soulfire swing attacks.

King's Decree (Recharge 6). Brenninn the True Summer King issues a royal decree to drop arms. All creatures within 100 ft. that can hear him and speak Common must make a DC 20 Charisma saving throw. On a failed saving throw, all attacks against Brenninn made by the target have disadvantage. A character can attempt another saving throw at the end of each of their turns to end this effect.

Shield Bash. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) bludgeoning damage and the target must make a DC 20 Strength saving throw or be pushed 15 ft. backward.

Sword of Ember. *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 23 (2d12+10) fire damage and 16 (3d10) slashing damage.

Soulfire Swing. *Melee Spell Attack:* +13 to hit, reach 15 ft., two creatures within reach. *Hit:* 10 (1d20) fire damage, 10 (1d20) necrotic damage, and 10 (1d20) radiant damage.

LEGENDARY ACTIONS

Brenninn the True Summer King 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. Brenninn the True Summer King regains spent legendary actions at the start of his turn.

Bash. Brenninn the True Summer King makes a shield bash attack.

Decree (2 Actions). Brenninn the True Summer King uses the king's decree action.

Flickering Charge (3 Actions). Brenninn the True Summer King moves up to his speed and makes a sword of ember attack. This attack deals 21 (2d20) additional fire damage.

Move. Brenninn the True Summer King moves up to his speed.

BOSS FIGHTS

CLIODHNA, THE EARL OF ADERYN

An exile from a foreign land, Cliodhna quickly rose through the ranks of Ember with one goal in mind: revenge. The people of the realm are little more than tools in her grand ambitions. She craves the power of the old Kings and Queens of Ember and believes that by harnessing said power she will effortlessly return to her home land and lay it to waste.

Unlike other bosses presented in this document, Cliodhna has no specific area where she is encountered. She might be found within the confines of Castle Ember's massive libraries, her private quarters, or could possibly be coaxed out of hiding by rumors relating to the Capsa Signet. Game Masters are encouraged to be creative with the environments that such battles would take place in and to have Cliodhna fully exploit such terrain to her advantage.

PHASE I
GUARDIANS OF THE EARL

PHASE II
SHADOW OF ADERYN



BOSS FIGHTS

PHASE I: GUARDIANS OF THE EARL

Cliodhna is always accompanied by two members of the Tirithal Knights. Additionally, she can create an amount of shadow beasts equal to the amount of player characters in the combat when she rolls initiative thanks to her Ring of Lunae ability. In phase one, Cliodhna is playing with her opponents and is full of quips and jabs. Mechanically, it is identical to a standard combat and has no special rules outside of terrain rules that a Game Master might incorporate. When Cliodhna, the Earl of Aderyn is reduced to 0 hit points, the party succeeds at cutting the Ring of Lunae from her hand. Cliodhna howls in pain and enters phase two.

TACTICS

A cunning fighter, Cliodhna allows her allies and summoned creatures to directly confront her foes. She herself heavily favors sudden surprise attacks against isolated opponents. If surrounded she uses *tenebrous cloud* to escape before returning to her hit-and-run tactics. If she sees an opponent close to collapse, she orders her allies away so that she can get the deathblow and gain the benefit of *soul harvest*.

The shadow beasts do what they can to avoid sunlight but will endanger themselves if it benefits Cliodhna. The Tirithal Knights directly engage foes and make great use of their actions and abilities that penalize attacks not targeting them.

CEIDWEN'S AID

If Ceidwen was saved by the party instead of left to her fate or killed, she reduces the amount of shadow beasts by one and completely removes the royal guards from the combat. She battles them "off screen" and allows the party to focus on fewer targets.

Additionally, as a bonus action once during the combat, a character can ask her to heal a party member with a 6th level *heal* spell.

BOSS FIGHTS

CLIODHNA, THE EARL OF ADERYN

CHALLENGE 14 (11500 XP) - Medium humanoid, lawful evil

Armor Class 22 (studded leather)

Hit Points 180 (24d8 + 72)

Speed 40 ft.

STR 13 (+1) **DEX** 22 (+6) **CON** 17 (+3)

INT 19 (+4) **WIS** 12 (+1) **CHA** 16 (+3)

Saving Throws Dex +11, Cha +8

Skills Arcana +9, Deception +13, Intimidation +11, Investigation +9, Perception +11, Persuasion +14

Damage Resistances necrotic

Condition Immunities charmed, frightened, paralyzed, poisoned, stunned

Senses darkvision 120 ft., passive Perception 24

Languages Common

ABILITIES

Antimagick Vulnerability. One of Cliodhna's hands do not function in areas of anti-magic. This lowers her AC to 19 and prevents her from casting a spell or cantrip and then making an umbran scimitar attack on the same action.

Bloodmoon Whorl. When Cliodhna deals damage to a creature with a melee weapon attack, she gains a stack of Bloodmoon Whorl, up to a maximum of 3 stacks. Attacks made against her while she has at least one stack of Bloodmoon Whorl are made with disadvantage. If an attack against her misses, she loses one stack of Bloodmoon Whorl.

Calculating Fighter. Cliodhna adds her Intelligence modifier to her Armor Class (included in her AC).

Isolated Strike. Each turn, Cliodhna deals 22 (4d10) extra psychic damage with the first weapon attack she hits with against creatures that have no allies within 5 ft. of them.

Ring of Lunae. When Cliodhna rolls initiative, she also summons an amount of *shadow beasts* equal to the amount of player characters in the combat. This includes any player characters that she is unaware of.

Soul Harvest. When Cliodhna reduces a creature to 0 hit points or fewer with the Umbran Scimitar, she heals 50 hit points and the creature must make a DC 20 Constitution saving throw or die.

Spellcasting. Cliodhna is a 17th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks), requiring no material components:

At will: *booming blade*, *greenflame blade*

1st-5th level (4 5th-level slots): *cloud of daggers*, *hellish rebuke*, *hold monster*, *vampiric touch*

ACTIONS

Multiattack. Cliodhna, the Earl of Aderyn makes 2 umbran scimitar attacks or casts 1 spell or cantrip and makes 1 umbran scimitar attack.

Umbran Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) slashing damage and 21 (2d20) necrotic damage.

Tenebrous Cloud (Recharge 6). Cliodhna creates a cloud of living darkness within 100 ft. of her. Each creature hostile to her in a 30-foot radius sphere centered on that point must make a DC 18 Strength saving throw. A target takes 16 (3d10) necrotic damage and 16 (3d10) psychic damage and is restrained on a failed save. The target can repeat the saving throw at the end of each of their turns. On a successful save, the target takes half as much damage and is restrained until the end of their next turn.



BOSS FIGHTS

PHASE II: SHADOW OF ADERYN

The source of Cliodhna's power, the Ring of Lunae, is now the greatest weapon the party has in stopping her. She is desperate and would sooner die than give up the ring. It is vital to her plans for her homeland.

Stress to the player's the importance of the Ring of Lunae in this encounter. While it is possible to defeat Cliodhna the Shadow without its aid it is incredibly difficult. Using the ring in this phase requires a character to both hold the ring and interact with it using any number of skills presented below. If clever players suggest a skill that is unlisted that could, in theory, work within the confines of the combat then allow them to make a roll at an appropriate DC. This check can count as a success but it can also give the next skill check made advantage or reduce the DC by a considerable amount, such as 5.

Arcana or Religion, DC 24: Manipulating the Ring of Lunae requires a knowledgeable hand, both literally and figuratively. On a successful check, the character can disable one of Cliodhna's abilities until the start of their next turn. The abilities that can be disabled are *bloodmon whorl*, *life harvest*, and *queer visibility*.

Insight, DC 16: The wielder can use the ring to read the shadows that surround Cliodhna. On a successful check, the character can follow the shadows to her intended target. The next character subjected that needs to make a saving throw against Cliodhna's *umbran scimitar* has advantage on their saving throw. Making an Insight check is a bonus action.

Perception (See Description): Spotting an invisible Cliodhna is a near impossible task. The character must make a Wisdom (Perception) check opposed by Cliodhna's Dexterity (Stealth). If the character succeeds, they can wreath Cliodhna in a thin layer of shadow that makes her visible and targetable. However, once exposed in this way, Cliodhna can immediately move up to her speed. Making a Perception check is an action.

Intimidation, DC 17 (See Description): Any character can attempt to intimidate Cliodhna. Threats about the destruction of the ring, her impending death, or the fact that she will never obtain her revenge are all more than enough to draw her ire. If a character succeeds on an Intimidation check, Cliodhna must attack them on her next turn. Only two creatures can successfully goad Cliodhna at a time. Making an Intimidation check is a bonus action.

Finally, there may still be creatures remaining from the previous phase. These creatures are unchanged and follow their previously established tactics to aid Cliodhna. If there are no remaining creatures to aid Cliodhna she creates two more *shadow beasts* when she rolls initiative.

TACTICS

Cliodhna has gone mad but she is not so far gone that she has lost her tactical acumen. While retreat is not an option for the Earl, she still has a very specific kill order for the party. Spellcasters, healers, ranged threats, melee threats. She teleports around the battlefield and whittles away at enemies in order of this internalized priority. Thanks to this increased mobility, she finds it prudent to blind ranged combatants and render them useless.

In addition to this blindness, Cliodhna's *queer visibility* ability allows her to move unmolested every other turn. She uses this time to position herself so that she can cause the most damage and chaos possible.

Once she realizes that her ring is being used against her, she does everything in her power to kill whoever is holding it at any given time. If she kills the holder she uses a bonus action to pick up the ring and will attempt to retreat on her next turn. If she escapes the party has made their lives in Ember incredibly difficult. She will do whatever it takes to exterminate them and reclaim it.

BOSS FIGHTS

CLIODHNA THE SHADOW

CHALLENGE 15 (13000 XP) - MEDIUM HUMANOID, LAWFUL EVIL

Armor Class 18 (studded leather)

Hit Points 225 (30d8 + 90)

Speed 40 ft.

STR 13 (+1) **DEX** 22 (+6) **CON** 17 (+3)

INT 19 (+4) **WIS** 12 (+1) **CHA** 16 (+3)

Saving Throws Dex +11, Cha +8

Skills Arcana +9, Stealth +15

Damage Resistances necrotic

Condition Immunities charmed, frightened, paralyzed, poisoned, stunned

Senses darkvision 120 ft., passive Perception 11

Languages Common

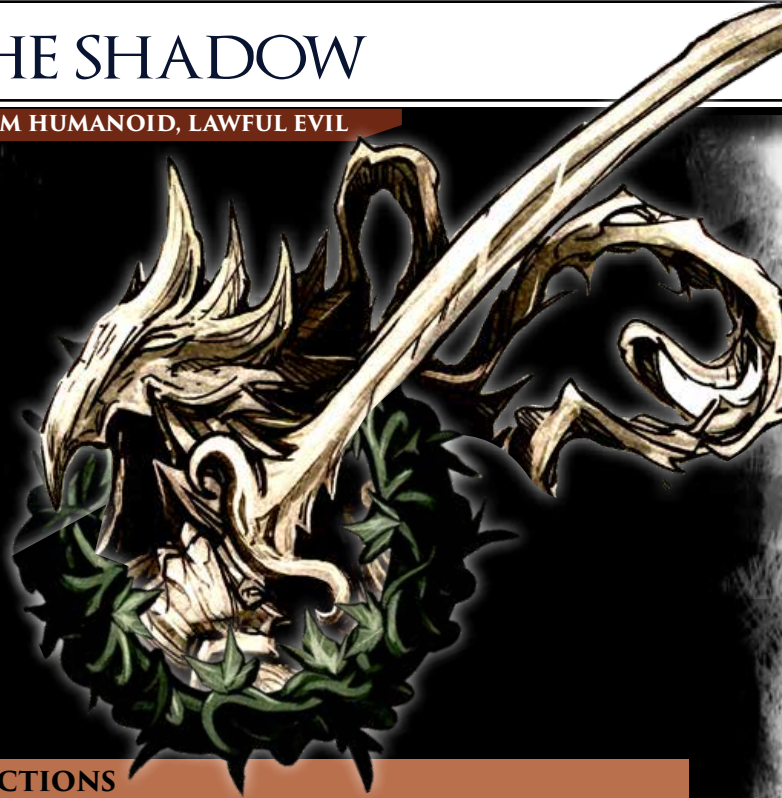
ABILITIES

Bloodmoon Whorl. When Cliodhna deals damage to a creature with the Umbran Scimitar, she gains a stack of Bloodmoon Whorl, up to a maximum of 3 stacks. Attacks made against her while she has at least one stack of Bloodmoon Whorl are made with disadvantage. If an attack against her misses, she loses one stack of Bloodmoon Whorl.

Enraged Champion. Cliodhna the Shadow has advantage on all initiative rolls.

Life Harvest. When Cliodhna the Shadow deals damage to a creature with the Umbran Scimitar, she heals 10 hit points.

Queer Visibility. On the first round of the phase, Cliodhna is visible. While visible she acts normally and can be attacked normally. At the beginning of her second turn, she becomes invisible and teleports to a location of her choice within 30 ft. While invisible, she can take no actions but can move herself up to her base speed. At the start of her third turn, Cliodhna becomes visible and her first attack that turn deals 16 (3d10) extra psychic damage. Cliodhna continues to alternate between visible and invisible in this order from turn to turn.



ACTIONS

Multiattack. Cliodhna the Shadow uses umbran scimitar three times.

Umbran Scimitar. Cliodhna teleports up to 20 ft. away, ending this teleportation in a space adjacent to an enemy creature before lashing out with a complicated feint. The target must make a DC 19 Intelligence saving throw. On a failed save, the target takes 31 (3d20) necrotic damage and is blinded until the end of its next turn. On a successful save, the target takes half as much damage and is not blinded. This action counts as a melee weapon attack. Cliodhna can only target a creature with this action twice in a single turn.

LEGENDARY ACTIONS

Cliodhna the Shadow 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.

Move. Cliodhna moves up to her speed.

Penumbral Hex (2 Actions). Cliodhna selects one creature within 30 ft. of her. That creature has disadvantage on all attack rolls made against Cliodhna until the end of Cliodhna's next turn.

Slash. Cliodhna makes the following attack: *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 11 (1d6+8) slashing damage and 11 (2d10) necrotic damage.

BOSS FIGHTS

MAEVE, THE WINTER QUEEN

Maeve's grasp on reality is steadily loosening as the Endless Summer plods on. There are agents within the realm of Ember that seek to free Maeve while others desire nothing more than her continued imprisonment and eventual death. Adventurers traveling the realm could end up in either camp.

To those souls seeking to free the realm from summer madness, Maeve extends whatever aid she can. However, due to the immense strain such actions place on her and the limited times that she is capable of such feats, communicating with her or receiving assistance is an exceedingly rare occurrence.

PHASE I
WINTER'S COCOON

PHASE II
THE WINTER QUEEN

PHASE II
MAEVE THE MAD



BOSS FIGHTS

PHASE ONE: WINTER'S COCOON

Maeve, the Winter Queen awaits the conclusion of the Endless Summer. Her domain rests in a secluded area where she is attended to by fey guardians who ensure the safety of the Winter's Cocoon, a massive, gem-like swaddle of frost and gossamer that sustains the ever weakening Maeve.

The cavern that houses the Winter's Cocoon is a sprawling grotto with unnatural stones and a floating, white mist. Three guardians tend to the flora of the area. Two use the statistics for Yetis but they have 14 Intelligence and 16 Charisma. The third uses the statistics for a Cambion but its Infernal Charm becomes Fey Charm, all fire damage it deals becomes cold damage, and it cannot plane shift. All guardians have their type changed to Fey.

Lair Actions

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

- A friendly creature within 120 feet of the cocoon disappears into the fey realm. While in the fey realm, the target recovers 20 hit points. On the next Lair Action, the target reappears anywhere within 120 feet of the cocoon. Its first single target attack that turn deals an additional 11 (2d10) cold damage.
- A hostile creature within 120 feet of the cocoon disappears into the fey realm. While in the fey realm, the target is incapacitated. On the next Lair Action, the target reappears anywhere within 120 feet of the cocoon and is no longer incapacitated.
- A patch of clinging frost appears in an unoccupied space within 50 feet of the cocoon. The patch is 15 feet in diameter and 10 feet high.

Terrain

The cavern is festooned with unnatural terrain. The layout of the cave remains mostly the same throughout the fight's various phases, so Game Masters should keep track of what sections have been altered or destroyed.

Blood Rock (red shapes): The rust red rocks dot the land and are touched with a fey lust for violence. When a creature reduces another creature to 0 hit points or less while both creatures are within 15 ft. of a blood rock, the creature that made the attack gains 15 temporary hit points. **Clinging Frost (white patches):** This thin mist of magical water is actually highly volatile essence of winter. Most patches are 15 feet in diameter and 10 feet high. Non-fey creatures that move through clinging frost reduce their speed by 5 ft. for every 5 ft. they travel through it. Clinging frost can be removed completely with an action used by either the creature affected by it or an ally within 5 ft.

Grasping Grass (green central mass): This tall grass surrounds the cocoon. Creatures that fall prone in the tall grass are automatically grappled by the grass. It has a +7 Strength (Athletics) check. One 5 ft. square of grass has 10 hit points and is immune to bludgeoning and piercing damage. The 6-foot tall grass also blocks visibility for creatures beneath it.

Gravity Stones (black shapes): These whirling oblong stones create small gravity wells in their immediate vicinity. Ranged weapon attacks that travel within 5 ft. of a gravity stone are made with disadvantage.

Trees (brown circles): Mundane trees dot the landscape. Maeve can target them with her *mantle of vitreous wood* in phases two and three. They can also act as cover against phase 3's timer mechanic if the trees are still there. They are destroyed in one hit. Seven trees total.

BOSS FIGHTS

PHASE ONE: WINTER'S COCOON

Tactics

The cocoon's guardians maximize their area of effect abilities and magical charms to debilitate interlopers in as large a number as possible. The Winter's Cocoon indiscriminately fires bolts of aurora-like lights at intruders. The guardians do their best to position themselves near gravity stones to protect themselves from ranged attacks. The lead guardian hides itself within the grasping grass while using its ice ray action.

The following two phases change depending on the actions of the party while within Ember. If the party is seeking to simply free Maeve then she emerges

into the world and listens to the party's requests. If they were acting on her behalf she thanks them for their loyalty.

However, parties looking to slay Maeve face an entirely different outcome. If the party did not actively wear down Maeve's sanity then they begin Phase Two. If the party worked to hinder Maeve before freeing her they begin Phase Three. Actions that can erode Maeve's sanity include: the party forcing her to manifest frequently, performing a ritual to alter the cocoon, or killing Atkond, the Sundered Duke.



BOSS FIGHTS

WINTER'S COCOON

CHALLENGE 5 (1800 XP) - HUGE OOZE, UNALIGNED

Armor Class 10 (natural armor)

Hit Points 100 (8d12 + 48)

Speed 30 ft., fly 40 ft. (hover)

STR 1 (-4)	DEX 1 (-4)	CON 22 (+6)
INT 1 (-4)	WIS 1 (-4)	CHA 30 (+10)

Saving Throws Con +9

Skills Arcana +9, History +15, Nature +16, Persuasion +13, Religion +9, Stealth +9

Damage Resistances fire

Damage Immunities bludgeoning, piercing, and slashing damage from weapons that aren't silvered, cold, poison

Condition Immunities blinded, charmed, deafened, exhaustion, fatigued, frightened, grappled, paralyzed, prone, restrained, stunned

Senses tremorsense 120 ft. (blind beyond this radius), passive Perception 6

Languages --

ABILITIES

Inanimate. The Winter's Cocoon automatically fails any Strength or Dexterity saving throws.

Mindless. The Winter's Cocoon cannot be the target of any spell that has an Intelligence, Wisdom, or Charisma saving throw.

Regeneration. The Winter's Cocoon regains 30 hit points at the start of its turn if it has at least 1 hit point. If it takes acid or necrotic damage, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The Winter's Cocoon uses Northern Light twice.

Northern Light. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 9 (2d8) cold damage and 9 (2d8) psychic damage.

BOSS FIGHTS

PHASE TWO: MAEVE THE WINTER QUEEN

Fully freed and in total control of her faculties, Maeve is a deadly spellcaster with absolute dominion over her home. She attacks her would-be assassins with overwhelming force.

Tactics

Maeve prioritizes freezing people when she can. If there are no targets that can be frozen on a given turn she casts spells instead of making two attacks. She attempts to move creatures towards patches of clinging frost, which she is immune to, in order to hamper their movements and hasten their petrification.

Her aerial superiority is limited by the confines of the cavern but she does take to the skies when adequately threatened on the ground. If her attackers have sufficient ranged ability she favors cover, gravity stones, and prioritizes such characters for freezing.

If Maeve has no allies, or her surviving allies seem overwhelmed, she uses the Mantle of Vitreous Wood.

Lair Actions

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

- A creature within 100 feet of Maeve must make a DC 17 Intelligence saving throw. On a failed save, the target cannot cast spells until the end of its next turn.
- Grasping grass sprouts from the ground in a 20 foot diameter patch within 20 feet of Maeve. The grass attempts to grapple any creatures on the ground in that area.
- A patch of clinging frost appears in an unoccupied space within 50 feet of Maeve. The patch is 10 feet in diameter and 5 feet high.

BOSS FIGHTS

MAEVE THE WINTER QUEEN

CHALLENGE 16 (15000 XP) - LARGE FEY, LAWFUL NEUTRAL

Armor Class 17 (mage armor)

Hit Points 204 (22d10 + 66)

Speed 30 ft., fly 40 ft. (hover)

STR 15 (+2)

DEX 18 (+4)

CON 17 (+3)

INT 18 (+4)

WIS 15 (+2)

CHA 22 (+6)

Saving Throws Dex +9, Cha +11

Skills Arcana +9, History +15, Nature +16, Persuasion +13, Religion +9, Stealth +9

Damage Resistances fire, bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, stunned

Senses truesight 30 ft., passive Perception 23

Languages Common, Druidic, Sylvan

ABILITIES

Chosen of Winter. Maeve is always under the effects of the *mage armor* spell. If Maeve takes fire damage her Armor Class is reduced to 14 until the end of her next turn.

Frost's Bite. Creatures that take damage from *bite of winter's cold* reduce all of their movement speeds by 10 ft. If a creature's movement speed is reduced to 0 ft. in this way, they are frozen solid and count as petrified. A creature can attempt a DC 19 Strength saving throw at the end of each of their turns to remove this speed reduction and petrification.

Frozen Spells. All spells cast by Maeve the Winter Queen deal cold damage instead of the spell's listed damage type. Additionally, creatures that are normally immune to cold damage are instead resistant to spells cast by Maeve.

Mind of Two Worlds. Maeve can maintain concentration on two spells simultaneously. If she fails a concentration check she chooses which spell to stop concentrating on.

Spellcasting. The maeve the winter queen is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The maeve the winter queen has the following spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *light*

1st level (4 slots): *shield*

2nd level (3 slots): *acid arrow**, *blur*, *detect thoughts*

3rd level (3 slots): *counterspell*, *fireball**

4th level (3 slots): *black tentacles*, *ice storm*, *phantasmal killer*

5th level (2 slots): *cone of cold*, *mislead*

6th level (1 slot): *wall of ice*

7th level (1 slot): *force cage*

8th level (1 slot): *maze*

*does cold damage

ACTIONS

Multiattack. Maeve makes 2 bite of winter's cold attacks or makes 1 bite of winter's cold attack and casts 1 spell or cantrip.

Bite of Winter's Cold. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) cold damage and 7 (2d6) piercing damage.

Mantle of Vitreous Wood (Recharge 6). Maeve magically animates one or two trees she can see within 60 ft. of her. These trees have the same statistics as an *awakened tree*. An animated tree acts as an ally of Maeve. It remains animate for 1 day or until it dies; or until Maeve takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible. After using this action, Maeve takes 10 damage.

LEGENDARY ACTIONS

Maeve the Winter Queen 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.

Flight. Maeve flies up to her fly speed.

Frostbite. Maeve makes a bite of winter's cold attack.



BOSS FIGHTS

PHASE THREE: MAEVE THE MAD

If Maeve's sanity has been worn away, she immediately enters Phase Three upon her release. Massive icicles that run from the ground to the cavern's ceiling flash freeze. Unable to communicate, Maeve becomes a frenzied beast with one intention: killing her attackers and then advancing on Castle Ember.

Terrain

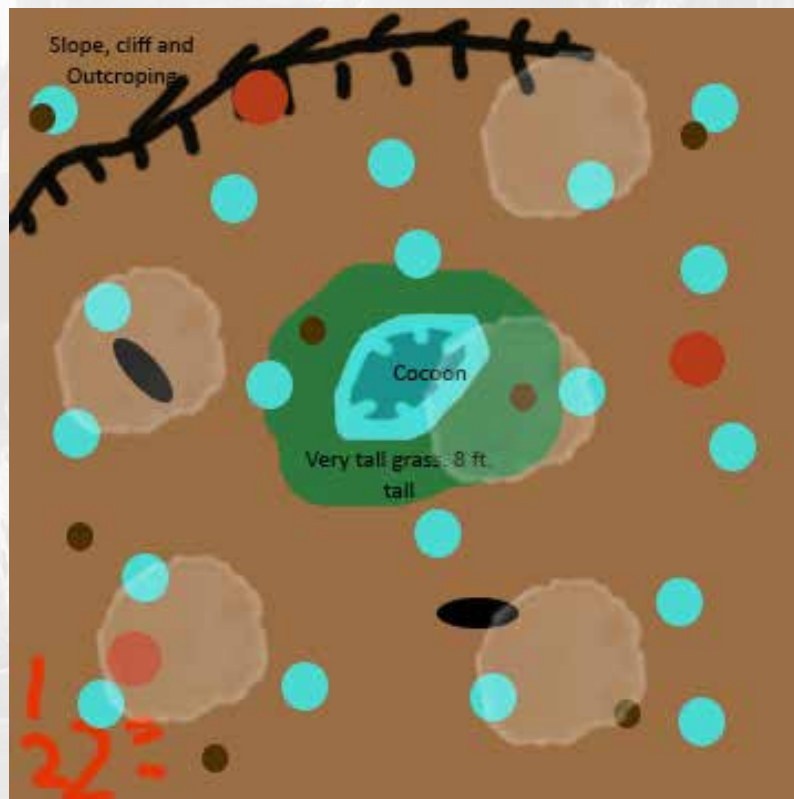
In addition to the previous terrain effects, now large, 5 foot diameter icicles run the height of the cavern. These icicles are vital to the success of the party and to evade Maeve's **icicle storm** feature. Each icicle can survive two volleys of **icicle storm** before they shatter completely. Communicate cracking and groaning that struck icicles make to ensure that the players know that the protection they offer is not permanent.

Tactics

The many icicles and other line of sight obstacles hinder visibility in the cavern. Maeve is mindless and fights to the death. Maeve uses **slalom** to position foes in isolated places before hammering away at them and activating **hoar blood**. Due to the nature of **hoar blood**, Maeve tends to favor striking multiple targets each round to maximize her destruction.

Lair Actions

Maeve the Mad has no Lair Actions.



BOSS FIGHTS

MAEVE THE MAD

CHALLENGE 13 (10000 XP) - LARGE FEY, CHAOTIC NEUTRAL

Armor Class 18 (mage armor)

Hit Points 228 (24d10 + 96)

Speed 30 ft., fly 40 ft. (hover)

STR 16 (+3) **DEX** 21 (+5) **CON** 18 (+4)

INT 17 (+3) **WIS** 13 (+1) **CHA** 22 (+6)

Saving Throws Dex +9, Cha +11

Skills Arcana +9, History +15, Nature +16, Persuasion +13, Religion +9, Stealth +9

Damage Resistances fire, bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities blinded, charmed, frightened, paralyzed, poisoned, stunned

Senses truesight 30 ft., passive Perception 23

Languages Common, Druidic, Sylvan

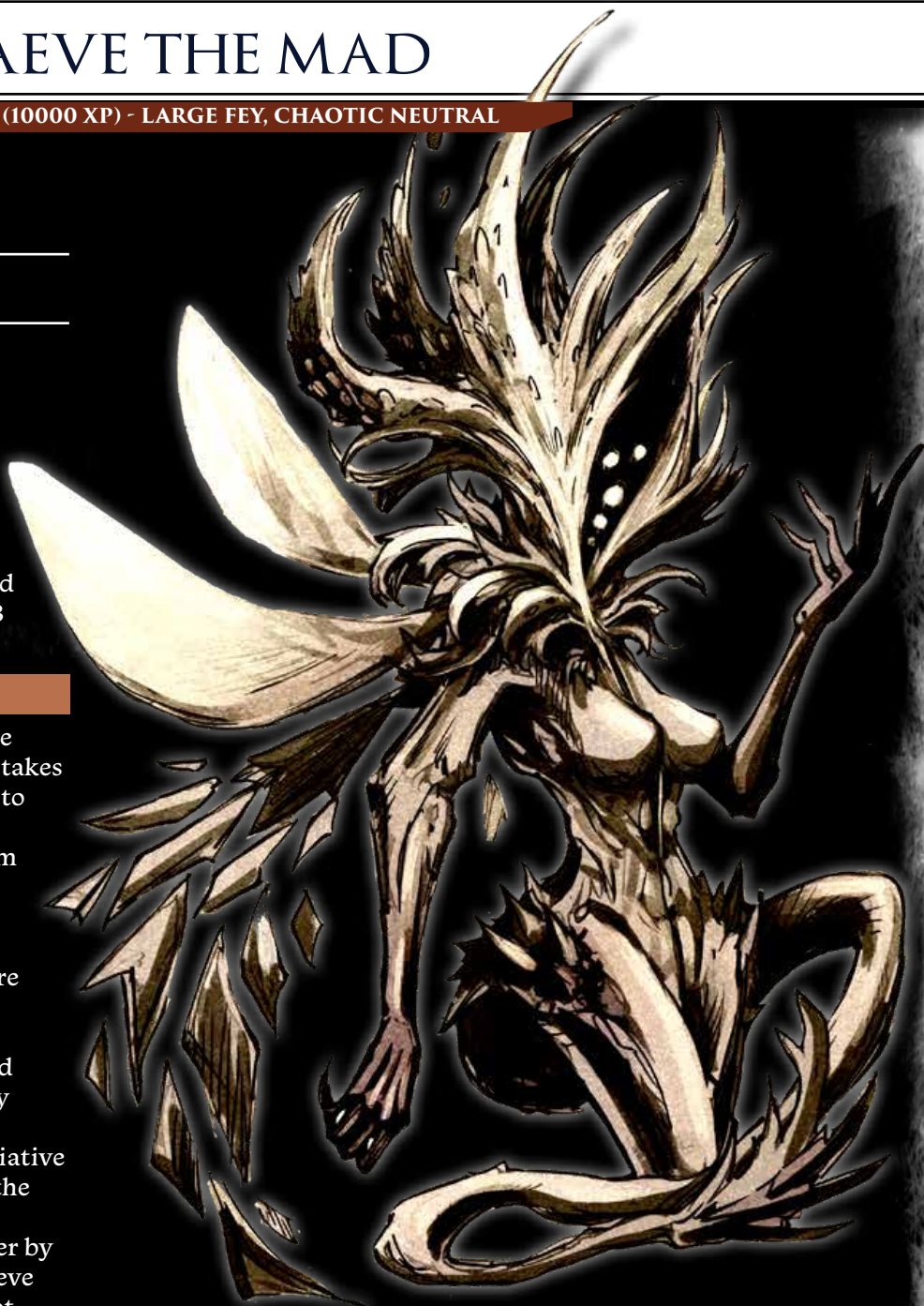
ABILITIES

Chosen of Winter. Maeve is always under the effects of the *mage armor* spell. If Maeve takes fire damage, her Armor Class is reduced to 15 until the end of her next turn.

Hoar Blood. Creatures that take damage from bite of winter's cold take an additional 16 (3d10) cold damage and must make a DC 17 Constitution saving throw or fall prone at the start of their turn. A creature only takes this damage once, regardless of the amount of times it was struck. Creatures can be affected by frozen blood again but only if they are again struck by bite of winter's cold.

Icicle Storm. When Maeve the Mad rolls initiative place a d6 face up on 3 in a place where the players can see it. At the start of each of Maeve the Mad's turn, reduce the number by one. When the die would reach zero, Maeve immediately makes an attack in a 30 foot radius sphere as a bonus action. Creatures in the area take 25 piercing and 25 cold damage. Creatures that have an icicle, tree, or boulder between themselves and Maeve take no damage. Once Maeve makes this attack the d6 counter resets to 3 and resumes its countdown.

Transformed Glacier Aegis. When Maeve takes damage, all creatures within 10 ft. of her take 5 (1d10) cold damage and 5 (1d10) piercing damage.



ACTIONS

Multiattack. Maeve makes 2 bite of winter's cold attacks and uses slalom.

Bite of Winter's Cold. *Melee Weapon Attack*: +9 to hit, 15ft. cone, creatures in cone. *Hit*: 15 (2d10+4) cold damage and 7 (2d6) piercing damage.

Mantle of Vitreous Wood (Recharge 6). Maeve magically animates one or two trees she can see within 60 ft. of her. These trees have the same statistics as

CEIDWEN, REAPER OF ASH

Ceidwen's trauma has taken root deep in the very essence of her being. Her father's betrayal at the hand of his most trusted advisor, her early banishment from Castle Ember, and her brother's descent into inhumanity have all contributed to the young Daughter of Ash becoming numb to the world around her. In her current form, Ceidwen is little more than a wandering husk of what she once was, content to harvest any soul at any time, even if it is not their time.

Facing her in battle is not as simple as some might believe, and not simply because of her overwhelming power. Ceidwen is, for better or worse, connected to the cycle of death and rebirth that hangs in limbo across Ember. If she is ever killed she simply returns to life, just like the phoenix that travels with her.

TERRAIN

Ceidwen is a wandering force of entropy and callous death. It is possible to encounter her in nearly any location across Ember but she is especially drawn to the sites of great tragedies. Where ever she is encountered should have dynamic terrain that benefits her and the party.

A rocky clearing in the Vitreous Wood where briar twists from the earth between massive, crumbling stones, a ruined building in the Lower City with overturned stalls, carts, and multi-level buildings, or a moonlit coast of slick, jagged jetty near the Forlorn Cove are all potentially amazing battlefields for the Reaper of Ash. It's recommended to add elevation to the battle to better make use of her teleportation abilities and ranged attacks. Such dynamic scenes can turn a straightforward battle with a hidden Skill Challenge into something incredibly memorable.

UNIQUE MECHANIC: REPENT

In both phases, Ceidwen has a unique mechanic, known as "Repent," that functions in a way not unlike a Skill Challenge. However, unlike a normal Skill Challenge, the existence of Repent is unknown to players who have not done research or who lack empathy.

Scattered around Ember are many accounts of who Ceidwen was and what she has become. For parties looking to challenge her, they should first find some of these records. Perhaps words from the Fate-sealer spoken in portent could inform the party that they cannot kill Ceidwen but they can "kill her cruelty." If the party tracks down and slays Caddel the Last Prince of Summer, perhaps with his dying breath he urges the party to save Ceidwen even though they failed to save him. Personal diaries of any major character with association to Ceidwen could also give background on the gentle soul she once possessed and hint that "acts of heroism" or "genuine kindness" were once enough to move her to joyful tears. Characters that only want to fight Ceidwen can "win" but she will always return. For some groups that might be enough, but for others they might want more.

Reducing Ceidwen to 0 hit points in two Phases, while incredibly dangerous, is not impossible. Groups looking to wake her from her trance need to be willing to risk everything, while still fighting against the Reaper, to achieve such a monumental outcome. Repent, as mentioned previously, is an invisible Skill Challenge that tracks the humanity of the party.

There is no failure threshold for Repent. A failure simple removes an already scored success. If the party scores a cumulative 7 successes, the combat immediately ends as Ceidwen grasps her head, writhes in pain, and fights to rediscover her decency.

BOSS FIGHTS

CEIDWEN, REAPER OF ASH

SUCCESSSES

The following actions grant successes:

Comradery (Unlimited Successes): A character willingly forgoes a superior tactical decision to heal an unconscious ally adds 1 Success.

History (DC 18, 2 Successes): As an action, the character can appeal to Ceidwen with learned information about Cliodhna's betrayal, the status of Brennin's soul, or the madness of Caddell in an attempt to remind her of what she once felt was truly important. The character makes an Intelligence (History) check. A failed roll does not count as a Failure and a successful roll adds 1 Success.

Loyalty (3 Successes): A character uses the Protection Fighting Style to guard an ally adds 1 Success.

Mercy (Unlimited Successes): By refusing to attack Ceidwen when a character clearly has the upper hand, such as if she has been disarmed or is knocked prone, that character automatically scores 2 Successes.

Persuasion (DC 19, 3 Successes): As an action, the character can try to reason with Ceidwen's better angels with a Charisma (Persuasion) check. A failed roll does not count as a Failure and a successful roll adds 1 Success.

Failures

Bluster: A character that makes a Charisma (Intimidation) check target in front of Ceidwen removes 1 Success.

Callousness: The first character that acts after an ally is knocked unconscious is judged harshly. If the character leaves the ally behind they inadvertently remove 2 Successes. This failure can be avoided if the character audibly makes plans for another ally to heal the victim.

Dishonor: A character that fights dirty, such as one that uses Sneak Attack or Combat Maneuvers, removes 1 Success. Each character can only contribute to this failure once.

Ruthlessness: Attacking Ceidwen when she is prone or disarmed removes 1 Success.

Tyranny: A character that uses a spell or ability that would make Ceidwen frightened or charmed removes 2 Successes.

PHASE I
REAPER OF ASH

PHASE II
CEIDWEN ABLAZE

BOSS FIGHTS

PHASE I: THE REAPER OF ASH

The husk of a woman that was once Ceidwen has been known to attack the living on sight. Regardless of how the encounter began, the Reaper of Ash intends to move it towards one certain outcome: the death of her opponents.

Tactics

Phase One presents an incredibly mobile Ceidwen. She has several abilities that function at the beginning and end of her turn. Ceidwen maximizes these traits by debuffing targets she plans to focus on with a Legendary Action using Veil of Sorrow while damaging targets she has difficulty hitting with Kill Command. Ceidwen also uses her Shadow Shroud in a flexible manner. If she is pressed on all sides she teleports at the beginning of a round but, if she feels it's safe enough to move normally, waits to the end of her turn to quickly disappear into a safe area. Ceidwen will almost never teleport further than 100 feet and always ensures she can still see her targets at the end of this jaunt.



BOSS FIGHTS

CEIDWEN, THE REAPER OF ASH

CHALLENGE 13 (10000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 21

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR 15 (+2) **DEX** 22 (+6) **CON** 19 (+4)

INT 12 (+1) **WIS** 20 (+5) **CHA** 16 (+3)

Saving Throws Dexterity +11, Wisdom +10

Skills Athletics +7, Acrobatics +11, History +6, Intimidation +8, Religion +6, Stealth +11

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, cold, necrotic

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses truesight 30 ft., passive Perception 15

Languages Common

ABILITIES

Blessed Warrior. Ceidwen adds her Wisdom modifier to her Armor Class (already included).

Consume Soul. When Ceidwen reduces a creature to 0 hit points or less, she gains a soul stack. Ceidwen can have a maximum of five soul stacks at a time. At any time, Ceidwen can consume a soul to gain 25 hit points, give herself advantage on all rolls until the end of her next turn, or deal an extra 24 (7d6) necrotic damage with her next extinguished blade attack. Ceidwen starts combat with at least one soul stack. If Ceidwen consumes the soul of a creature, nothing can return it to life, not even a wish.

Kill Command. At the beginning of her turn, Ceidwen targets a creature within 30 feet for her phoenix familiar to attack. The target takes 11 (2d10) fire damage and 4 (1d8) slashing damage from the phoenix's assault.

Shadow Shroud. Ceidwen can cast dimension door once per round without having to use an action to do so. She must begin and end her movement in dim light or darkness.

Veil of Sorrow. At end of her turn, Ceidwen selects a creature within 60 feet. This creature has disadvantage on their next attack roll or saving throw. Creatures with an Intelligence score of 3 or less are immune to this feature.



ACTIONS

Multiattack. Ceidwen makes three extinguished blade attacks.

Extinguished Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage, 11 (1d12+5) necrotic damage.

LEGENDARY ACTIONS

Ceidwen 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. Ceidwen regains spent legendary actions at the start of her turn.

Attack. Ceidwen makes an extinguished blade attack.

Emotional Assault. Ceidwen uses her *Veil of Sorrow* feature.

Wreathe in Shadow (2 Actions). Ceidwen uses the Dodge action.

BOSS FIGHTS

PHASE II: CEIDWEN ABLAZE

Pushed into a corner, Ceidwen merges forms with her phoenix companion. Reborn in into a fiery visage, Ceidwen is now a far more dangerous foe. The Burning Reaper can be “killed” but, ultimately, will return without fail.

TACTICS

Without the assistance of her phoenix as an independent party, Ceidwen temporarily summons its power into her blade, into a mantle of flame that dances around her, and into blasts of roaring inferno. Any souls that Ceidwen had in Phase One remain.

Without the ability to teleport, Ceidwen becomes a much more aggressive enemy. She charges forward, prioritizing characters with the least remaining hit points. She has no need to be fearful and fight defensively. She knows she is immortal and leverages that knowledge to a terrifying degree.

For her multiattack, Ceidwen favors using her phoenix blade attacks on the same target, but uses phoenix fire on ranged foes, favoring those who have clustered together. Her Legendary Actions are flexible enough to handle a variety of situations and she greatly favors Attack and Immolate if targets are nearing death.

Ultimately, Phase Two is a knock-down drag-out combat encounter that places an ever advancing Ceidwen against a group that needs to maximize their damage each round to ensure they can stay ahead of her potent regeneration and prevent her from harvesting their souls. Each fallen ally becomes a major buff for Ceidwen.

BOSS FIGHTS

CEIDWEN, THE BURNING REAPER

CHALLENGE 13 (10000 XP) - MEDIUM HUMANOID, UNALIGNED

Armor Class 21

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR 15 (+2) **DEX** 22 (+6) **CON** 19 (+4)

INT 12 (+1) **WIS** 20 (+5) **CHA** 16 (+3)

Saving Throws Dexterity +11, Wisdom +10

Skills Athletics +7, Acrobatics +11, History +6, Intimidation +8, Religion +6, Stealth +11

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, cold, necrotic

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses truesight 30 ft., passive Perception 15

Languages Common

ABILITIES

Blessed Warrior. Ceidwen adds her Wisdom modifier to her Armor Class (already included).

Consume Soul. When Ceidwen reduces a creature to 0 hit points or less, she gains a soul stack. Ceidwen can have a maximum of five soul stacks at a time. At any time, Ceidwen can consume a soul to gain 25 hit points, give herself advantage on all rolls until the end of her next turn, or deal an extra 24 (7d6) necrotic damage with her next extinguished blade attack. Ceidwen starts combat with at least one soul stack. If Ceidwen consumes the soul of a creature, nothing can return it to life, not even a wish.

Kill Command. At the beginning of her turn, Ceidwen targets a creature within 30 feet for her phoenix familiar to attack. The target takes 11 (2d10) fire damage and 4 (1d8) slashing damage from the phoenix's assault.

Shadow Shroud. Ceidwen can cast dimension door once per round without having to use an action to do so. She must begin and end her movement in dim light or darkness.

Veil of Sorrow. At end of her turn, Ceidwen selects a creature within 60 feet. This creature has disadvantage on their next attack roll or saving throw. Creatures with an Intelligence score of 3 or less are immune to this feature.



ACTIONS

Multiattack. Ceidwen makes three extinguished blade attacks.

Extinguished Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage, 11 (1d12+5) necrotic damage.

LEGENDARY ACTIONS

Ceidwen 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. Ceidwen regains spent legendary actions at the start of her turn.

Attack. Ceidwen makes an extinguished blade attack.
Emotional Assault. Ceidwen uses her Veil of Sorrow feature.

Wreathe in Shadow (2 Actions). Ceidwen uses the Dodge action.

BOSS FIGHTS

CADDELL LAST PRINCE OF SUMMER

TACTICS

Caddell is a brute. There is no logic to his combat. He chops, and hacks, and chops, and kills. He will kill entire parties if they do not adequately prepare to fight the beast that the Prince of Ember has become. Those that approach him with Ceidwen, his sister and the Princess of Ember, may be spared this gruesome end.

TERRAIN

Caddell fights in close quarters unless baited out of the crypts he stalks. Thanks for his overwhelming strength, he can easily smash through walls and pillars while attacking his foes. Rubble should dot the area, creating difficult terrain for all combatants. If creatures attack Caddell from a distance, he makes full use of terrain for cover during his advance.



BOSS FIGHTS

CADDELL LAST PRINCE OF SUMMER

CHALLENGE 15 (13,000 XP) - MEDIUM HUMANOID, CHAOTIC EVIL

Armor Class 18 (plate armor)

Hit Points 199 (21d8 + 105)

Speed 40 ft.

STR 23 (+6) **DEX** 10 (+0) **CON** 21 (+5)

INT 12 (+1) **WIS** 20 (+5) **CHA** 16 (+3)

Skills Athletics +15, History +5, Intimidation +8

Damage Resistances bludgeoning, piercing and slashing

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses darkvision 60 ft., passive Perception 11

Languages Common

ABILITIES

Aggressive. As a bonus action, Caddell can move up to his speed toward a hostile creature that he can see.

Peerless Warrior. Caddell can use up to two Reactions each round.

Reckless. At the start of his turn, Caddell can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Caddell makes two Betrayal attacks.

Betrayal. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage and 16 (3d10) necrotic damage.

Summon the Slain. Caddell swings Betrayal and summons 1d4+1 spirits. The spirits use the statistics for Guards (*Monster Manual*, pg. 347) and act on initiative 10. The spirits persist for one minute before disappearing.

Wind Force. *Melee Weapon Attack:* +11 to hit, range 50 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage and 16 (3d10) necrotic damage.

REACTIONS

Mark for Death. When a creature deals damage to Caddell with a weapon attack, he can mark them for death. The creature gains vulnerability to necrotic damage until the end of Caddell's next turn. If the creature is immune to necrotic damage, it is instead resistant. If a creature is resistant to necrotic damage, it loses its resistance.

LEGENDARY ACTIONS

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

Attack. Caddell makes an attack with Betrayal.

Summon (2 actions). Caddell uses *Summon the Slain*.

Withdraw. Caddell uses the Disengage action and moves up to his speed.

BOSS FIGHTS

RHONWEN THE FATESEALER WITCH

TACTICS

Rhonwen is no warrior and no battle mage. Though her abilities are potent, they cannot predict all events. In such instances, Rhonwen attempts to dissuade her would be attackers with words. If her words fail, she will do what she can to flee. She favors Explosive Preparations above other forms of damage as, with proper foresight, she can prepare them well in advance. Unless her Portent rolls are incredibly high she saves them for attacks that would hit her. For multilingual parties, Rhonwen knows the two languages that they are most likely to speak in code. She does not let on to the fact that she understands what they are attempting to hide from her.

TERRAIN

Rhonwen mostly resides within a sequestered study or temple. Those that seek to petition her will almost never succeed in tempting her to leave her accommodations. Large, open areas and walls lined with bookshelves make up the bulk of the terrain. Pews and arcane alters are also common fixtures. Caddell from a distance, he makes full use of terrain for cover during his advance.



BOSS FIGHTS

RHONWEN THE FATESEALER WITCH

CHALLENGE 4 (1,100 XP) -MEDIUM HUMANOID, NEUTRAL GOOD

Armor Class 14 (mage armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Arcana +10, History +10, Nature +10,
Religion +10

Senses truesight 30 ft., passive Perception 15

Languages Common, see Predictive Tongue

ABILITIES

Portent. When Rhonwen finishes a long rest, roll six d20 and record the numbers rolled. She can replace any attack roll, saving throw, or ability check made by her or a creature that she can see with one of these foretelling rolls. Each foretelling roll can only be used only once. When she finishes a long rest, she loses any unused foretelling rolls.

Predictive Tongue. When Rhonwen finishes a long rest, she chooses two languages to gain proficiency in. She can change what bonus languages she is proficient with at the end of a long rest.

Ritual Caster. Rhonwen can perform any spell with the ritual tag, provided the spell's is 5th level or less.

ACTIONS

Multiattack. Rhonwen makes two smoldering censer attacks.

Billowing Smoke. Rhonwen casts fog cloud as a 2nd level spell. The cloud does not impede Rhonwen's vision.

Smoldering Censer. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage and the target must make a DC 15 Charisma saving throw. On a failed save, the creature cannot attack Rhonwen until the end of their next turn. Creatures that are immune to the poisoned condition automatically pass their saving throw.

REACTIONS

Explosive Preparations. Rhonwen saw into the future and placed a trap accordingly. When a creature within 60 feet of Rhonwen moves, they pass by an explosive rune she placed in advance. The target must make a DC 15 Constitution saving throw, taking 11 (3d6) force damage on a failed save or half as much on a successful one.

LEGENDARY ACTIONS

Rhonwen can take 2 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. Rhonwen regains spent legendary actions at the start of its turn.

Attack. Rhonwen makes a smoldering censer attack.

React (2 actions). Rhonwen gains an additional Reaction this turn.

Withdraw. Rhonwen uses the Disengage action and moves up to her speed.

BOSS FIGHTS

ATKOND THE SUNDERED DUKE



TACTICS

Atkond feels no fear. He is aware of danger but will do anything in the name of Maeve the Winter Queen. Few who have opposed Atkond have lived to tell the tale, and even those who have were spared. Atkond advances at all times, never stopping, never looking back. A chill wind blows when he is enraged, sweeping victims off their feet. He prioritizes prone targets but if none present themselves will settle for anyone. Atkond's preferred opponent is a stalwart warrior with skill at arms. If such an opponent agrees to duel Atkond's one on one, Atkond does not use his Legendary Actions unless his opponent's allies break etiquette. In such instances, Atkond immediately unleashes a rime storm and sets to work crushing his opponents.

BOSS FIGHTS

ATKOND PRIME

CHALLENGE 11 (7,200 XP) - LARGE FEY, LAWFUL NEUTRAL

Armor Class 16 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., fly 40ft. (hover)

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

INT 15 (+2) WIS 16 (+3) CHA 13 (+1)

Skills Athletics +8, Intimidation +4, Persuasion +4

Damage Resistances fire, bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sylvan

ABILITIES

Exploit Weakness. Atkond's true crystal axe attacks that hit prone creatures deal 13 (2d12) extra force damage.

Frozen Advance. Atkond ignores difficult terrain related to ice and snow.

Linked Awareness. Anything one Atkond is aware of, all Atkonds are aware of.

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

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

Winter's First Chosen. Creatures within 20 feet of Atkond at the start of his turn take 7 (2d6) cold damage and are knocked prone.

ACTIONS

Multiattack. Atkond makes two crystal axe attacks.

True Crystal Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage and the target must make a DC 16 Strength save or be knocked prone. If the target is already prone it is instead pushed 15 feet backward in a straight line, directly away from Atkond.

Rime Storm (Recharge 6). Atkond erupts in a flurry of snow and ice shards. Creatures in a 30 foot radius sphere centered on Atkond must make a DC 16 Strength saving throw. On a failed save, the target takes 27 (5d10) cold damage and 16 (3d10) piercing damage, or half as much on a successful one. Regardless of if the creature passes or fails, it is knocked prone.

REACTIONS

Violent Rebuke. When Atkond is hit by a weapon attack, he can move up to 30 feet closer to the creature that hit him. If he ends this movement within 5 feet of the triggering creature, he can make a true crystal axe attack against them.

LEGENDARY ACTIONS

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

Attack. Atkond makes a true crystal axe attack.

Onslaught (2 actions). Atkond gains an additional Reaction this turn.

Withdraw. Atkond uses the Disengage action and moves up to his speed.

BOSS FIGHTS

ATKOND SQUADRON

CHALLENGE 12 (8,400 XP)

GARGANTUAN SWARM OF MEDIUM FEY, LAWFUL NEUTRAL

Armor Class 16 (natural armor)

Hit Points 148 (11d20 + 33)

Speed 30 ft., fly 40ft. (hover)

STR 18 (+4) **DEX** 14 (+2) **CON** 17 (+3)

INT 15 (+2) **WIS** 16 (+3) **CHA** 13 (+1)

Skills Athletics +9, Intimidation +5, Persuasion +5

Damage Resistances fire, bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan

ABILITIES

Frozen Advance. The squadron ignores difficult terrain related to ice and snow.

Linked Awareness. Anything one Atkond is aware of, all Atkonds are aware of.

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

Winter's Chosen. Creatures that hit the squadron with a melee attack reduce their speed by 10 feet until the end of the squadron's next turn.

ACTIONS

Multiattack. The squadron makes two crystal axe attacks.

Crystal Axe. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target. Hit: 31 (4d12 + 5) slashing damage, or 18 (2d12 + 5) slashing damage if the squadron has half its hit points or fewer.

TACTICS

In dire times, Atkond gathers together large numbers of his Instances into a squadron.

These massive swarms of fey creatures have overwhelmed fortified castles, fortresses, and mountain keeps. Due to the alien nature of Atkond's fractured existence, squadrons work together with effortless unity and are more than enough to route even the hardest and best prepared mortal armies. They fly above their foes before descending like a crashing wave and quickly retreating to the sky.

BOSS FIGHTS

INSTANCE OF ATKOND

CHALLENGE 5 (8,400 XP) - MEDIUM FEY, LAWFUL NEUTRAL

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 40ft. (hover)

STR 18 (+4) **DEX** 14 (+2) **CON** 17 (+3)

INT 15 (+2) **WIS** 16 (+3) **CHA** 13 (+1)

Skills Athletics +8, Intimidation +4, Persuasion +4

Damage Resistances fire, bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sylvan

ABILITIES

Frozen Advance. The instance ignores difficult terrain related to ice and snow.

Linked Awareness. Anything one Atkond is aware of, all Atkonds are aware of.

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

Winter's Chosen. Creatures that hit the instance with a melee attack reduce their speed by 10 feet until the end of the instance's next turn.

ACTIONS

Multiattack. The instance makes two crystal axe attacks.

Crystal Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

REACTIONS

Parry. The instance adds 2 to its AC against one melee attack that would hit it. To do so, the instance must see the attacker and be wielding a melee weapon.

TACTICS

A single Instance of Atkond is a dangerous threat, despite being only a fragment of the true Atkond. Commonly traveling in duos or trios, an Instance of Atkond works with its allies to overwhelm opponents one by one, to the complete exclusion of their victim's allies in all but the most dangerous of circumstances. They fight without fear but are not outwardly aggressive to travelers.



BOSS FIGHTS

TYLWYTH THE CRYSTAL SAGE

TACTICS

Tylwyth is a coward at heart. Despite his considerable skill with illusion and conjuration magic, he would much rather avoid conflict when at all possible.

His ability to use crystal blade at a great distance is invaluable when conflict becomes unavoidable. For foes that pass his allies but do not quite reach him, Tylwyth saves spells such as phantasmal killer and conjure volley. If his displacement is ever broken, he uses his next action to cast an illusion spell to reactivate the ability. If Tylwyth feels suitably threatened, he casts major illusion or greater invisibility and promptly flees the battlefield.

TERRAIN

Fighting Tylwyth is a rare occurrence. He is a coward who would much rather flee. Those that ambush him in his study will find crystal growths, shattered ground that counts as difficult terrain, and large floating orbs and books that reduce visibility.



BOSS FIGHTS

TYLWYTH THE CRYSTAL SAGE

CHALLENGE 8 (3,900 XP) - LARGE FEY, CHAOTIC NEUTRAL

Armor Class 14 (natural armor)

Hit Points 97 (15d10 + 15)

Speed 25 ft.

STR 12 (+1) **DEX** 15 (+2) **CON** 13 (+1)

INT 20 (+5) **WIS** 16 (+3) **CHA** 19 (+4)

Skills Arcana +9, Deception +8, History +9, Nature +11, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Sylvan

ABILITIES

Crystal Link. When Tylwyth makes a crystal blade attack, he can make the attack as if he was in the space of any allied creature within 150 feet.

Cunning Blow. Tylwyth can use Intelligence instead of Strength on attack and damage rolls.

Displacement (Recharges after Tylwyth Casts an Illusion Spell of 1st Level or Higher). As a bonus action, Tylwyth projects an illusion that makes him appear to be standing in a place a few inches from his actual location, causing any creature to have disadvantage on attack rolls against him. The effect ends if Tylwyth takes damage, he is incapacitated, or his speed becomes 0.

Spellcasting. Tylwyth is a 10th level spellcaster. His spellcasting ability is Intelligence (spell save DC #, +# to hit with spell attacks). Tylwyth has the following wizard spells prepared.

Cantrips (at will): *poison spray, blade ward, mending*

1st level (4 slots): *bless, color spray*, shield, silent image**

2nd level (3 slots): *blur*, invisibility*, phantasmal force**

3rd level (3 slots): *hypnotic pattern*, lightning arrow, major illusion**

4th level (3 slots): *greater invisibility*, phantasmal killer**

5th level (2 slots): *conjure volley, phantasmal killer**

**Illusion spell of 1st level or higher*

ACTIONS

Multiattack. Tylwyth makes two crystal blade attacks.

Crystal Blade. *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) force damage.

LEGENDARY ACTIONS

Tylwyth can take 2 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. Tylwyth regains spent legendary actions at the start of its turn.

Attack. Tylwyth makes a crystal blade attack.

Quick Cast. Tylwyth uses a cantrip.

Withdraw. Tylwyth uses the Disengage action and moves up to his speed.

ENCOUNTERS BY LOCATION

CASTLE EMBER

VITREOUS WOOD

ABBEY MAROWLYTH

ROYAL MAUSOLEUM

FORLORN COVE

FATE MARSHES



Castle Ember

BARTUN THE BOLD

EDRIC

GORWEDD
THE GUARDIAN

HUNTMASTER ROLAND

MAD CLAYDEN

THE BLIND BEGGAR

THE TIRITHAL KNIGHTS

CARL HEMINGS
THE DOCKMASTER

GETHWINE

HERALD HARWIN

SAW YER THE HOUND

MATRIARCH
OF THE DEPARTED

THE PONTIFEX

WATCHER WULFRUM

BARTUN THE BOLD

Challenge 5 (1800 XP)

Medium humanoid, neutral evil

Armor Class 16 (unarmored defense)

Hit Points 102 (12d8 + 48)

Speed 35 ft.

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

INT 8 (-1) WIS 8 (-1) CHA 12 (+1)

Damage Resistances bludgeoning, piercing and slashing

Condition Immunities charmed, frightened

Senses passive Perception 9

Languages Common

ABILITIES

Mobile Commander. Moving through an allied creature's space does not count as difficult terrain for Bartun. Additionally, he can end his turn in the same space as an ally, provided that ally is size Large or greater

Monstrous Leadership. Allied creatures within 60ft. of Bartun that can hear him can add a d6 to their attack and damage rolls. This effect ends if Bartun is incapacitated.

Reckless. At the start of his turn, Bartun can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Bartun the Bold makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

TACTICS

Bartun's madness and ability to move through his larger allies enables him to enact some particularly brutal maneuvers. Ideally, Bartun fights alongside several size Large monsters, such as Ogres or refluffed into massive humans or some other threat, that enables him to strike at foes before quickly hiding in the same area that the ally occupies.

He favors tight corridors that make circling behind these massive allies nearly impossible so that his Reckless feature can be used for the maximum result with the minimum risk.



CAPTAIN GRAHAM

Challenge 5 (1,800XP)

Medium humanoid, neutral

Armor Class 16 (unarmored defense)

Hit Points 97 (15d8 + 30)

Speed 50 ft.

STR 15 (+2) DEX 16 (+3) CON 15 (+2)

INT 12 (+1) WIS 17 (+3) CHA 12 (+1)

Skills Acrobatics +6, Athletics +5, History +4, Insight +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Common

ABILITIES

Great Leap. Graham can spend his bonus action to leap 30 ft. Opportunity attacks made during this leap have disadvantage. If he jumps in this way, his base speed is reduced to 10 ft. until the end of his current turn.

Holy Strikes. Graham's unarmed and weapon attacks count as magical for the purposes of overcoming damage resistance.

Self-Flagellation. Graham can deal 10 damage to himself to give all of his attacks this round advantage.

Unarmored Defense. While Graham is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multiattack. Roland makes three short sword attacks. Graham can forgo one of these attacks to instead increase his Armor Class by 2.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage. If the target is a creature, Graham can choose one of the following additional effects:

- The target must succeed on a DC 14 Strength saving throw or drop one item it is holding (Graham's choice).
- The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- The target must make a DC 14 Constitution saving throw or have disadvantage on its next attack roll.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, Graham deflects the missile. The damage he takes from the attack is reduced by 13 (1d10+8).

TACTICS

Captain Graham ran from the Garrison of the Dead. Even in his new holdings fear wracked his mind. In combat, he is a highly mobile threat that weaves in and out of melee. He debilitates foes with his martial arts and sets up vulnerabilities for his allies to exploit. When threatened he self-flagellates and enters a religious fervor.

CARL HEMINGS, THE DOCKMASTER

Challenge 2 (450 XP)

Medium undead, chaotic evil

Armor Class 9

Hit Points 65 (10d8 + 20)

Speed 0 ft.

STR 8 (-1) **DEX** 8 (-1) **CON** 14 (+2)

INT 15 (+2) **WIS** 16 (+3) **CHA** 14 (+2)

Skills Intimidation +4, Perception +5

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses passive Perception 15

Languages Common

ABILITIES

O, Captain. Allied creatures within 100ft. of the Dockmaster that can hear him have advantage on all attack rolls and saving throws. Additionally, they have an unlimited amount of reactions each round. They can still use only one reaction each turn. The Dockmaster still only has one reaction each round. This effect ends if the Dockmaster is incapacitated.

Resurrection. If the Dockmaster is reduced to 0 hit points or fewer, he “dies.” At dawn on the following day, he returns to life. This resurrection can be prevented by removing the “dead” Dockmaster from the mast and giving him a proper burial.

Unwilling Ulysses Pact. The Dockmaster is tied to the mast of his ship. He automatically fails any Strength and Dexterity saving throws and ignores all forced movement effects.

ACTIONS

Kill Command. The Dockmaster orders an allied creature within 60ft. that can hear him to make a weapon attack.

REACTIONS

Protect Me. When the Dockmaster would be hit by an attack that does not target any other creatures, he can bark a command at an allied creature within 30ft. that can hear him. That creature moves up to its speed, ending its movement adjacent to the Dockmaster. That creature is the new target of the triggering attack.

TACTICS

Carl Hemmings, more commonly known as the Dockmaster, is an irregular entity in that he is completely unable to move, attack, or defend himself. Because of this immobility, the Dockmaster does not have any true ability to engage in combat. Instead, he uses Kill Command to order allies to pepper enemies, usually with ranged attacks from allies that are also within range for Protect Me.

EDRIC

Challenge 1 (200 XP)

Medium humanoid, lawful neutral

Armor Class 15 (breastplate)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 13 (+1)

INT 12 (+1) **WIS** 10 (+0) **CHA** 14 (+2)

Skills History +3

Senses passive Perception 10

Languages Common

ABILITIES

Discretion. Edric can use the Disengage action as a bonus action.

Valor. As a bonus action, Edric can move up to his speed toward a hostile creature that he can see.

ACTIONS

Multiattack. Edric makes two shortsword attacks.
Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing damage.

REACTIONS

Parry. Edric adds 2 to its AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

TACTICS

Edric is not a hostile individual. He much prefers to talk through problems than to resort to violence. If forced into a battle, Edric shows little fear and does his best to emulate the knights he aspires to be like. If he feels confident, he uses Valor to advance on foes but, if overwhelmed, uses Discretion, which is the better part of valor. He is studied enough in the art of war that he knows to prioritize vulnerable spellcasters in battle.

GETHWINE**Challenge 4 (1100 XP)****Medium undead, chaotic evil****Armor Class** 12**Hit Points** 60 (8d8 + 24)**Speed** 0 ft., fly 40 ft.**STR** 10 (+0) **DEX** 14 (+2) **CON** 16 (+3)**INT** 12 (+1) **WIS** 8 (-1) **CHA** 16 (+3)**Skills** History +3, Intimidation +5**Damage Resistances** acid, cold, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons**Damage Immunities** fire, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** passive Perception 10**Languages** Common**ABILITIES****Cooking Aura.** While Gethwine has less than 30 hit points, he emanates a high heat. A living creature that ends its turn within 15 feet of Gethwine takes 7 (2d6) fire damage.**Hearth Light.** Gethwine sheds bright light in a 5-to-30 foot radius and dim light for an additional number of feet equal to the chosen radius. Gethwine can alter the radius as a bonus action.**Incorporeal Movement.** Gethwine can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.**Spiritual Force.** Gethwine uses Charisma in place of Strength for attack rolls, damage rolls, and saving throws.**ACTIONS****Multiattack.** Gethwine makes two attacks: one with his spectral cleaver and one with his fire ray.**Spectral Cleaver.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage and 5 (1d10) necrotic damage.**Flambé Ray.** *Ranged Spell Attack:* +5 to hit, range 100 ft., one target. *Hit:* 10 (3d6) fire damage.**Oven Roasting (Recharge 5-6).** Gethwine exhales oppressive, burning heat in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.**TACTICS**

Death and the curse altered Gethwine. Before, he was a jovial cook who enjoyed nothing more than preparing meals and feasts. Now, Gethwine's instability and fear of the larders running out has caused a descent into madness. In battle, Gethwine is an overbearing force that attacks any living creature on sight. He weaves through walls to chop with his cleaver and fire Flambé Ray from safety. If at least two targets are grouped together, he unleashes his roasting breath. When reduced to 30 hit points or fewer, Gethwine becomes enraged and barrels forward at enemies, ensuring they are all within range of his Cooking Aura.

GORWEDD THE GUARDIAN**Challenge 10 (5900 XP)****Large aberrant, lawful neutral****Armor Class** 20 (full plate armor), 16 (*Unstable Form*)**Hit Points** 175 (14d10 + 98)**Speed** 25 ft.**STR** 21 (+5) **DEX** 14 (+2) **CON** 24 (+7)**INT** 10 (+0) **WIS** 8 (-1) **CHA** 6 (-2)**Skills** Perception +4**Damage Resistances** bludgeoning, piercing and slashing from nonmagical weapons**Condition Immunities** charmed, exhaustion, frightened, prone**Senses** passive Perception 14**Languages** Common**ABILITIES****Advance Unrelenting (Either Form).** Gorwedd ignores difficult terrain.**Grasping Hands (Unstable Form Only).** The many hands erupting from Gorwedd lash out at nearby creatures. A creature that comes within 5 feet of Gorwedd must make a DC 17 Strength saving throw or be restrained. A restrained creature can use its action to attempt to break free on its turn. Gorwedd can only restrain two creatures at a time.**Immovable (Either Form).** Any time Gorwedd would be moved against his will, he can choose to reduce the distance he is moved by up to 20 feet.**Unstable Form.** When Gorwedd is reduced to 100 hit points or fewer his form destabilizes. His fleshy, combined form erupts from his armor and he changes into his Unstable Form. All creatures within 30 feet of him are pushed 15 feet backward from his sudden transformation.

ACTIONS

Multiattack (Either Form). Gorwedd makes three attacks.

Ball and Chain (Stable Form Only). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage and the target must make a DC 17 Strength saving throw or be knocked prone.

Debris Throw (Unstable Form Only). *Ranged Weapon Attack:* +9 to hit, range 25 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Golden Spear (Unstable Form Only). *Melee Weapon Attack:* +9 to hit, range 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage and 9 (2d8) psychic damage.

TACTICS

Gorwedd's two distinct forms grant the Guardian two radically different styles of combat. In his stable form, he is a powerful but direct combatant who seeks to overpower opponents through sheer force of arms. He keeps his distance to maximize the effectiveness of his ball and chain's reach. After becoming unstable, Gorwedd and the soldiers bound by Brennin's curse erupt from the confines of his full plate armor. In this form, Gorwedd is much more aggressive and keeps close to enemies to better make use of Golden Spear and Grasping Hands. If he cannot reach a target or a ranged threat becomes particularly annoying he will use Debris Throw to punish them.



HERALD HARWIN

Challenge 2 (450 XP)

Medium undead, lawful evil

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 0 ft., fly 30ft.

STR 10 (+0)	DEX 14 (+2)	CON 12 (+1)
INT 15 (+2)	WIS 14 (+2)	CHA 11 (+0)

Skills Perception +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

ABILITIES

Broken Psyche. When Harwin takes psychic damage, he is immediately forced out of anything he is possessing. The next attack against him has advantage.

Incorporeal Movement. Harwin can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

ACTIONS

Draining Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) necrotic damage.

Possess Possessions (Recharge 5-6). Harwin inhabits a piece of furniture, suit of armor, or some other property in the castle. This functions identically to the animate objects spell except that the object's hit points are equal to Harwin's current hit points and it can only animate four objects, rather than ten. He can attack with all possessed possessions as a single Attack action.

TACTICS

Harwin's existence is a cursed one. After his suicide the Curse of Summer lashed his soul to the grounds he once lived to serve. The consummate groundskeeper and castellan, Harwin still serves. He prefers to observe intruders from a distance and rushes to report his findings to Brennin. Unfortunately, Harwin is blind to the fact that he is simply speaking to the listless husk of his former liege. If forced into combat Harwin immediately possesses as many objects as the situation calls for. He favors outnumbering isolated foes but will opt for large and durable objects when faced with groups.

HUNTMASTER ROLAND

Challenge 7 (2,900 XP)

Medium humanoid, lawful evil

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR 13 (+1) **DEX** 18 (+4) **CON** 14 (+2)

INT 15 (+2) **WIS** 20 (+5) **CHA** 12 (+1)

Skills Perception +8, Stealth +7

Damage Immunities poison

Senses passive Perception 18

Languages Common

ABILITIES

Close Quarters Shooter. Roland does not have disadvantage when on ranged weapon attacks made while a hostile creature is adjacent to him.

Keen Hearing and Sight. Roland has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sharpshooter (3/Day). As a bonus action, Roland can add 6 (1d12) to his next attack or damage roll with a ranged weapon. If the target is grappled or restrained, Roland can instead add 13 (2d12) damage.

Sneaky. Roland can use the Hide action as a bonus action.

ACTIONS

Multiattack. Roland makes three recurve bow attacks.

Recurve Bow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 13 (1d12+4) piercing damage.

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

REACTIONS

Side Step. When an attack would hit Roland, he can side step to lessen the damage. The triggering attack has its damage reduce by 10 (d12+4).

TACTICS

Roland is an apex predator. Few creatures, if any, can challenge him dominion in the Kingswood. He watches, waits, and listens. No one knows how he selects his quarry but pity anything that becomes prey. His arrows rain down quickly and with a unified direction. When faced with a group, Roland focuses on threats with high mobility or ranged capabilities first. He prefers hit and run tactics but will fight fair when forced to do so. If he cannot escape he commands Saw Yer the Hound to leap from his hiding place and savage heavily armored targets.

SAW YER THE HOUND

Challenge 3 (700 XP)

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 40 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2)

INT 7 (-2) **WIS** 12 (+1) **CHA** 8 (-1)

Skills Perception +3, Stealth +4

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 13

Languages Common

ABILITIES

Keen Hearing and Sight. Saw Yer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pounce. If Saw Yer moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, Saw Yer can make a claw attack against it as a bonus action.

Sneaky. Saw Yer can use the Hide action as a bonus action.

Spiky Hide. Creatures that make melee attacks against Saw Yer while within 5 feet of him take 3 (1d6) piercing damage.

ACTIONS

Multiattack. Saw Yer makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage and the target is grappled (escape DC 13).

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

Demonic Bark. Saw Yer's eyes flare with red energy and he issues a horrifying bark in a 15 foot cone. Creatures in the cone must make a DC 13 Wisdom saving throw or be frightened for one minute. Creatures that fail can attempt a new saving throw at the end of each of their turns.

TACTICS

Saw Yer is a bastardized hunting hound that is unflinchingly loyal to Huntmaster Roland. When facing beasts, Saw Yer is a quick and deadly force that moves for the throat. However, when facing humanoid foes, Saw Yer is often commanded to harry heavily armored or slow foes to prevent them from reinforcing their allies who Roland is targeting. Saw Yer makes sure to position himself between his target and their allies before using Demonic Bark so as to force the target to flee in the opposite direction of their allies.

MAD CLAYDEN

Challenge 6 (2,300 XP)

Medium aberration, chaotic evil

Armor Class 16 (otherworldly beauty)

Hit Points 105 (14d8 + 42)

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

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3)

INT 10 (+0) **WIS** 8 (-1) **CHA** 18 (+4)

Skills Intimidation +8

Damage Resistances bludgeoning, piercing, and slashing, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 9

Languages Common, telepathy 60 ft.

ABILITIES

Amphibious. Clayden can breathe air and water.

Many Footed. Clayden can take the Dash or Disengage action as a bonus action on each of his turns.

Many Limbed. Clayden can grapple two creatures at the same time. While grappling two creatures Clayden loses his climb speed.

Otherworldly Beauty. Clayden's body does not reflect surface beauty, but rather the beauty of the depths. He adds his Charisma modifier to his Armor Class.

ACTIONS

Multiattack. Mad Clayden makes one cutlass and two tentacle attacks.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage and 11 (2d10) psychic damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage and the target is grappled (escape DC 15).

REACTIONS

Glance the Depths. When Clayden is hit by an attack, he can show the creature that attacked him a vision of the ocean's "beauty." The target must make a DC 16 Charisma saving throw. On a failed save, the target must choose between taking 15 (3d10) psychic damage or becoming paralyzed until the beginning of their next turn.

TACTICS

Mad Clayden was once a well respected captain of Ember's expeditionary force but after an encounter with something far from the kingdom's shores he began to change. After an honorable discharge, Clayden assembled a crew and returned to the seas on his own vessel which now prowls the Ship Graveyard and the waters around Ember. Battles with Clayden will almost always occur on his ship, the Hateful Pillager, or in the

ocean itself. Clayden uses his enhanced mobility and form to run, climb, and swim circles around his foes while lashing out with his tentacles. He receives aid from his maddened crew and sometimes the creatures of the depths. He prefers to move in three dimensions and attacks from above or below foes whenever possible.

MATRIARCH OF THE DEPARTED

Challenge 15 (13,000 XP)

Medium undead, chaotic evil

Armor Class 12

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR 12 (+1) **DEX** 15 (+2) **CON** 17 (+3)

INT 14 (+2) **WIS** 20 (+5) **CHA** 17 (+3)

Saving Throws Con +8, Wis +10, Cha +8

Skills Arcana +10, Nature +13, Perception +9, Religion +8

Damage Resistances bludgeoning, piercing, and slashing, cold, lightning

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common

ABILITIES

Call Skeleton (Recharge 5-6). As a bonus action, the Matriarch can create or summon 4 (1d6+1) skeletons within 30 ft. of herself.

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

Rejuvenation. If her phylactery is not destroyed, Matriarch gains a new body in 1d10 days if she is destroyed. This new body appears within 5 feet of the phylactery, which is located in the Garrison of the Dead.

Spellcasting. The Matriarch is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft, mage hand, thaumaturgy, toll the dead*

1st level (4 slots): *cure wounds, fog cloud, inflict wounds, jump*

2nd level (3 slots): *enhance ability, lesser restoration, locate object*

3rd level (3 slots): *counterspell, glyph of warding, tongues*

4th level (3 slots): *banishment, freedom of movement, greater invisibility*

5th level (2 slots): *antilife shell, contagion*

6th level (1 slot): *blade barrier*

7th level (1 slot): *reverse gravity*

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

ACTIONS

Rotting Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10+5) necrotic damage. If the target is reduced to 0 hit points or fewer, they immediately die, return to full hit points, their type becomes undead, and they enter the service of the Matriarch.

LEGENDARY ACTIONS

The Matriarch 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 Matriarch regains spent legendary actions at the start of her turn.

- **Cantrip.** The Matriarch casts a cantrip.
- **Rotting Touch (2 Actions).** The Matriarch uses her Rotting Touch.
- **Shadow Walk.** If the Matriarch is in dim light or darkness she can teleport 45 feet. She must end this movement inside dim light or darkness.

TACTICS

Eadwine, the Matriarch of the Departed's true name, is the progenitor of the undead affliction that plagues Ember's garrison. She now calls the Garrison of the Dead her home and is easily amongst one of the most dangerous creatures in the realm. In combat she is always accompanied by large numbers of undead creatures whose numbers she further bolsters with her Call Skeleton feature which animates corpses or conjures forth shadowy skeletal figures if no corpses are present. Her spells grant her a great degree of flexibility but her preferred tactic is to simply cloak herself in an antilife shell and let her minions rip apart foes. Particularly powerful enemies might be given the gift of undeath through her Rotting Touch.

THE BLIND BEGGAR

Challenge 1 (450 XP)

Medium undead, lawful good

Armor Class 11

Hit Points 27 (6d8)

Speed 30 ft.

STR 8 (-1) DEX 12 (+1) CON 11 (+0)

INT 13 (+1) WIS 15 (+2) CHA 17 (+3)

Skills History +6, Perception +4, Survival +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages understands all languages

ABILITIES

City Secrets. The Blind Beggar knows the secrets of Ember's Lower City. While not in combat, she (and those she chooses to lead), can travel between any two locations in the city twice as fast as her speed would normally allow.

Incorporeal Movement. The Blind Beggar can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Lost and Found. The Blind Beggar knows many things. She can make a DC 15 Intelligence (History) check to recall information about the Lower City. On a success, she recalls such information with perfect clarity and is willing to guide kind and just creatures to what they are searching for. On a failed check, she does not have information about the thing in question but knows where such information can be found.

ACTIONS

Misleading Touch. The Blind Beggar touches a creature within 5 ft. of her. The target must make a DC 13 Intelligence saving throw or be forcefully teleported to an unoccupied space chosen by the Beggar within 1000 ft. The creature must end this teleport on solid ground but they can be teleported into dangerous areas.

TACTICS

The Blind Beggar is a gentle entity. Neither ghost nor living, she has no interest in explaining herself or her existence. She does not engage in combat but will defend herself as necessary by teleporting threats away. She never forgets a place or a face and is willing to guide kind souls to things they are searching for within the Lower City.

THE PONTIFEX

Challenge 9 (5,000 XP)

Huge monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., climb 30 ft.

STR 19 (+4) **DEX** 8 (-1) **CON** 21 (+5)

INT 6 (-2) **WIS** 17 (+3) **CHA** 7 (-2)

Saving Throws Str +7, Con +8, Wis +6

Skills Perception +7, Persuasion +5, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses tremorsense 60 ft., passive Perception 17

Languages Common

ABILITIES

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

Spellcasting. The Pontifex is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +10 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *guidance, light, thaumaturgy*

1st level (4 slots): *cure wounds, inflict wounds, searing smite, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, spiritual weapon*

3rd level (2 slots): *blinding smite*

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

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft. cone, creatures in the cone. *Hit:* 17 (2d12+4) bludgeoning damage and the target must make a DC 16 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

The Pontifex 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 Pontifex regains spent legendary actions at the start of his turn.

- **Scuttle.** The Pontifex moves 30 ft. This movement does not provoke opportunity attacks.
- **Strike.** The Pontifex makes a Slam attack against a single target.

TACTICS

The Pontifex lures prey in with his voice, which is still gentle and inviting. He strikes from the temple's

darkness and rushes large groups of prey all at once. He augments his body with divine magic, summons spiritual reinforcements, and drops from the ceiling onto landlocked prey. The Pontifex has lost much of his self-control and reveals in the feast that follows a battle.

THE TIRITHAL KNIGHTS

Challenge 5 (1800 XP)

Medium humanoid, lawful evil

Armor Class 20 (full plate, shield), 18 (without shield)

Hit Points 52 (7d8 + 21)

Speed 25 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 16 (+3)

INT 10 (+0) **WIS** 14 (+2) **CHA** 12 (+1)

Damage Resistances cold, fire, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common

ABILITIES

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

Shield Wall. Allied creatures within 5 ft. of the knight while it is equipped with a shield increase their Armor Class by 1. A creature can benefit from multiple shield walls but the bonus to Armor Class cannot exceed +3.

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

ACTIONS

Multiattack. The knight makes two attacks.

Greatspear. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12+4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one or two targets. *Hit:* 14 (3d6+4) slashing damage and the target is pushed back 5 ft. The knight cannot make this attack while holding a shield.

TACTICS

The royal knights of Brennin, the Tirithal Knights were a unit renowned for their cooperation and strength of arms. They are weapon masters that are never without at least one ally within arm's reach. They cover one another with their Shield Wall feature and overwhelm opponents with their massive weaponry. They fight to the death while in the presence of those they serve but are intelligent enough to flee battle if there is no tactical necessity.

WATCHER WULFRUM**Challenge 4 (1,100 XP)****Medium humanoid, neutral****Armor Class** 16 (breastplate)**Hit Points** 102 (12d8 + 48)**Speed** 30 ft.**STR** 17 (+3)**DEX** 16 (+3)**CON** 14 (+2)**INT** 12 (+1)**WIS** 10 (+0)**CHA** 10 (+0)**Skills** History +3, Perception +2**Damage Resistances** necrotic**Condition Immunities** blinded**Senses** passive Perception 12**Languages** Common**ABILITIES**

Frantic Movement (1/Long Rest). At the end of another creature's turn, Wulfrum can take a complete turn.

Unblinking. Wulfrum has advantage on Wisdom (Perception) checks that rely on sight.

Undead Killer. Wulfrum has advantage on weapon attacks against undead creatures and those attacks deals 13 (2d12) bonus damage against them.

ACTIONS

Multiattack. Watcher Wulfrum makes three attacks.

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

Repeater Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3).

TACTICS

Wulfrum has long yearned for escape from his magical safe haven. This desire mingled with the curse of the Eternal Summer and manifests as sporadic bursts of violent speed and energy. During his self-imposed captivity he has studied the undead that inhabit the Garrison and has developed exceptional countermeasures against them. He does not attack living creatures unless given a reason to do so.

THE VITREOUS WOOD

CHAMPION
OF THE ROYAL GROVE

TERRAC
THE DREAM VENDOR

KEEPER OF CUPS

THE GOBLIN KNIGHT

MUGINN, THE LORD OF
RAVENS & THIEVES

EUROCLYDON
THE MIST DRAGON



CHAMPION OF THE ROYAL GROVE

Challenge 14 (11,500 XP)

Gargantuan construct, lawful neutral

Armor Class 18 (plate armor)

Hit Points 201 (13d20 + 65)

Speed 15 ft.

STR 26 (+8)

DEX 6 (-2)

CON 21 (+5)

INT 20 (+5)

WIS 18 (+4)

CHA 14 (+2)

Saving Throws Str +13, Con +10, Int +10, Wis +9

Skills History +10, Perception +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses truesight 120 ft., passive Perception 17

Languages Common

ABILITIES

Anchorite. The Champion cannot be sent to another plane, such as with the banishment spell.

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

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

Radiant Burst. Any time the Champion takes radiant damage, its body flares with brilliant light. All creatures that can see the Champion must make a DC 16 Constitution saving throw or be blinded until the end of their next turn.

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



ACTIONS

Multiattack. The Champion makes two Slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 21 (2d12+8) bludgeoning damage. Sweep (Recharge 5–6). The Champion selects two spaces within 10 ft. of it, one as a starting space and one as an ending space, that are no further than 20 ft. apart and sweeps its massive limbs through the area. Creatures in or adjacent to the area must make a DC 18 Strength saving throw or take 24 (3d10+8) bludgeoning damage, or half as much on a successful one. The creature is then pushed to the nearest unoccupied space adjacent to the ending space.

LEGENDARY ACTIONS

The Champion of the Royal Grove 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 Champion regains spent legendary actions at the start of its turn.

- **Slam (2 Actions).** The Champion uses the Slam action.
- **Stride.** The Champion moves 30 ft.
- **Withdraw (3 Actions).** The Champion closes its crystalline body off with its massive metal plates until the beginning of its next turn. Whenever it takes damage, it reduces the damage taken by 18 (2d12+5).

TACTICS

The Arborescent Champion is a gentle entity that will not attack unless first aggressed. In battle it is a straightforward foe that simply overwhelms lesser creatures with brute force. It alternates between aggressive and defensive with its Legendary Actions and Sweeps as many targets at a time as possible. It gives no mercy when provoked, despite the inevitable pleas of future victims.

EUROCLYDON THE MIST DRAGON

Challenge 12 (8,400 XP)

Huge dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft., fly 60 ft.

STR 22 (+6) **DEX** 16 (+3) **CON** 21 (+5)

INT 15 (+2) **WIS** 12 (+1) **CHA** 18 (+4)

Saving Throws Str +10, Dex +7 Con +9, Wis +5, Cha +8

Skills Insight +5, Perception +5, Persuasion +8, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic

ABILITIES

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

Misty. Euroclydon has advantage on Dexterity (Stealth) rolls made while in light or heavy obscurement.

ACTIONS

Multiattack. Euroclydon makes three attacks: one with her bite, one with her claws, and one with her tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4+6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (2d12+6) bludgeoning damage.

Fog Breath (Recharge 5-6). Euroclydon exhales a cloud of hazy mist in a 60-foot cone. Each creature in that area must make a DC 16 Charisma saving throw, taking 42 (12d6) psychic damage, or half as much damage on a successful one.

LEGENDARY ACTIONS

Euroclydon 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. Euroclydon regains spent legendary actions at the start of her turn.

- **Fog Form.** Euroclydon's form slightly breaks apart and turns into mist. The next time that Euroclydon would take damage she halves the damage she would take.
- **Mist Walk.** Euroclydon teleports 30 feet into an unoccupied area.
- **Tail.** Euroclydon makes a Tail attack.

TACTICS

Euroclydon the Mist Dragon is a mysterious creature. Little is known about her intentions and how she has resisted the curse affecting Ember for so long.

What is known is that she moves frequently and isn't particularly interested in killing. She makes requests that can more accurately be described as demands of lesser creatures and reacts with swift and violent retribution. When her prey is on the verge of death she relents and makes her request once again. Those who refuse are slain. She fights much like the rest of dragonkind, with raw physical force. However, her ability to alter the density and form of her body allows her a great degree of maneuverability and defense.

KEEPER OF CUPS

Challenge 3 (700 XP)

Medium humanoid, lawful good

Armor Class 12 (padded)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3)

INT 12 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Insight +3, Intimidation +4, Investigation +3, Persuasion +4

Damage Resistances poison

Condition Immunities exhausted, poisoned

Senses passive Perception 11

Language Common, Goblin, Sylvan

ABILITIES

Bouncer. The Keeper of Cups has advantage on all rolls targeting an intoxicated or exhausted creature.

Powerful Build. The Keeper of Cups counts as one size larger when determining what he can push, drag, or lift.

ACTIONS

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

Torrent of Liquor. The Keeper of Cups tips the massive silver urn on his back, unleashing a wave of colorful and intoxicating liquor in a 30-foot cone. Creatures in the cone must make a DC 15 Constitution saving throw, gaining a level of exhaustion on a failed save. Creatures that are immune to the poisoned condition automatically pass their saving throw.

TACTICS

The Keeper of Cups is not a warrior and he craves no conflict. He simply wants Brennin to propose to Maeve and for his position to remain vital to Ember. He is used to keeping the goblins and sprites working under him in line with words and has turned away many would be aggressors with kind words and the offering, or forcing, of delicious spirits.

MUGINN, THE LORD OF RAVENS AND THIEVES

Challenge 3 (700 XP)

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 10 ft., fly 70 ft.

STR 12 (+1) **DEX** 19 (+4) **CON** 15 (+2)

INT 16 (+3) **WIS** 16 (+3) **CHA** 17 (+3)

Saving Throws Int +5 Wis +5, Cha +8

Skills History +5, Insight +5, Nature +5, Perception +5, Persuasion +7, Sleight of Hand +7, Stealth +9, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 15

Language all

ABILITIES

Critical Pinch. When Muginn makes a critical hit against a creature with his Beak attack, he can steal something from the target. This might be a memory or a physical item and he can return them without using an action. If Muginn is reduced to 0 hit points or fewer, anything he has stolen is instantly returned to its owner.

Crow Sight. Muginn can transfer his senses into any crow within 10 miles of him as a bonus action. While his senses are transferred he can see, hear, smell, and taste anything the crow can. He can end this effect at any time without using an action.

Swift Flight. Opportunity attacks that target Muginn are made with disadvantage.

ACTIONS

Multiattack. Muginn makes two beak attacks. He can substitute one Beak attack for a Pinch action.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Calling Caw (Recharge 5-6). Muginn squawks loudly to call for aid, summoning 2 (1d4) swarms of ravens that arrive no further than 100 ft., but no closer than 50 ft., of him.

Pinch. Muginn makes a Dexterity (Sleight of Hand) check against a target within 5 ft. of him. The target can attempt to defend themselves with a Wisdom (Insight) check to predict the feints. If Muginn succeeds, he may steal an item from the target. Common targets include spell component pouches, arcane foci, and quivers of arrows.

TACTICS

The Lord of Ravens and Thieves is proud but prefers flight to fight. Hated and loved by anyone with any measure of wit, Muginn is constantly on the run but

often makes his presence known. In battle he is always accompanied by large numbers of ravens that follow his commands. He prefers hit-and-fly tactics that leave him out of the reach of his foes. When faced with a spellcaster or archer he will attempt to steal their arrows and spellcasting equipment before promptly dropping the items off of a nearby cliff or hanging them high up in a tree.

TERRAC THE DREAM VENDOR

Challenge 13 (10,000 XP)

Medium undead, chaotic evil

Armor Class 15 (magic robes)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR 13 (+1) **DEX** 16 (+3) **CON** 17 (+3)

INT 20 (+5) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws Int +10, Wis +47

Skills Arcana +15, Nature +10, Perception +7, Persuasion +8, Religion +10

Senses truesight 5 ft., passive Perception 17

Languages Common, Celestial, Infernal, Sylvan

ABILITY

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

Spellcasting. The Matriarch is a 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash, light, minor illusion, prestidigitation*

1st level (4 slots): *chromatic orb, false life, identify, sleep*

2nd level (3 slots): *alter self, ray of enfeeblement, spider climb*

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

4th level (3 slots): *banishment, black tentacles, polymorph*

5th level (2 slots): *animate objects, scrying*

6th level (1 slot): *chain lightning*

7th level (1 slot): *plane shift, teleport*

8th level (1 slot): *maze*

Ring of Invisibility (2/Long Rest). As a bonus action, Terrac can activate the ring to turn invisible for 1 minute. Making hostile actions while invisible does not under this effect.

ACTIONS

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8+1) bludgeoning damage.

TACTICS

Terrac is slow to anger and fast to end a fight. His preferred method of fighting is to simply cast animate objects on ten pieces of Tiny metal shrapnel that he carries in a large pouch at his hip, activate his ring of invisibility, and wait for the objects to shred his opponents. If pushed into a corner or put into a situation where invisibility is not an option, such as against creatures with truesight, he unleashes overwhelming arcane force. If he deduces he cannot win he simply teleports away.

THE GOBLIN KNIGHT

Challenge 3 (700 XP)

Small humanoid, neutral good

Armor Class 19 (splint, shield)

Hit Points 49 (9d6 + 18)

Speed 20 ft.

STR 16 (+3) **DEX** 11 (+0) **CON** 14 (+2)

INT 13 (+1) **WIS** 14 (+2) **CHA** 15 (+2)

Skills Insight +3, Intimidation +4, Perception +4, Persuasion +4, Stealth +2

Senses darkvision 60ft., passive Perception 14

Language Common, Goblin, Sylvan

ABILITIES

Charge. If the Goblin Knight moves at least 10 feet straight toward a target and then hits it with a Tiny Lance attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

Great Weapon Fighter. The Goblin Knight can use weapons with the Heavy property without disadvantage.

Nimble Escape. The Goblin Knight can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Multiattack. The Goblin Knight makes a Shield Bash and Tiny Lance attack.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage, and the target must make a DC 13 Strength saving throw or be knocked prone.

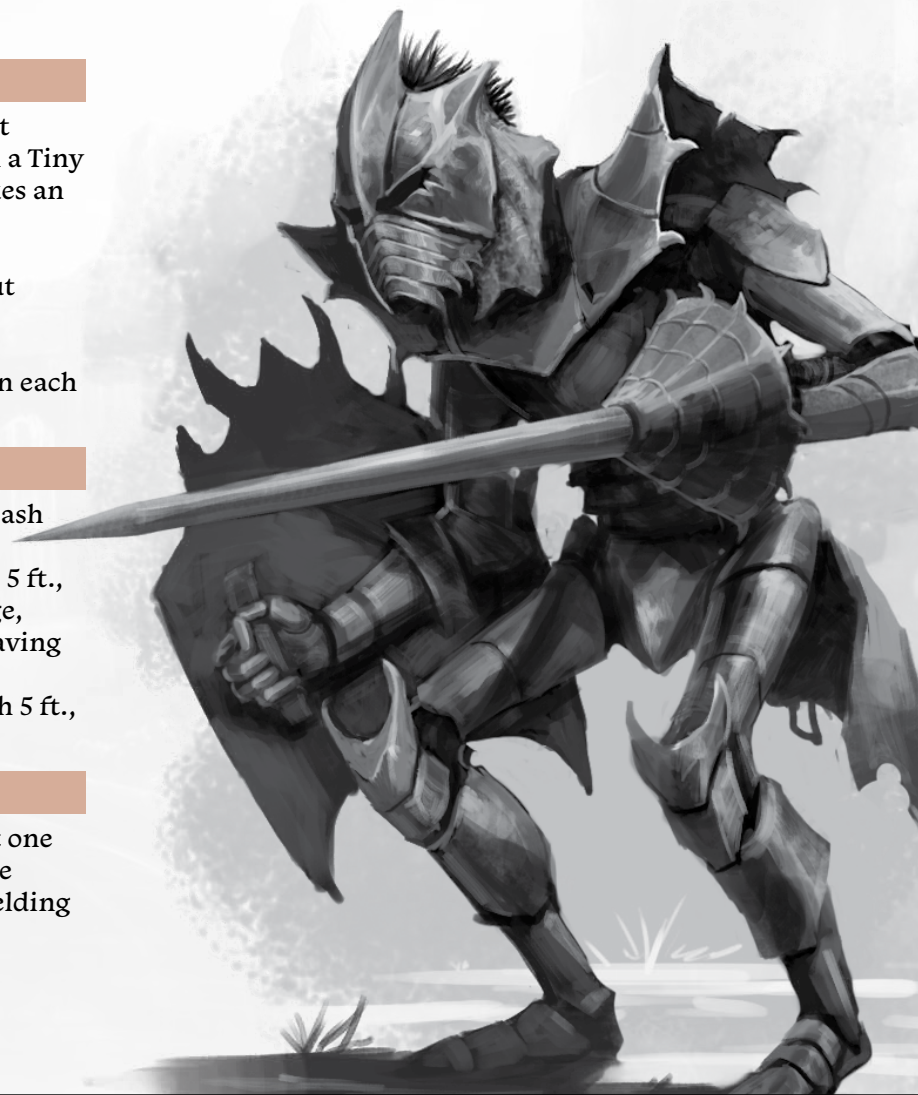
Tiny Lance. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

REACTIONS

Block. The Goblin Knight adds 2 to his AC against one melee attack that would hit him. To do so, the Goblin Knight must see the attack and be wielding a melee weapon or shield.

TACTICS

The Goblin Knight presents himself with an air of austerity but is not above a brutal fight. In battle he uses his armor to protect himself from potential blows while rushing back and forth, lance pointed forward. Though he is a simple fighter, he uses his superior equipment and small stature to his advantage whenever possible.



ABBHEY MAROWLYTH

HELYOR THE WINTER
WOLF

STARGAZER TELANOUN

WAYSIDE GOLEM

KOR THE MANY VOICED

STEWARDS OF THE
LUMINOUS CIRCLE



HELÝÓR THE WINTER WOLF**Challenge 11 (7,200 XP)****Huge monstrosity, neutral good****Armor Class** 16 (natural armor)**Hit Points** 161 (17d12 + 51)**Speed** 40 ft.**STR** 20 (+5) **DEX** 16 (+3) **CON** 17 (+3)**INT** 10 (+0) **WIS** 15 (+2) **CHA** 16 (+3)**Skills** Perception +6, Stealth +7**Damage Resistances** fire**Damage Immunities** cold**Condition Immunities** blinded, charmed, frightened**Senses** truesight 120 ft. (blind beyond this radius),
passive Perception 13**Languages** understands Sylvan**ABILITIES**

Frost Biter. When Helyór attacks a frostbitten target he can choose to have the attack deal an additional 7 (2d6) cold damage or gain 9 (2d8) temporary hit points. He can only activate Frost Biter once per target per turn.

Icewalk. Helyór ignores difficult terrain related to ice and snow.

Keen Hearing and Smell. Helyór has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If Helyór moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, Helyór can make a claw attack against it as a bonus action.

Snow Camouflage. Helyór has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. Helyór makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage and 7 (2d6) cold damage.

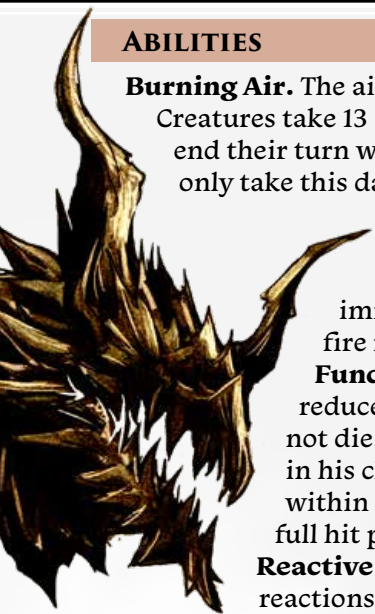
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage and 5 (2d4) cold damage.

Rime Bark (Recharge 5-6). Helyór unleashes a dangerous bark of sonic pressure and frigid cold in a 30-foot cone. Creatures in the cone must make a DC 16 Constitution saving throw, taking 16 (3d10) cold and 16 (3d10) thunder damage and becoming frostbitten for 1 minute on a failed save, or half as much damage without becoming frostbitten on a successful one. Frostbitten creatures reduce their movement speed by 5 feet. Additionally, the area of the cone becomes slick with ice and counts as difficult terrain for the next hour.

TACTICS

Though seriously wounded, Helyór is still a deadly foe. A unique combatant that excels at mobility and creating dangerous terrain. His strength lies in fighting large numbers of individuals. He opens with Rime Bark to coat as many targets with frostbite as possible before savaging his victims. He uses Frost Biter to replenish his temporary hit points before moving to his next target. This cushions his health and makes taking opportunity attacks much less dangerous as he moves to another target to activate Frost Biter again. He uses Rime Bark as often as possible in an attempt to create massive patches of ice that he can corral enemies in.

KOR THE MANY VOICED**Challenge 16 (15,000 XP)****Huge fiend (demon), chaotic evil****Armor Class** 17 (natural armor)**Hit Points** 225 (18d12 + 108)**Speed** 50 ft.**STR** 26 (+8) **DEX** 10 (+0) **CON** 23 (+6)**INT** 14 (+2) **WIS** 16 (+3) **CHA** 18 (+4)**Saving Throws** Str +13, Con +11, Int +7, Wis +8, Cha +9**Skills** Perception +8**Damage Resistances** cold, lightning**Damage Immunities** fire, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons**Condition Immunities** charmed, frightened, poisoned**Senses** truesight 120 ft., passive Perception 18**Languages** Abyssal, Common, Sylvan



ABILITIES

Burning Air. The air around Kor is superheated. Creatures take 13 (2d12) fire damage if they start or end their turn within 15 ft. of Kor, but they can only take this damage once per round.

Fiend Fire. Kor ignores a target's fire resistance.

Additionally, creatures that are immune to fire damage only have fire resistance against his attacks.

Functional Immortality. When Kor is reduced to 0 hit points or fewer, he does not die. If the glowing red heart located in his chest cavity is not destroyed within 5 minutes, he returns to life at full hit points in an explosion of fire.

Reactive Heads. Kor has four extra reactions that can be used only for opportunity attacks.

Wakeful. Magic cannot put Kor to sleep.

While he sleeps, at least one of his heads is awake.

ACTIONS

Multiattack. Kor makes four bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (1d10+8) piercing damage and 5 (1d10) fire damage.

Magma Breath (Recharge 6). Kor's four heads each belch a torrent of liquid magma in four 120-foot long, 5-foot wide lines. Creatures in the lines must make a DC 18 Constitution saving throw, taking 45 (10d8) fire damage on a failed save, or half as much on a successful one. Additionally, the area of the cone becomes jagged with obsidian and counts as difficult terrain for the next hour. Creatures that fall prone in the obsidian take 21 (2d20) piercing damage.

LEGENDARY ACTIONS

Kor the Many Voiced 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. Kor the Many Voiced regains spent legendary actions at the start of his turn.

- **Bite.** Kor makes a Bite attack
- **Build Bile (2 Actions).** Kor's Magma Breath action recharges.
- **Move.** Kor moves up to his speed.
- **Obsidian Flare (2 Actions).** Kor flexes his internal magma stores, increasing his Armor Class by 2 until the end of his next turn.

TACTICS

Discovered and freed by the Stewards of the Luminous circle, Kor the Many Voiced is a demon that seeks to consume the wellspring located within the Lunar Temple. In battle, Kor's heads work in violent harmony to tear foes limb from limb. He isolates creatures with his Magma Breath action and lashes out against those same creatures. If a creature is deemed a threat but has something Kor deems worthwhile he will attempt to negotiate rather than go through the trouble and danger of mortal combat.

STARGAZER TELANOUN

Challenge 1 or 13 (200 or 10,000 XP)

Large humanoid, chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR 14 (+2)	DEX 14 (+2)	CON 16 (+3)
INT 22 (+6)	WIS 20 (+5)	CHA 18 (+4)

Skills Arcana +11, History +11, Nature +11, Perception +10, Religion +11

Senses truesight 240 ft., passive Perception 20

Languages Common

ABILITIES

Day and Night. The Stargazer is a life that exists on two opposite axis. During the day, they have four levels of exhaustion, no Legendary Actions, and can only cast cantrips, 2nd level spells. At night, they have full access to all of their features.

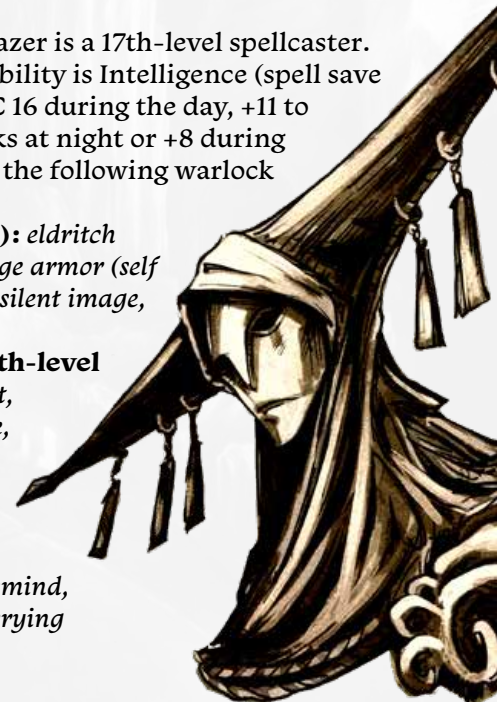
Legendary Resistance (3/Day, Night Only). If the Stargazer fails a saving throw, they can choose to succeed instead.

Spellcasting. The Stargazer is a 17th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 19 at night or DC 16 during the day, +11 to hit with spell attacks at night or +8 during the day). They have the following warlock spells prepared:

Cantrips (at will): *eldritch blast, false life, mage armor (self only), mage hand, silent image, thaumaturgy*

1st-5th level (4 5th-level slots): *banishment, contact other plane, fear, flame strike, hellish rebuke, ice knife, sleep, vampiric touch*

1/night each: feblemind, mass suggestion, scrying



ACTIONS

Seeing Stars. *Melee Spell Attack:* +11 or +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) psychic damage and the target is teleported 30 ft. to an unoccupied space of the Stargazer's choosing.

LEGENDARY ACTIONS

Stargazer Telanuon can take 4 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. Stargazer Telanuon regains spent legendary actions at the start of their turn.

- **Cantrip.** The Stargazer casts a cantrip.
- **Confusion (2 Actions).** The Stargazer casts confusion on a single target within 60 ft. If the target fails their saving throw, they suffer the effects of the spell on their next turn only.
- **Move.** The Stargazer moves up to their speed.
- **Seeing Stars.** The Stargazer uses their Seeing Stars action.

TACTICS

Stargazer Telanuon is the sole survivor of a desperate attempt to halt the spread of the Eternal Summer's curse. During the day, they are nearly unresponsive to the outside world and can muster only the faintest resistance against would be assailants. At night, they unleash a neigh unstoppable salvo of spells. They use their Confusion Legendary Action to befuddle enemy spellcasters and threats they must evade.

THE STEWARDS
OF THE LUMINOUS CIRCLE

Challenge 3 (700 XP)

Medium aberration, chaotic evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 40 ft. (hover)

STR 12 (+1) DEX 17 (+3) CON 15 (+2)

INT 16 (+3) WIS 11 (+0) CHA 16 (+3)

Skills Arcana +5, Intimidation +5, Perception +2

Damage Immunities acid, force, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses passive Perception 12

Languages Common, Deep Speech

ABILITIES

Corpse Eater. The steward can use a bonus action to consume a corpse within 5 ft. of it. Once consumed, it recovers a spell slot or heals itself for 10 hit points.

Spellcasting. The steward is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following warlock spells prepared:

Cantrips (at will): *eldritch blast, false life*

1st-2nd level (2 2nd-level slots): *armor of the abyss, hex, misty step*

ACTIONS

Alchemical Bomb. The steward throws one of three explosive bottles up to 30 ft. away from itself. Choose one of the following alchemical bombs:

- **Boil Bomb:** The bomb explodes in a 20-foot radius sphere of sticky yellow mucus. Creatures in the sphere must make a DC 14 Constitution saving throw, taking 16 (3d10) necrotic damage and reducing their movement speeds by 10 feet for one minute on a failed save, or half as much damage without the movement speed reduction on a successful one.
- **Leech Bomb:** The bomb explodes in a 15-foot radius sphere of murky black liquid. Creatures in the sphere must make a DC 14 Dexterity saving throw, becoming covered in leeches on a failed one. Creatures that are covered in leeches take 9 (2d8) damage from blood loss at the beginning of each of their turns. They can attempt to rip the leeches off of them with a successful DC 14 Strength saving throw at the end of each of their turns.
- **Toxic Bomb:** The bomb explodes in a 30-foot radius sphere of lime green fog. Creatures in the sphere must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage and becoming poisoned for one minute on a failed save, or half as much damage without becoming poisoned on a successful one.

Luminous Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage, 4 (1d8) fire damage, 4 (1d8) psychic damage.

REACTIONS

Luminous Demise. When the Steward is reduced to 0 hit points or fewer, they can immediately move up to 40 ft. toward a hostile creature, grab them, and detonate themselves in a massive explosion. The creature makes a DC 13 Constitution saving throw, taking 9 (2d8) force damage on a failed save, or half as much on a successful one.

TACTICS

A Steward of the Luminous Circle is a dangerous foe, even on its own. They are capable of flight, fling spells from on high, and can fire a variety of dangerous explosive weapons they concocted themselves. When facing a foe, it begins by casting armor of the abyss on itself to maintain a constant stream of temporary hit points before launching bombs from the air. If pressed into a dangerous situation, it will attempt to teleport away with misty step, Dash, and fly away.

WAYSIDE GOLEM

Challenge 13 (10,000 XP)

Huge construct, neutral good/lawful evil

Armor Class 15 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 20 ft.

STR 20 (+5)	DEX 8 (-1)	CON 19 (+4)
INT 15 (+2)	WIS 16 (+3)	CHA 2 (-5)

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons that were made on this plane

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands Common, Draconic, Deep Speech, and Sylvan

ABILITIES

Eye Stones. The golem has three magical stones that float near its head. It can activate a stone as a bonus action to use its magical effect. Once the golem activates a specific stone it cannot use the same stone again until it has activated the other two. Each stone maintains concentration on the spells they cast but the golem rolls for concentration checks when damaged as normal.

- **Growth Stone:** The golem casts entangle.
- **Mason Stone:** The golem casts stone shape or spike growth as a 4th level spell.
- **Glow Stone:** The golem casts daylight or darkness.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Otherworldly. The golem is unaffected by the Curse of Summer.

Unwilling Puppet. The golem is trapped inside its own body and is under the direct command of the Stewards of the Luminous Circle. He can do nothing but obey their commands and any other spells or magical effects that attempt to control him automatically fail.

ACTIONS

Multiattack. The golem makes one stone arm and one wood arm attack.

Stone Arm. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (3d12+5) bludgeoning damage and the target is pushed 10 ft. backward.

Wood Arm. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) slashing damage and the target must make a DC 17 Strength saving throw or be restrained. The target can attempt to break free at the end of each of their turns.

Lantern of Lost Souls (Recharge 5-6). The golem sparks a blast of soulfire in a 60-foot cone. Creatures in the cone must make a DC 17 Charisma saving throw, taking 22 (4d10) necrotic and 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.



TACTICS

The Wayside Golem is a prisoner in its own body. With its massive heart corrupted by the Stewards of the Luminous Circle, the golem's body cannot resist their commands despite the protests of its mind. In battle it is a clever threat despite its massive body. It hides itself behind buildings, large trees, and boulders while advancing on enemies. It will attempt to restrain melee threats and leaves them behind while it chases down ranged threats. It has almost no reason to fear spellcasters and instead prioritizes threats with magical weapons, especially ranged combatants. Due to its slow speed it uses its Lantern of Lost Souls action to strike beyond its normal reach whenever possible. Some say that the Wayside Golem has been seen capturing creatures or using them as hostages while it retreats from ranged threats that have proven too elusive to be slain.

THE ROYAL MAUSOLEUM

CHAINMAN

DEATH AGARI

EURWYN THE WISE

LOST CHILDREN

SISTER LENIL

SUNKEN SISTERS

THADEAUS



CHAINMAN

Challenge 4 (1,100 XP)

Medium undead, true neutral

Armor Class 14 (chains)

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 30 ft.

STR 18 (+4) **DEX** 8 (-1) **CON** 17 (+3)

INT 10 (+0) **WIS** 12 (+1) **CHA** 17 (+3)

Skills Athletics +6

Damage Immunities necrotic, poison

Condition Immunities frightened, grappled, poisoned, restrained

Senses passive Perception 11

Languages Common

ABILITIES

Add Chain. When the Chainman is reduced to 0 hit points, he falls to the ground dead. He returns to life at full health in 1d4+1 rounds and increases his Hit Points by 8, and his Armor Class by 1. This is a permanent increase.

Grasping Chains. The Chainman has no limit on the amount of creatures he can grapple or restrain. Additionally, if the Chainman hits a creature with two hooked chain attacks in a turn he can immediately attempt to grapple the target, no action required. If the Chainman grapples a creature for 10 minutes, the creature is permanently grappled.

Lay to Rest. The Chainman can be permanently laid to rest if someone delivers the message nailed to his chest or if a creature targets his incapacitated body with the banishment spell before Add Chain activates. The Chainman still gets to attempt a saving throw to resist the banishment.

Magic Weapons. The Chainman's weapon attacks are magical.

Procession of the Shackled. The ground within 20 feet of the Chainman is full of battered, chained creatures and corpses. This area counts as difficult terrain.

ACTIONS

Multiattack. The Chainman makes five hooked chain attacks.

Hooked Chain. *Melee Weapon Attack:* +9 to hit, reach 25 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

TACTICS

The Chainman is a miserable and cursed existence. He has no interest in creatures around him unless they block his path. In battle he advances ever forward with no regard for his attackers until he is reduced to 0 hit points. When he returns to unlife his retribution is fast and violent. He lashes out with Hooked Chain in an attempt to grapple as many targets each round as possible

DEATH AGARI

Challenge 6 (1,100 XP)

Huge fey, chaotic evil

Armor Class 14 (chains)

Hit Points 112 (9d12 + 54)

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

STR 21 (+5) **DEX** 8 (-1) **CON** 22 (+6)

INT 7 (-2) **WIS** 12 (+1) **CHA** 17 (+3)

Skills Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from weapons that are not silvered; necrotic, poison

Condition Immunities charmed, frightened, grappled, poisoned, restrained

Senses passive Perception 11

Languages understands Common, Druidic, and Sylvan

ABILITIES

Camouflage. A death agari can instantaneously change the color and texture of its skin to match its surroundings. It has advantage on Dexterity (Stealth) checks made to blend in.

Corpse Eater. A death agari gains 15 temporary hit points any time it reduces a creature to 0 hit points or fewer with a melee attack or Trample.

Trample. The death agari can move through space occupied by size Medium creatures or smaller. Creatures in the spaces a death agari moves through take 13 (2d12) bludgeoning damage.

Undead Killer. The death agari deals 11 (2d10) additional damage against undead creatures.

ACTIONS

Multiattack. Death agari make three grasping hands attacks.

Grasping Hands. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage and the target is knocked prone.

Vomit Bile (Recharge 6). The death agari vomits a torrent of acidic bile in a 30-foot cone. Creatures in the cone must make a DC 15 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save or half as much on a successful one.

Additionally, metal objects in the cone take a permanent and cumulative penalty. Armor and shields suffer a -1 penalty to AC. Armor reduced to an AC of 10 and shield reduces to a +0 bonus are destroyed. Weapons suffer a -1 penalty to damage rolls. Weapons reduced to a -5 penalty are destroyed. Small metal objects are destroyed.



TACTICS

Death Agari are near mindless creatures that were expelled from the Faerie Queen's court many centuries ago for a single slight against Maeve. They now prowl the Royal Mausoleum in search of dead flesh to consume. They are territorial creatures and attack anything that enters the tunnels they stalk with overwhelming force. They Vomit Bile as often as possible and Trample as many creatures as they can with their movement.

EURWYN THE WISE**Challenge 1 (200 XP)****Medium undead, neutral good****Armor Class** 13 (rags)**Hit Points** 32 (5d8 + 10)**Speed** 25 ft.

STR 14 (+2)	DEX 13 (+1)	CON 15 (+2)
INT 16 (+3)	WIS 15 (+2)	CHA 8 (-1)

Skills History +10**Damage Immunities** fire, necrotic, poison**Condition Immunities** charmed, frightened, poisoned**Senses** passive Perception 12**Languages** Common**ABILITIES**

Knowledge. If asked politely, Eurwyn will answer three questions. He only knows the answers to questions about events he was present for and his own personal opinions.

Ignite. Eurwyn can make opportunity attacks with his Burning Touch action.

Return. If reduced to 0 hit points, Eurwyn returns to full hit points at the beginning of his next turn.

ACTIONS

Burning Touch. Eurwyn touches a creature within 5 ft. The target must make a DC 14 Charisma saving throw or be engulfed in summer flames. The target takes 7 (2d6) fire damage and 7 (2d6) radiant damage on a failed save, or half as much on a successful one.

TACTICS

Eurwyn does not seek combat and will only act if intruders threaten the sanctity of the Tomb of Would Be Kings. In battle, Eurwyn moves slowly and ignites foes with a simple touch. His perpetual state of undeath has removed his fear of pain.

LOST CHILDREN**Challenge 8 (3,900 XP)****Huge swarm of Small undead, chaotic evil****Armor Class** 11**Hit Points** 152 (16d12 + 48)**Speed** 30 ft., climb 30 ft.

STR 16 (+3)	DEX 13 (+1)	CON 16 (+3)
INT 8 (-1)	WIS 12 (+1)	CHA 19 (+4)

Skills Deception +10, Stealth +4**Damage Resistances** bludgeoning, piercing, slashing, necrotic, poison**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned**Senses** darkvision 120 ft., passive Perception 11**Languages** Common**ABILITIES**

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

Innocent Form. A lost child can separate from the pack and cast disguise self to appear as a normal, living child. They usually return to the pack while leading curious victims to their own demise. Use the stats for Thadeaus if the child is attacked.

Unrelenting Beating. At the start of their turn, the lost children deal 6 (1d12) bludgeoning damage to all creatures they are grappling.

Swarm. The lost children can occupy another creature's space and vice-versa, and they can move through any opening large enough for a Small child. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Tantrum. *Melee Weapon Attack:* +6, reach 0 ft., creatures in the swarm's space. *Hit:* 29 (4d12+3) bludgeoning damage, or 16 (2d12+3) bludgeoning damage if the lost children have half of their hit points or fewer, and the target is grappled (escape DC 16).

TACTICS

The Lost Children do not feel remorse or pain, simply hunger. They bait foolish and kind hearted travelers to enter their domain before descending en masse to ravage their victims. There is no logic, no cunning tactic, and no stratagem to their violence. It is simple brutality.

SISTER LENIL**Challenge 1/8 (25 XP)****Medium undead, lawful good****Armor Class 10****Hit Points 11 (2d8 + 2)****Speed 30 ft.****STR 10 (+0) DEX 11 (+0) CON 13 (+1)****INT 12 (+1) WIS 12 (+1) CHA 12 (+1)****Skills** History +3, Persuasion +3**Damage Immunities** necrotic, poison**Condition Immunities** poisoned**Senses** passive Perception 11**Languages** Common**ABILITIES**

Offer Cider. Creatures that drink the cider offered to them by Sister Lenil heal 5 hit points and recover one level of exhaustion. A creature cannot benefit from this feature again until 24 hours have passed.

ACTIONS

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

TACTICS

Sister Lenil is a mummified nun who has no malicious intent. She is functionally immortal due to the Curse of Summer and it would take a truly twisted soul to attack her. She can attempt to defend herself by striking out with the wooden mug she is carrying.

SUNKEN SISTERS**Challenge 1/2 (100 XP)****Medium undead, lawful good****Armor Class 11****Hit Points 32 (5d8 + 10)****Speed 30 ft.****STR 10 (+0) DEX 12 (+1) CON 14 (+2)****INT 12 (+1) WIS 12 (+1) CHA 14 (+2)****Skills** History +3, Persuasion +3**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** passive Perception 11**Languages** Common**ABILITIES**

Ghostly Blows. Sunken Sisters use Charisma for melee attack and damage rolls.

Squabble. If a Sunken Sister successfully hits another Sunken Sister with a Strike Action, all non-undead creatures within 10 feet take 5 (1d10) force damage.

ACTIONS

Confess. The Sunken Sister must not have another Sunken Sister within 10 feet to use this Action. They confess their story to a living creature within 5 ft. The creature learns their truth, takes 8 (1d12+2) psychic damage, and the Sunken Sister drops to 0 hit points and is permanently exorcised. A creature can make a DC 14 Charisma saving throw to resist this effect. This prevents the Sunken Sister from being exorcised.

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

TACTICS

The Sunken Sisters are more a threat to each other than they are to the party. However, their squabbling with one another can often indirectly harm travelers. When they can speak to a living creature they attempt to confess their life story to them. The very act of learning their story can cause mental harm to unwitting creatures.

THADEAUS**Challenge 1/8 (25 XP)****Small undead, neutral good****Armor Class 11****Hit Points 11 (2d6 + 4)****Speed 30 ft., climb 30 ft.****STR 7 (-2) DEX 13 (+1) CON 15 (+2)****INT 11 (+0) WIS 12 (+1) CHA 19 (+4)****Skills** Perception +3, Stealth +4**Damage Resistances** bludgeoning, piercing, slashing, necrotic, poison**Condition Immunities** charmed, frightened, paralyzed, petrified, stunned**Senses** darkvision 120 ft., passive Perception 13**Languages** Common**ABILITIES****Blood Frenzy.** Thadeaus has advantage on melee attack rolls against any creature that doesn't have all its hit points.**ACTIONS****Fist.** *Melee Weapon Attack:* +3, reach 5 ft., one creature.
Hit: 1 (1d4-2) bludgeoning damage.**Memory Eater.** *Melee Spell Attack:* +6, reach 5 ft., one creature.
Hit: 7 (1d6+4) psychic damage.**TACTICS**

Thadeaus does not enjoy violence and has the ability to remain in control of his hunger. He is willing to assist respectful visitors but will run away at the first sign of hostility or discomfort. Thadeaus will only attack with his Fist but if you are using this stat block to represent a single Lost Child then they attack with Memory Eater.

THE FORLORN COVE

LILNOS

MERFOLK

THE BRACHYURA

THE DEEP ONES

THE GRAY GUARDIAN

THE UNFORGOTTEN

THRALLS OF
THE DEEP ONES



LLINOS**Challenge 8 (3,900 XP)****Medium aberrant, lawful evil****Armor Class** 20 (unarmored defense, shell)**Hit Points** 97 (13d8 + 39)**Speed** 30 ft., swim 30 ft.**STR** 14 (+2) **DEX** 12 (+1) **CON** 16 (+3)**INT** 17 (+3) **WIS** 16 (+3) **CHA** 22 (+6)**Skills** Arcana +6, Deception +9, Insight +6, Performance +9, Stealth +4**Damage Immunities** force, psychic**Condition Immunities** charmed, frightened, paralyzed**Senses** truesight 30 ft., passive Perception 13**Languages** Common, Deep Speech, telepathy 60 ft.**ABILITIES****Aberrant Attacks.** Llinos uses Charisma for melee attack and damage rolls.**Breathless.** Llinos does not breathe. He cannot suffocate and is immune to any negative effect that would require a creature to breathe, such as poisonous gas.**Reflective Carapace.** Any time Llinos is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Llinos is unaffected. On a 6, Llinos is unaffected, and the effect is reflected back at the caster as though it originated from Llinos, turning the caster into the target.**Spellcasting.** Llinos is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:**Cantrips (at will):** *chill touch, dancing lights, minor illusion***1st level (4 slots):** *alarm, color spray, detect magic, identify***2nd level (3 slots):** *arcane lock, knock, misty step***3rd level (3 slots):** *clairvoyance, counterspell, sending***4th level (3 slots):** *arcane eye, banishment, dimension door***5th level (2 slots):** *scrying, telekinesis***ACTIONS****Multiattack.** Llinos makes two abyssal dagger attacks.**Abyssal Dagger.** *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) slashing damage and 19 (3d12) psychic damage.**TACTICS**

Llinos is loyal to the Earl and acts as her spy in the Deep Ones cavern. He prefers to avoid conflict but if he suspects a coming attack he immediately lashes out with Abyssal Dagger before attempting to escape. He has multiple methods of teleportation at his disposal and is not afraid to use them. Attempts to counterspell his escape are met with a counterspell in kind.

MERFOLK**Challenge 2 (1,800 XP)****Medium monstrosity, neutral evil****Armor Class** 14 (natural armor)**Hit Points** 45 (7d8 + 14)**Speed** 0 ft., swim 60 ft.**STR** 15 (+2) **DEX** 14 (+2) **CON** 14 (+2)**INT** 8 (-1) **WIS** 10 (+0) **CHA** 16 (+3)**Skills** Athletics +4, Deception +7**Senses** darkvision 60 ft., passive Perception 13**Languages** Aquan, Common**ABILITIES****Amphibious.** Merfolk can breathe air and water.**Call Over.** A merfolk that spends at least 1 minute talking to a creature can cast command on them. The only command they can issue is Approach. This effect requires a DC 14 Charisma saving throw to resist. A creature that passes their saving throw cannot be the target of this feature until 24 hours have passed.**Lover of the Arts.** As an Action, a creature can attempt a DC 16 Charisma (Performance) check targeting a merfolk. If the check succeeds, the merfolk is no longer hostile towards the creature and is willing to negotiate additional artistry for the safe passage of the creature and their allies.**ACTIONS****Multiattack.** The merfolk makes two attacks but cannot make the same attack twice.**Bite.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target the merfolk is grappling. *Hit:* 8 (1d12+2) piercing damage and the merfolk gains 5 temporary hit points.**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. The creature must make a DC 12 Strength saving throw or be grappled (escape DC 12)**Fin.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.**TACTICS**

Merfolk are prone to violence and delight in the flavor of land-dwelling flesh. They are not immediately hostile and at first attempt to Call Over creatures to the water. They then attempt to grapple and devour them. If they are in danger they simply swim off into open water.



THE BRACHYURA

Challenge 5 (1,800 XP)

Large monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 30 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 16 (+3)

INT 18 (+4) **WIS** 12 (+1) **CHA** 6 (-2)

Skills Arcana +7, Religion +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

ABILITIES

Amphibious. Brachyura can breathe air and water. Reflective Carapace. Any time a brachyura is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the brachyura is unaffected. On a 6, the brachyura is unaffected, and the effect is reflected back at the caster as though it originated from the brachyura, turning the caster into the target.

Spellcasting. Brachyura are 6th-level spellcasters. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *shocking grasp, true strike*

1st level (4 slots): *magic missile, shield*

2nd level (3 slots): *acid arrow, mirror image*

3rd level (2 slots): *vampiric touch*

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

TACTICS

Brachyura are a species of crab-like creatures that are obsessed with unraveling the eldritch secrets of all realities. They are skilled spellcasters that rely on their magic to overwhelm their foes. They are incredibly territorial and will attack almost any creature that passes through their domain. They tend to favor ranged spells to soften their foes before closing the gap and unleashing their most powerful life-draining magic.

THE DEEP ONES

Challenge 7 (2,900 XP)

Medium aberrant, neutral evil

Armor Class 18 (unarmored defense, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 30 ft.

STR 14 (+2) **DEX** 11 (+0) **CON** 17 (+3)

INT 16 (+3) **WIS** 15 (+2) **CHA** 22 (+6)

Skills Arcana +6, Performance +13

Damage Immunities force, psychic

Condition Immunities charmed, frightened, paralyzed

Senses truesight 30 ft., passive Perception 12

Languages Common, Deep Speech, telepathy 60 ft.

ABILITIES

Aberrant Attacks. Deep Ones use Charisma for melee attack and damage rolls.

Breathless. Deep Ones do not breathe. They cannot suffocate and are immune to any negative effect that would require a creature to breathe, such as poisonous gas.

Spellcasting. Deep Ones are 10th-level spellcasters. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *chill touch, dancing lights, minor illusion*

1st level (4 slots): *charm person, detect magic, hideous laughter*

2nd level (3 slots): *crown of madness, hold person, suggestion*

3rd level (3 slots): *bestow curse, crown of madness, lightning bolt*

4th level (3 slots): *black tentacles, confusion, phantasmal killer*

5th level (2 slots): *cloudkill, geas*

ACTIONS

Multiattack. Deep Ones make two abyssal blade attacks.

Abyssal Blade. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) slashing damage and 11 (2d10) psychic damage.

TACTICS

Deep Ones are arrogant otherworldly beings. This belief in their superiority extends to their combat style. They begin combat by attacking with only their Abyssal Blade but, when pressed, will drop all pretense and begin to attack with their potent magic. They are often assisted by Thralls of the Deep Ones and rarely other Deep Ones. In the event of a retreat, each Deep One prioritizes only their own well-being and they will actively hinder one another to aid in their own escape.

THE GRAY GUARDIAN

Challenge 12 (8,400 XP)

Large aberrant, chaotic evil

Armor Class 17 (unarmored defense)

Hit Points 133 (14d10 + 56)

Speed 30 ft., swim 30 ft.

STR 14 (+2) **DEX** 12 (+1) **CON** 18 (+4)

INT 17 (+3) **WIS** 16 (+3) **CHA** 22 (+6)

Skills Arcana +11, Deception +10, Insight +7, Performance +10, Stealth +5

Damage Immunities force, psychic

Condition Immunities charmed, frightened, paralyzed

Senses truesight 60 ft., passive Perception 13

Languages Common, Deep Speech, telepathy 60 ft.

ABILITIES

Aberrant Attacks. The Gray Guardian uses Charisma for melee attack and damage rolls.

Breathless. The Gray Guardian does not breathe. He cannot suffocate and is immune to any negative effect that would require a creature to breathe, such as poisonous gas.

Spellcasting. The Gray Guardian is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *chill touch, dancing lights, minor illusion*

1st level (4 slots): *alarm, color spray, detect magic, identify*

2nd level (3 slots): *darkness, invisibility, scorching ray*

3rd level (3 slots): *blink, counterspell, lightning bolt*

4th level (3 slots): *fire shield, ice storm, wall of fire*

5th level (2 slots): *cone of cold, wall of force*

6th level (1 slot): *disintegrate*

ACTIONS

Multiattack. The Gray Guardian makes two abyssal spear attacks.

Abyssal Spear. *Melee Spell Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d10+6) slashing damage and 19 (3d12) psychic damage.

TACTICS

The Gray Guardian does not waste time. He did not achieve his station by being arrogant. Unlike the other Old Ones, the Gray Guardian wastes no time on armed combat when confronted with a threat. Instead opens with his most powerful spell. If confronted with multiple targets, he uses cone of cold. If faced with a single foe, he simply casts disintegrate.

THE UNFORGOTTEN

Challenge 1 (200 XP)

Medium aberrant, lawful evil

Armor Class 14 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 12 (+1)

INT 12 (+1) **WIS** 12 (+1) **CHA** 8 (-1)

Skills Perception +1, Stealth +4

Senses passive Perception 11

Languages Common, Deep Speech

ABILITIES

Amphibious. The Unforgotten can breathe air and water.

Cunning Action. On each of his turns, the Unforgotten can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The Unforgotten deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll.

ACTIONS

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

TACTICS

The Unforgotten is biding his time. He knows he cannot overthrow the Deep Ones but wishes to do so. He excels at hit and run tactics and does not favor prolonged engagements. If he cannot kill his target in a single strike he is quick to flee.

THRALLS OF THE DEEP ONES**Challenge 1/2 (100 XP)****Medium aberrant, lawful evil****Armor Class 12****Hit Points 16 (3d8 + 3)****Speed 30 ft., swim 30 ft.****STR 14 (+2) DEX 14 (+2) CON 12 (+1)****INT 8 (-1) WIS 8 (-1) CHA 8 (-1)****Skills Perception +1****Damage Immunities psychic****Senses truesight 5 ft., passive Perception 11****Languages Common, Deep Speech, telepathy 60 ft.****ABILITIES****Amphibious.** Thralls of the Deep Ones can breathe air and water.**Pack Tactics.** Thralls of the Deep Ones have advantage on attack rolls against a creature if it has at least one of the Thrall's allies is within 5 feet of the creature and the ally isn't incapacitated.**ACTIONS****Improvised Weapon.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.**TACTICS**

Thralls of the Deep Ones are a hive mind of unsatisfied laborers who toil beneath their masters. They are too forgetful to organize and are quick to jump to the aid of the Deep Ones if they are attacked. They are unable to consider advanced tactics and prefer to simply gang up on targets.

THE FATE MARSHES

AELWIN MAROWLYTH

BYRNHORN
OVERLORD OF STEEL

FATE WITCH
SATYR MWARS

THE BLOODLETTER
FIEND

THE DRAKE OF
MAROWLYTH

BALDITH
THE WEATHER WITCH

EANSWYTH
GRIM SAGE OF FIRE

PAGRAN BRUNE

THE BURRIED KING

AELWIN MAROWLYTH

Challenge 1 (200 XP)

Medium undead, neutral

Armor Class 16 (breastplate)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR 12 (+1) **DEX** 15 (+2) **CON** 13 (+1)

INT 14 (+2) **WIS** 12 (+1) **CHA** 12 (+1)

Skills History +4, Perception +3, Persuasion +3

Damage Resistances fire, necrotic, poison

Condition Immunities frightened, poisoned

Senses passive Perception 13

Languages Common

ABILITIES

Cunning Action. On each of her turns, Aelwin can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. Aelwin Marowlyth makes two rapier attacks.

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

TACTICS

Aelwin is not a combatant but she is loyal to her king and will fight to the death for him. In battle she attacks with a flurry of thrusts from her rapier and is quick to evade retribution. She is a no-nonsense, straight forward skirmisher.

BALDITH THE WEATHER WITCH

Challenge 2 (450 XP)

Medium humanoid, neutral good

Armor Class 14 (robes)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 15 (+2)

INT 12 (+1) **WIS** 17 (+3) **CHA** 12 (+1)

Skills Deception +5, Perception +3, Persuasion +7

Senses passive Perception 17

Languages Common, Sylvan

ABILITIES

Control Weather. Baldith can cast control weather as a ritual. Baldith gains a level of exhaustion after casting the spell in this way.

Spellcasting. Baldith is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, shillelagh*

1st level (4 slots): *create or destroy water, cure wounds, entangle, purify food and drink*

2nd level (2 slots): *pass without trace, moonbeam*

ACTIONS

Club. *Melee Weapon Attack:* +1 (+5 to hit with shillelagh) to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

TACTICS

Baldith the Weather Witch is a gentle soul who is just happy to finally have a place she feels loved. She does not enjoy violence and is not a particularly skilled spellcaster but uses what magic she does know to tend to Ark and its people. If forced into battle she will attempt to restrain her attackers with entangle and flee. If absolutely pressed, she will unleash moonbeam and attack with shillelagh.

BYRNHORN, OVERLORD OF STEEL

Challenge 9 (5,000 XP)

Large aberrant, lawful neutral

Armor Class 20 (full plate armor), 16 (Awoken Form)

Hit Points 115 (10d10 + 60)

Speed 25 ft. (40 ft. in Awoken Form)

STR 20 (+5) **DEX** 15 (+2) **CON** 22 (+6)

INT 10 (+0) **WIS** 14 (+2) **CHA** 10 (+0)

Skills Perception +6

Damage Resistances bludgeoning, piercing and slashing

Damage Immunities ranged attacks (Calm Form only)

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 14

Languages Common

ABILITIES

Arm Vault (Awoken Form Only). Byrnhorn ignores difficult terrain.

Armor Immutable. Byrnhorn is immune to critical hits.

Awoken Form. When Byrnhorn is reduced to 65 hit points or fewer he awakens. His neck erupts into a fanged maw, his left arm warps into a muscular gnarled claw, and he changes from his Calm Form into his Awoken Form. All creatures within 30 feet of him are pushed 15 feet backward from his sudden transformation.

ACTIONS

Multiattack (Either Form). Byrnhorn makes three attacks, but only one bite attack.

Returning Adamantine Mace (Calm Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120, one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and the target's Armor Class is reduced by 1. If the target's armor is reduced to AC 10, it is destroyed. If the target's shield is reduced to +0, it is destroyed. This mace returns to Brynhorn's hands after it is thrown.

Slam (Awoken Form Only). *Ranged Weapon Attack:* +9 to hit, reach 25 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Bite (Awoken Form Only). *Melee Weapon Attack:* +9 to hit, range 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage.

TACTICS

Byrnhorn, Overlord of Steel does not attack unless a creature attempts to enter the Buried King's royal armory. He was watched over his ward since long before Ember was even a flicker. In battle he seeks to crush the arms and armor of stalwart foes while outright ignoring ranged threats. If forced into his Awoken Form, his retribution is swift and deadly. He crushes and gnashes his way through tenderized combatants and bounds forwards on his massive clawed arm.

EANSWYTH, GRIM SAGE OF FIRE

Challenge 7 (2,900 XP)

Medium undead, neutral good

Armor Class 14 (mage armor)

Hit Points 85 (10d8 + 30)

Speed 30 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 18 (+4)

INT 16 (+3) **WIS** 19 (+4) **CHA** 17 (+3)

Skills Arcana +6, History +6, Nature +6, Perception +7, Religion +6

Damage Immunities cold, fire

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, Sylvan

ABILITIES

Cinder Eyes. Eanswyth ignores obscurement related to smoke and fire.

Hellfire. All spells that deal damage cast by Eanswyth can deal their normal damage type or fire damage. Additionally, fire damage caused by Eanswyth ignores damage resistance and damage immunity.

Spellcasting. Eanswyth is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, inflict wounds*

2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, fireball*

4th level (1 slots): *guardian of faith*

ACTIONS

Multiattack. Fire Sage Eanswyth makes two burning mace attacks, or one burning mace attack and she can cast a cantrip.

Burning Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage and 9 (2d8) fire damage.

TACTICS

Fire Sage Eanswyth is always under the protection of her guardian of faith. In battle she is a flurry of flames that incinerate all foes. Her hellfire is different than the flames of Ember. Its corruption is closer to that of Kor the Many Voiced. She is an overwhelming force of death and offers no quarter when drawn into conflict. However, her kindhearted nature ensures she is not interested in resorting to violence immediately.

FATE WITCH SATYR MWARS**Challenge 5 (1,800 XP)****Large fey, chaotic good****Armor Class** 14 (natural armor)**Hit Points** 85 (10d10 + 30)**Speed** 30 ft.**STR** 16 (+3) **DEX** 12 (+1) **CON** 16 (+3)**INT** 18 (+4) **WIS** 19 (+4) **CHA** 16 (+3)**Skills** Arcana +7, History +7, Nature +7, Perception +7, Religion +7**Damage Resistance** bludgeoning, piercing, and slashing damage from weapons that aren't silvered**Senses** blindsight 60 ft., truesight 10 ft., passive Perception 17**Languages** Common, Deep Speech, Sylvan**ABILITIES****Portent.** When Mwars finishes a long rest, roll four d20 and record the numbers rolled. She can replace any attack roll, saving throw, or ability check made by her or a creature that she can see with one of these foretelling rolls. Each foretelling roll can only be used only once. When she finishes a long rest, she loses any unused foretelling rolls.**Ritual Caster.** Mwars can perform any spell with the ritual tag, provided the spell's is 4th level or less.**Trap Master.** Mwars has an extra reaction each round that can only be used to use her Activate Trap ability.**ACTIONS****Multiattack.** Fate Witch Satyr Mwars makes two staff attacks.**Staff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and 3 (1d6) piercing damage.**REACTIONS****Activate Trap.** Mwars saw into the future and placed a trap accordingly. When a creature attacks Mwars, the trap she placed in the area triggers. The target must make a DC 15 Strength or Dexterity saving throw (Mwars' choice), taking 18 (4d8) bludgeoning, piercing, or slashing damage (Mwars' choice) on a failed save or half as much on a successful one.**TACTICS**

Fate Witch Satyr Mwars is no stranger to the brutality of the Fate Marshes. This has tempered her combat ability and made her far more formidable than before. She knows when and where ambushes will happen weeks in advance and sets up undetectable traps that blend into the natural environment before her would be attackers even realize they will do battle there. She is not afraid of death but she does not seek it. With each of her demises she slips further and further from sanity.

PAGRAN BRUNE**Challenge 3 (700 XP)****Medium humanoid, lawful neutral****Armor Class** 14 (leather armor)**Hit Points** 49 (9d8 + 9)**Speed** 30 ft.**STR** 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)**INT** 12 (+1) **WIS** 13 (+1) **CHA** 16 (+3)**Skills** Deception +5, History +5, Perception +3, Persuasion +7**Senses** passive Perception 17**Languages** Common, Sylvan**ABILITIES****Inspiring Presence.** Creatures within 60 ft. of Pagan that can hear him roll a d4 any time they make an attack roll or saving throw. They can add the result to their roll.**Spellcasting.** Pagan Brune is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following bard spells prepared:**Cantrips (at will):** *dancing lights, vicious mockery*
1st level (2 slots): *heroism, thunderwave***ACTIONS****Multiattack.** Pagan Brune uses Kill Command twice and can cast a cantrip or spell.**Kill Command.** The Dockmaster orders an allied creature within 60ft. that can hear him to make a weapon attack.**TACTICS**

Pagan Brune is a man on the verge of evil. He does what he feels is best for Ark but is unaware of his willingness to prioritize what is best for him. In battle he is always accompanied by a large number of allies whom he can direct and bolster. He prefers to stay behind cover, give commands, and offer support with magic.

THE BLOODLETTER FIEND

Challenge 13 (10,000 XP)

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (12d10 + 48)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR 20 (+5) **DEX** 20 (+5) **CON** 19 (+4)

INT 10 (+0) **WIS** 10 (+0) **CHA** 6 (-2)

Skills Perception +10, Survival +10

Condition Immunities charmed, frightened

Senses blindsight 120 ft., darkvision 120 ft., passive Perception 17

Languages understands Common

ABILITIES

Death Curse. When the Bloodletter Fiend is reduced to 0 hit points, it unleashes a wave of cursed energy in a 60-foot wide, 120-foot tall column. Creatures in the column must make a DC 16 Charisma saving throw or contract the Bloodletter Curse.

Echolocation. The Bloodletter Fiend can't use its blindsight while deafened.

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

Legendary Attack (2/Day). If the Bloodletter Fiend misses an attack, it can choose to succeed instead.

Nimble. Opportunity attacks against the Bloodletter Fiend are made with disadvantage.

Sunlight Sensitivity. While in sunlight, the Bloodletter Fiend has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Bloodletter Fiend makes four attacks: one with its bite, one with its claws, and two with its tendrils.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target the Bloodletter Fiend is grappling. *Hit:* 8 (1d6 + 5) piercing damage, the target loses 16 (2d10 + 5) hit points due to blood loss, and the Bloodletter Fiend heals 25 hit points. Additionally, the target must make a DC 16 Charisma saving throw or contract the Bloodletter Curse.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage and the target must make a DC 16 Strength saving throw or be grappled (escape DC 16).

Tendrils. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

THE BLOODLETTER CURSE (SIDEBAR)

While afflicted with the Bloodletter Curse, the victim begins to change. At midnight each night, the victim must make a DC 16 Charisma saving throw. On a failed save, the creature's condition worsens.

On a successful save, the creature's condition remains the same.

Contraction: The victim gains Sunlight Sensitivity.

One Failure: The victim gains a 30ft. climb speed. If the victim does not consume at least one liter of blood every 24 hours they gain a level of exhaustion every 24 hours until they do.

Two Failures: The victim increases their Constitution by 2. Their maximum Constitution increases by 2. If the victim does not consume at least one liter of blood every 24 hours they enter a blood frenzy and attacks the nearest creature that has blood until they consume. The Dungeon Master takes control of the character while they are in a blood frenzy.

Three Failures: The victim gains Keen Hearing, Blindsight 60 ft, and Echolocation. If the victim does not consume at least two liters of blood every 24 hours they enter a blood frenzy and attacks the nearest creature that has blood until they consume. The Dungeon Master takes control of the character while they are in a blood frenzy.

Four Failures: The creature becomes a Bloodletter Fiend and permanently comes under the control of the Dungeon Master.

Removing the Bloodletter Curse is no small task. A creature must be deprived of sustenance for 24 hours and then have the dispel magic, lesser restoration, greater restoration, and remove curse spells cast on them in that order.

TACTICS

The Bloodletter Fiend is a cruel alien intelligence. It hungers and works to scoop up isolated creatures, fly into the sky, and feast. If the creature has allies, it attacks them with its tendrils during this fly-by. It ensures its first Claw is a success with Legendary Attack and targets creatures at appear physically weak. It does not kill creatures but rather allows them to develop their curse. Its primal hunger is overwhelming but did not survive decades of being hunted by lingering in dangerous situations.

THE BURIED KING

Challenge 9 (5,000 XP)

Medium undead, neutral

Armor Class 20 (plate and shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 17 (+3)

INT 15 (+2) **WIS** 14 (+2) **CHA** 10 (+0)

Skills History +3

Damage Resistances necrotic, poison

Condition Immunities charmed, frightened, grappled, poisoned, restrained

Senses passive Perception 12

Languages Common

ABILITIES

Burial. Once per turn when the Buried King hits a prone target, the target takes 13 (2d12) force damage.

Master at Arms. A melee weapon deals two extra die of its damage when the Buried King hits with it (included in the attack).

ACTIONS

Multiattack. The Buried King makes three attacks.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage and the target is pushed 10 feet backwards.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage and the target is knocked prone.

TACTICS

The Buried King reacts positively to respectful petitioners but is quick to anger and will strike down those who insult his ability to rule. He attempts to keep as many foes on the ground as possible to give his allies an easier time in battle but attempts to make use of Burial at least once per round. He is not one for retreat unless forced by his allies.

THE DRAKE OF MAROWLYTH

Challenge 13 (10,000 XP)

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 60 ft., climb 30 ft., fly 30 ft.

STR 20 (+5) **DEX** 15 (+2) **CON** 18 (+4)

INT 8 (-1) **WIS** 15 (+2) **CHA** 5 (-3)

Skills Perception +7, Survival +7

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages understands Common

ABILITIES

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

Press Advantage. The Drake of Marowlyth has advantage on all attack rolls against creatures that looked away from it in the past round.

Slink. The Drake of Marowlyth can use the Disengage action as a bonus action.

ACTIONS

Multiattack. The Drake of Marowlyth makes three attacks: one with its bite, one with its claw, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage and the target is pushed back 10 feet.

Psychedelic Stare (Recharge 5-6). The eyes on the Drake's wing joints open. All creatures within 100 ft. that are looking at the Drake must make a DC 16 Intelligence save, taking 49 (14d6) psychic damage on a failed save, or half as much on a successful one.

TACTICS

The Drake of Marowlyth is mindless but not foolish. It knows when to flee and when to press the advantage. Its hunting method is simple: overwhelm prey with brute force and Slink away to avoid retribution. It climbs and flies to remain above prey, preferably concealed by branches, boughs, and cliffs, before returning to strike back. It punishes those who cleverly avoid its Psychedelic Stare by savaging them with well-timed attacks.