

Demons and Dragons

Saving the Bridge Between Two Worlds

A Fantastical Adventure for Character of all Levels for
the World's Greatest Role Playing Game





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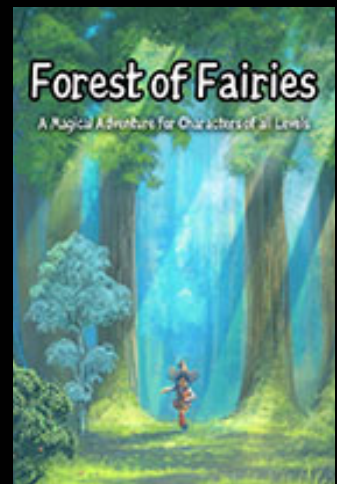
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Demons and Dragons

Saving the Bridge Between Two Worlds

A Fantastical Adventure for Character of all Levels for the World's Greatest Role
Playing Game

By Xacur



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Introduction

Demons and Dragons is a fantastical adventure designed to be played by characters of all levels. In this story, the adventurers will face specters, various dragons and will end in an epic encounter against a Fiend Dragon named Kennos, The Dark

One. Kennos plans to take over the magic that summons demons to the material plane and with that gather an army of demons.

Adventure synopsis

- Players will begin the adventure in a town in the middle of the forest where they must rescue people who have disappeared in a dungeon under a mansion.
- Later the adventurers will find out that this is because the dragons have sealed the Demonic Portal that is located on Copper Mountain.
- They must survive a dungeon on Copper Mountain where they will find various demons and ghosts.
- Alternatively they will need help from a Gnome that will take them to the top of the mountain in her flying ship.
- They will confront the group of dragons that sealed the portal and reveal their intentions to gain the power to summon Chaosah Demons with an artifact they are creating.
- They will destroy the mechanism of the ritual and face Kennos, The Dark One with the help of the demons of Chaosah.



Background

This information is important to understand the events that occurred during the adventure.

Kennos and the Demon Portals

In the world of Hereva there are portals that demons use to go back and forth from Hereva to the plane of Chaosah. When a Chaosah demon is destroyed on the primary material plane, he does not actually die, but his ghostly spirit roams the world searching for a Demonic Portal back to his plane where his original body will reform and return to being a demon.

In its endless search for power, Kennos discovered the **Chaosah Demonic Invocation** ritual, a ritual that allows him to create a magical artifact so powerful that it allows him to summon an army of demons under its control, the **Scepter of Chaosah Demonic Invocation**.

To create this scepter, Kennos needs to take the power of a Demonic Portal, and while the ritual is taking place, the portal cannot be used. Meanwhile, the demons that are destroyed on the material plane cannot return to the Chaosah plane to revive.

The Portal in the Forest

The Demonic Portals are distributed throughout the world of Hereva and operate by jurisdiction. When for some reason one of the portals is sealed, destroyed or simply cannot be used for any reason, another portal is created in the same area so that demons can use it.

750 years ago a powerful archmage known as **Gimrenar**, whose real name was **Robbert Pebblebrook** founded the village of **Possiblis** in the middle of the **Shining Forest**. This forest had the reputation of being haunted, because in the middle of it there was a Demonic Portal and sometimes, people who crossed the forest saw ghosts roaming the place. That's why the wizard sealed the portal so that people could live in peace in his newly founded town.

The demons then decided to open a new portal within the summit of **Copper Mountain**, located at north of the same forest. In that place it would be difficult for anyone to find the portal.

In the same area where the sealed portal is located, **Pebblebrook** built a large mansion where he lived the rest of his life, and his descendants have lived for hundreds of years. Today, the owner of the mansion is **Erlan Pebblebrook**, a direct descendant of the wizard who is the governor of the city of **Possiblis**.

But **Kennos**, who has been searching for a Demonic Portal to carry out the ritual, managed to find the one on **Copper Mountain**. Now the ritual has started and it will take 7 days to complete.

How to use this book



This adventure is compatible with any RPG system based on the 5th edition of the most popular RPG in the world (or at least, most of them). It is intended to be played by adventurers of any character level from 1st up to 20th.

What do you need to play?

This adventure uses rules from the *Witchcraft: Magic of Hereva* supplement, as well as various monsters from the *Tooth and Nail: Creatures of Hereva* compendium. The rules of the first supplement are not so necessary, especially if there is no player with a character from the witch class. On monsters, they could be replaced by other monsters of the same challenge rating.

Other than that you need the same things as in any pen and paper RPG, at least one polyhedral dice game and four players with characters of any level.

References

Monsters found in the *Tooth and Nail* compendium are marked with "(T&N)" after the monster's name. Monsters that have a "(A1)" after their name are listed at the end of this document in **Appendix I: NPCs and Monsters**.

In addition to the references to the two supplements mentioned above, monsters and spells from the 5th edition SRD are also referenced. These spells and monsters are hyperlinked to the *DNDBeyond* page for the respective item. I decided to link to that website since it's the service that I use to play and as I write these supplements. These monsters do not have any mark after the name.

Elements of adventure

Boxes like the one below are contain descriptions of different kinds of elements in the adventure, for example NPCs, traps, magic items, etc.

Element Name

This is the description of the element. This might include magic item details, Difficulty Classes for traps, etc.

Boxes like the one below are part of the adventure narrative and should be read or paraphrased aloud.

You are in front of a Description Box. Your experience as a Dungeon Master guides you through the best path to communicate this information to your players.

Scalable adventure

This adventure is meant to be played by players with characters of any level, to achieve that, many parts of this are divided in tiers. This uses a six tiers system for different range of character levels:

Adventure Tier	Challenge rating range
1	1-3
2	4-6
3	7-10
4	11-14
5	15-19
6	20+

Titles and tier levels

In any part of this adventure, when a title contains a tier level inside square brackets, that means that the section is meant to be played only in those tier levels. For example **Kellez Tinkerdwale Workshop [Tier 1-4]** is for player characters of average party level from 1 to 14.

The same goes for element boxes, those segments are for these specific adventure tiers.

Tier 1-3

A box like this indicates that this part of the text would be for an average party level from 1 to 10.

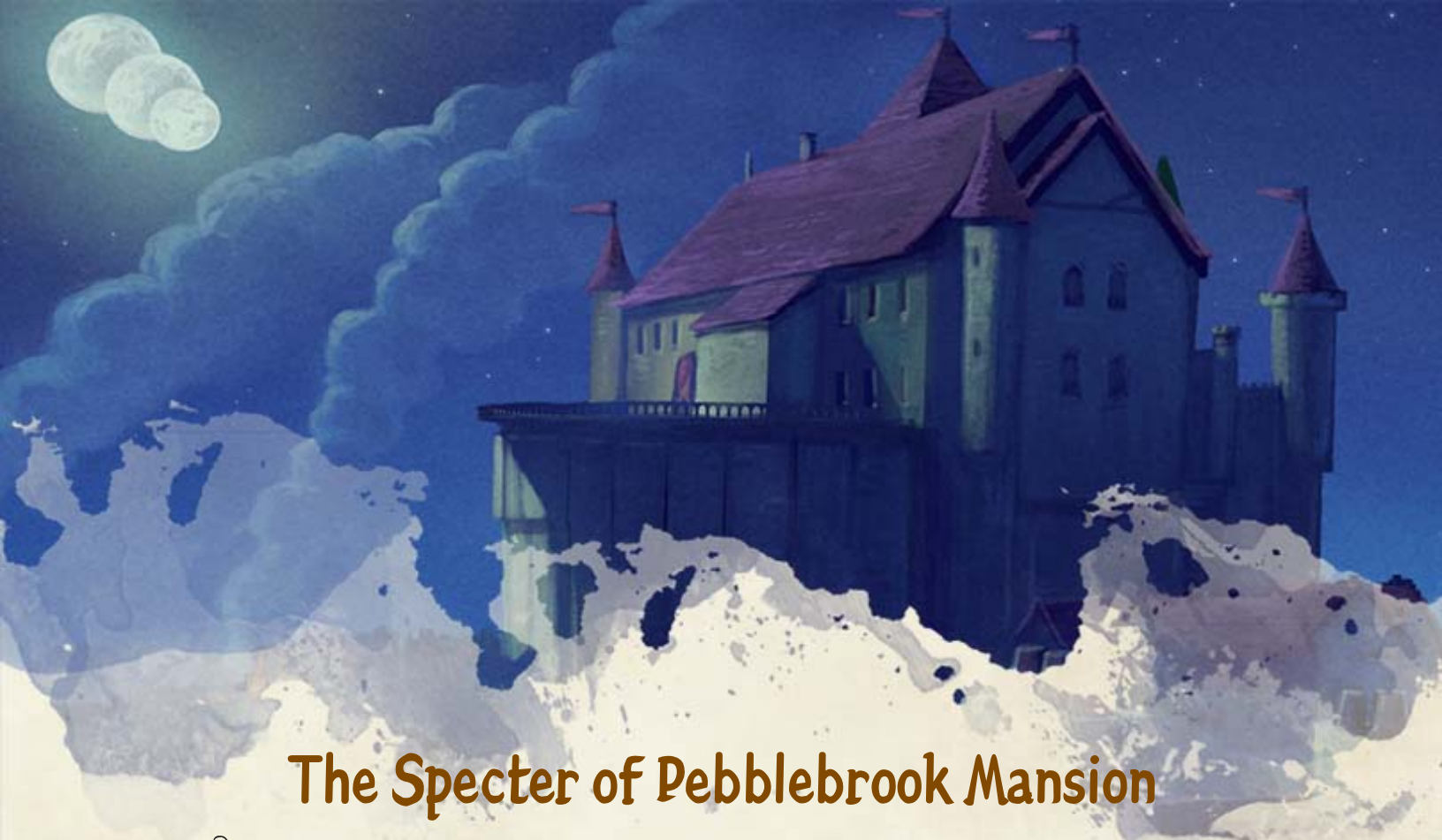
The rest of the text is meant to be for any tier of adventure.

Scalable encounters

When players face a combat encounter, the enemies are presented with an scalable encounter box like the one below. These boxes contain a table with different monsters for every adventure tier. You should choose only the ones in that tier and disregard the rest.

Scalable encounter	
Tier	Encounter
1	Animated Armor
2	Superior Animated Armor (A1)
3	Shield Guardian
4	Stone Golem
5	Iron Golem
6	Adamantine Golem (T&N)

Those boxes might have links to the SRD monsters or to the Appendix I in this document. Monsters without links are from another supplement, in this case all of them are from the **Tooth and Nail: Creatures of Hereva** supplement and they are marked with a (T&N) after the name.



The Specter of Pebblebrook Mansion

T

wo days ago, Sarah, the cook at the Pebblebrook family mansion, went missing. Her co-workers went to her house to ask if she had gone back there in the middle of the night, but her family don't know anything about her whereabouts either. The

event worried Erlan Pebblebrook, the city governor and owner of the Pebblebrook Mansion, but his concern increased even more this morning when they discovered that his nephew Elliot had also disappeared in the middle of the night. Elliot was visiting the mansion with his mother, Mrs. Pebblebrook's sister.

NPC

Erlan Pebblebrook, Human Noble.

Description: Red, straight hair hangs over his time-worn face. Above one of his amber eyes is a old scar that reveals that his life was not always as calm as it is now, or at least until a few days ago.

Players will start this adventure in the city of Possiblis, where they have been called by the Governor to resolve a matter of utmost importance. After Mr. Pebblebrook introduce himself to the adventurers, he says to them:

Nights are usually very quiet in the mansion and these last two were no exception. But yesterday morning we couldn't find Sarah, the cook. Even her family does not seem to know where she is, we thought she may have fled, although we found no reason for that.

But today we woke up with the terrible news that Elliot, the son of my wife's sister who was here as a guest, has also disappeared. You can imagine the concern of his mother and everyone else in the mansion.

Adventurers are invited to stay the night in the mansion or until they can solve the problem.

Adventure Hooks

As a GM, you know your group of players better and know what may interest them the most as a reward for starting an adventure. Generally, the simple fact that an adventure is presented in front of them is enough reason for a player to decide to take it. But if that's not the case, here are a couple of ideas to get your players hooked on this adventure.

Gold Reward

The city governor is a very wealthy person, his family founded the city many generations ago, and he promises a reward in gold and jewels to adventurers who solve the problem and rescue the missing people.

A missing friend

One of the workers in the Governor's Mansion might be the friend of one of the player characters and they must now rescue him.

The Night at the Mansion

If players agree to stay in one of the mansion's rooms, that same night a [Demon Specter](#) will visit one of them and try to possess him.

The wraith has no intention of fighting anyone, its concern is rather to bring a living and possessed person to the Demon Portal and it will only respond to attacks that are actually a threat to it.

If the adventurers want to obtain information from the specter, it is willing to talk to them.

If the specter fails to possess the player character, the adventurers will be able to communicate with it. If the character is possessed, the rest of the party can communicate through the possessed character.



Adventurers will be able to get the following information from the specter:

- Demons that die on the material plane of Hereva become specters and they need to cross over to the dimension Chaosah to return to their original form as demons.
- Beneath the mansion there is a dungeon which leads to the portal sealed by Gimrenar 750 years ago.
- Two days ago the new Demonic Portal specters are currently using to cross into their dimension has been sealed by a group of dragons that arrived to the mountain and the Demon Specters have had to resort to this ancient portal.
- The ancient seal created by Gimrenar is weakening and specters can cross it using the life force of a possessed person.
- People possessed in this way end up trapped on the way to the Chaosah dimension. This is a quasireal tunnel that the Demon Specters walk from the portal to their home dimension.
- Normal people cannot exit the portal tunnel once they have entered. They will need the help of an experienced witch of Chaosah in order to rescue them.
- More specters will continue to kidnap people to return to the Chaosah plane if the dragons don't open their portal.

Specters promise to stop possessing people to cross into their plane if the adventurers persuade or force the dragons to open the portal again.

A specter has a three days limit to return to the Chaosah plane and become a demon again. After that, it will no longer be able to return to its demon form and will wander like a ghost forever. That's why the deal will be valid for only three days, after which the specter will start possessing people again to save themselves.

What players know

- No one knows where dragons come from or what their motives are, but they have existed before the humanoid races in Hereva.
- Dragons do not usually communicate with people, but sometimes their actions have consequences for them.
- Copper Mountain is located north of the Shining Forest and the travel will take two days.

On the outskirts of the city there's a witch living in a small black and orange house. That witch named Anise has meanings to help the players both in saving the people trapped in the portal tunnel and to solve the problem with the dragons.

The Governor personally knows Anise, and he will advise the players to seek for her help, and even more, he will offer the adventurers to accompany them to convince her to help.

Anise, the witch of Chaosah

Adventurers will need to pay a visit to Anise, the witch of Chaosah who lives on the outskirts of the city. They have been told that she can help them enter the Demonic Portal and return. The witch will also guide them to solve the problem with the dragons at the copper mountain.

Road to the house of the Witch

The Governor insists on accompanying the adventurers along with a pair of guards. They have never had problems with Anise, but they don't know if the witch will be willing to help.

The road south of the city has a small detour through the forest, barely clear enough to walk, but not wide enough to enter with vehicles. At the end of that path the characters find a small black and orange house.

From the outside this house looks cozy. It has been built with black stones and has orange brick decorations. Small, half round windows, placed in a very asymmetric way, add to the overall look of the house.

When they are in front of the house, the governor calls out the name of the witch in a very familiar way, he seems to know her personally. Before the nobleman finishes shouting the entire sentence, the door of the house opens. The witch was waiting for them.

NPC

Anise, Witch of Chaosah.

Description: Chestnut, coily hair is pulled back to reveal the skinny, charming face of an old lady. Her sparkling brown eyes scan her visitors carefully.

At Anise's House

Anise is a very old witch who has lived in the village for hundreds of years and thanks to her magic and the use of her crystal ball, she learns about all the important things that happen in Possiblis.

Furthermore, she is aware of the problem that the dragons of the Copper Mountain have caused to the demons of Chaosah. But she doesn't know why dragons have come to that mountain.

Anise: Demons need their portals to return home and we need them to leave our world. The forest will be filled with Demon Specters if this matter is not resolved.



When the adventurers ask her for help to rescue the people trapped in the portal, she lends them a magical artifact. It is a rope that a person can tie to his waist before entering the portal, one or more people need to hold the magic rope and pull it when they want to return it to the material plane.

Anise emphasizes that this artifact is important to her and wants it back when they manage to rescue the people. But above all, she asks them not to get lost in the dimension of Chaosah or she will never see her magic rope again.

To be able to see and cross the portal, a creature needs to be affected by an *Etherealness* spell (or being able to enter the Ethereal plane some way). The rope affects creatures in both planes. If adventurers don't have access to the *Etherealness* spell, the witch can sell them a position for 2,000gp. If that amount is a lot of money for the players,

the governor can pay it without problems. If for some reason the players want more positions they will have to pay for each one after the first one.

Potion of Etherealness

A small bottle with a white liquid, with small blue nebulae.

Drinking the potion will make a Medium or smaller creature, along with the equipment it's wearing and carrying, to gain the effect of the etherealness spell for 1 hour.

The governor asks them to rescue the lost people before going to the Copper Mountain.

The witch asks them to return to her after rescuing the trapped people so that she can give them more information about the dragons lair on Copper Mountain and to return her magic rope.

Pebblebrook Catacombs

In the basement of the main house there is an entrance to a dungeon that leads to the portal. If the adventurers return with the two people safe, the governor will give them the reward he had promised.

1. Entrance

The first room of the dungeon is destroyed, there are debris everywhere, broken columns and the floor is waterlogged. The water seems to have been there for many years. The path to the east that leads to room 2 is blocked by rocks and huge debris. Players can remove debris with a DC 14 Strength (Athletics) check. On a fail, debris will fall on players on a 10 feet square, causing 2d6 bludgeoning damage, and the path will be clear anyways. They can also try to slip through the rubble with a DC 17 Dexterity (Acrobatics) check.

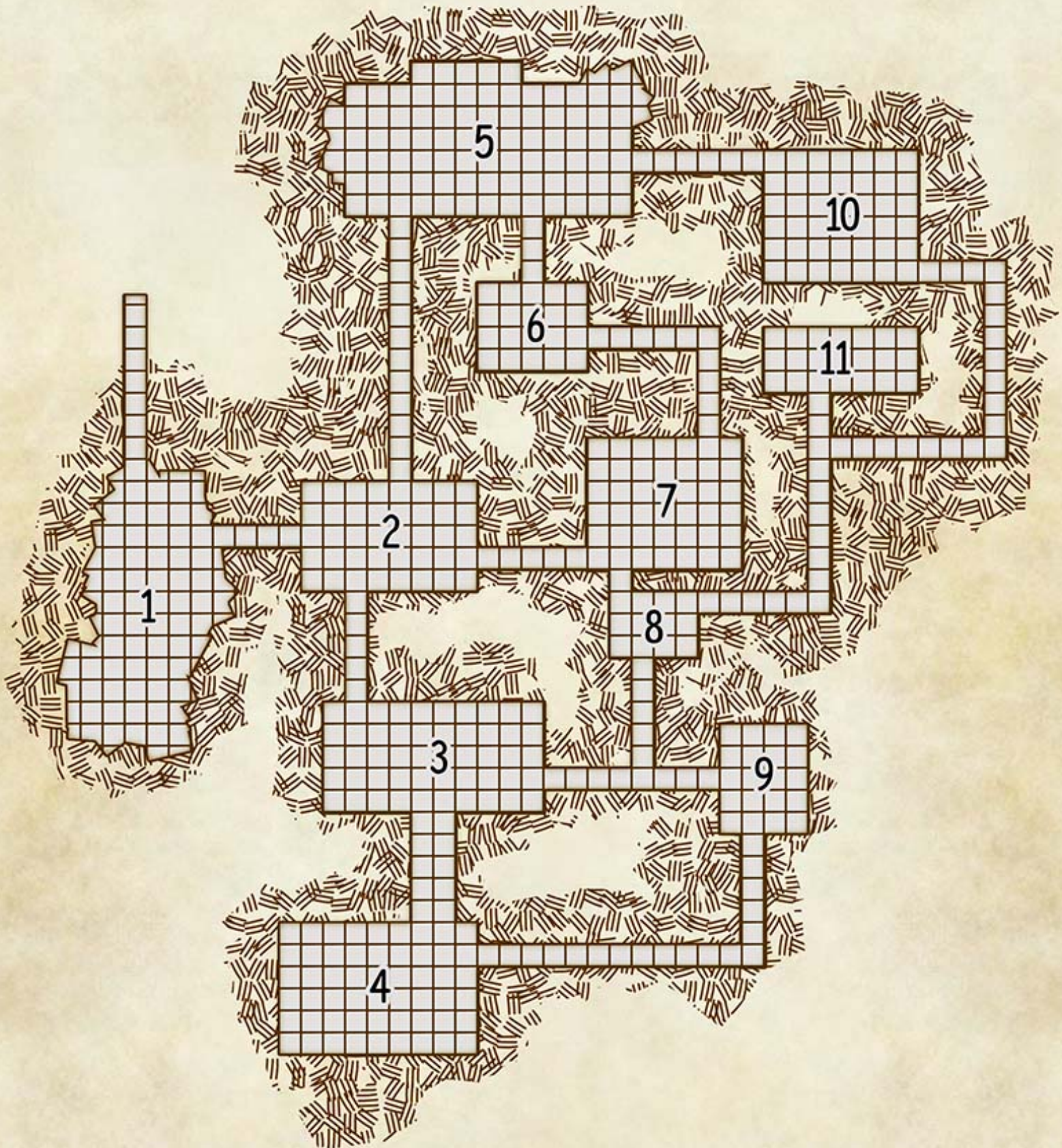
2. Reception

In this room there are two doors, in addition to the one where the adventurers entered. Those two doors are covered by statues with armor and swords in hand. They look harmless to the naked eye but if adventurers try to get through one of the gates, they will need to move one of the statues and it will come to life. Each of the statues has the following stats, depending on the tier of the adventure:

Scalable encounter	
Tier	Encounter
1	Animated Armor
2	Superior Animated Armor (A1)
3	Shield Guardian
4	Stone Golem
5	Iron Golem
6	Adamantine Golem (T&N)



Pebblebrook Mansion Catacombs Map



3. Infirmary

There are some beds in this room that look like they're about to turn to dust. On a corner desk there is an undead in doctor's outfit that attacks adventurers when they enter.

Scalable encounter	
Tier	Encounter
1	Zombie
2	Ghast
3	Wraith
4	Grim Physician (A1)
5	Vampire
6	Vampire

4. Siege engine warehouse

This is the room where the siege weapons were kept. Here are still some siege weapons like scorpions, etc. but these are crumbling and rusty. In one of these weapons are hidden some creatures that are alerted when the adventurers enter the room. One of the weapons is fired.

Scorpion
DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 piercing damage.

5. Shrine

In this room there is an altar with various idols of ancient gods. Half of the room has destroyed walls and the stone of the cavern can be seen. If the adventurers approach the altar, the figures become real creatures and attack them.

Scalable encounter	
Tier	Encounter
1	1x Ogre
2	2x Ogre
3	1x Oni
4	2x Oni
5	2x Bone Devil
6	2x Erinyes

6. The Pit

In this room there are torches and old weapons on the wall. There is also a large mirror on the south wall. In a 10-foot square attached to the door is a trap that opens when more than one person steps on it. The floor opens up and they fall to a 30 foot tall pit.

Concealed Pit
DC 15 to find, DC 10 to disable; affects all targets entering a 10 ft. square area, DC 20 save or take 3d6 damage

7. The Portal Room

This room has a huge mirror hanging on the east wall. This mirror covers almost the entire height of the wall and is 10 feet wide. It is a magical mirror that crosses the ethereal plane and leads to the dimension of Chaosah. Only a creature on the ethereal plane can attempt to cross this mirror, a creature on the material plane needs to be affected by the Etherealness spell to do it.

The mirror itself is as strong as steel, in case it was destroyed the entrance to the portal would be lost, but it would regenerate the next morning.

When a creature crosses the mirror, what it sees is a 10-foot-wide quasi-real tunnel that extends for about 100 feet long. Each round inside the tunnel will cause a creature to lose 1 hit point if it has more than half of its maximum hit points.

Inside the tunnel, any creature other than a fiend is affected by an energy that pushes it towards the exit, which makes it impossible to run and only allows it to move at half its regular movement. It feels like a strong wind. Additionally, each round the energy will propel any creature back with greater force, making it fall back 20 feet unless it succeeds in a Strength check (DC 13).

After crossing the middle of the tunnel, the energy starts working from the opposite side, pushing any creature towards the nearest exit.

After halfway through the tunnel, the character will need to prevent the energy from pushing him towards the mirror, but his companions can pull the Witch's magical rope from outside to prevent it from being transported to Chaosah's dimension.

At the end of the tunnel there is another huge mirror, and on the floor are the missing people, unconscious but alive. To return, the character will have the same problems but in reverse, and adding that he has to take the two unconscious people with him.

8. The Warehouse

In this room there are some shelves with various items, everything is very old and rotten, except for a small wooden box where there are some potions. The box is connected to a gas trap that is activated when a character moves it or removes the potions.

Poison Gas Trap

DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 14 save or take 2d10 poison damage.

The content of the box depending on the tier of the adventure:

Treasure

Tier	Items
1	4x potions of healing
2	4x potions of healing, 2x potions of Greater healing
3	4x potions of healing, 4x potions of Greater healing
4	4x potions of Greater healing, 2x potions of Superior healing
5	4x potions of Greater healing, 4x potions of Superior healing
6	4x potions of Superior healing, 2x potions of Supreme healing

9. Riders

On the east wall of this room there's a large painting with of two knights riding their steeds. The moment the adventurers enter the room, the faces of the riders turn to see the characters. Not only the riders, but also the mounts are watching the characters.

Arrows appear from the eyes of the paintings as the characters cross the middle of the room.

Arrow Trap

DC 10 to find, DC 15 to disable; +7 to hit against one target, 2d10 piercing damage.

10. Green Terrace

A large worn statue in a foggy thicket lies in the entrance of this hall. The rest of the room is covered in grass and various flowers. A series of stones embedded in the floor form a path that leads to a circle made out of those same stones in the middle of the room and then to the other door. The circle is 15 feet in diameter and in the middle are several large plants of many colors.

On the sides of the path, there are some beautiful flowers that appear to be made of glass, some sparkle blue and others purple. It smells great near these flowers.

If the adventurers follow the path of the stones without leaving it, and do not have contact with any plants, nothing else will happen in this room. Otherwise, the plants in the middle will attack.

Scalable encounter

Tier	Encounter
1	Awakened Tree
2	Shambling Mound
3	Treatant
4	2x Evil Pumpkin Hydra Creeper (T&N)
5	3x Evil Pumpkin Hydra Creeper (T&N)
6	3x Evil Pumpkin Hydra Creeper (T&N), 1x Treatant

11. The Kitchen

This room is a kitchen, there are several very old furniture full of dishes and kitchen utensils. There are two long tables spread throughout the room and on the east wall there is a stone oven with a cauldron.

The place smells of food as if it is being prepared right now. If the adventurers come closer they will notice that in the cauldron there is a stew that smells very good and that at first glance seems like fresh food.

All the chairs at the table are connected to a trap and if anyone sits on them, darts with fire will come out of small holes in the ceiling.

Fire Dart Trap

DC 15 to find, DC 15 to disable; +3 to hit against one target, 1d10 cold damage

The cauldron is a magical item that provides food every day.

Cauldron of Plenty

Wondrous Item, uncommon

Once per day, you can fill the *Cauldron of plenty* with water to create food enough to sustain up to fifteen humanoids, as the *Create Food and Water* spell, except the food never spoils while it's inside the Cauldron.

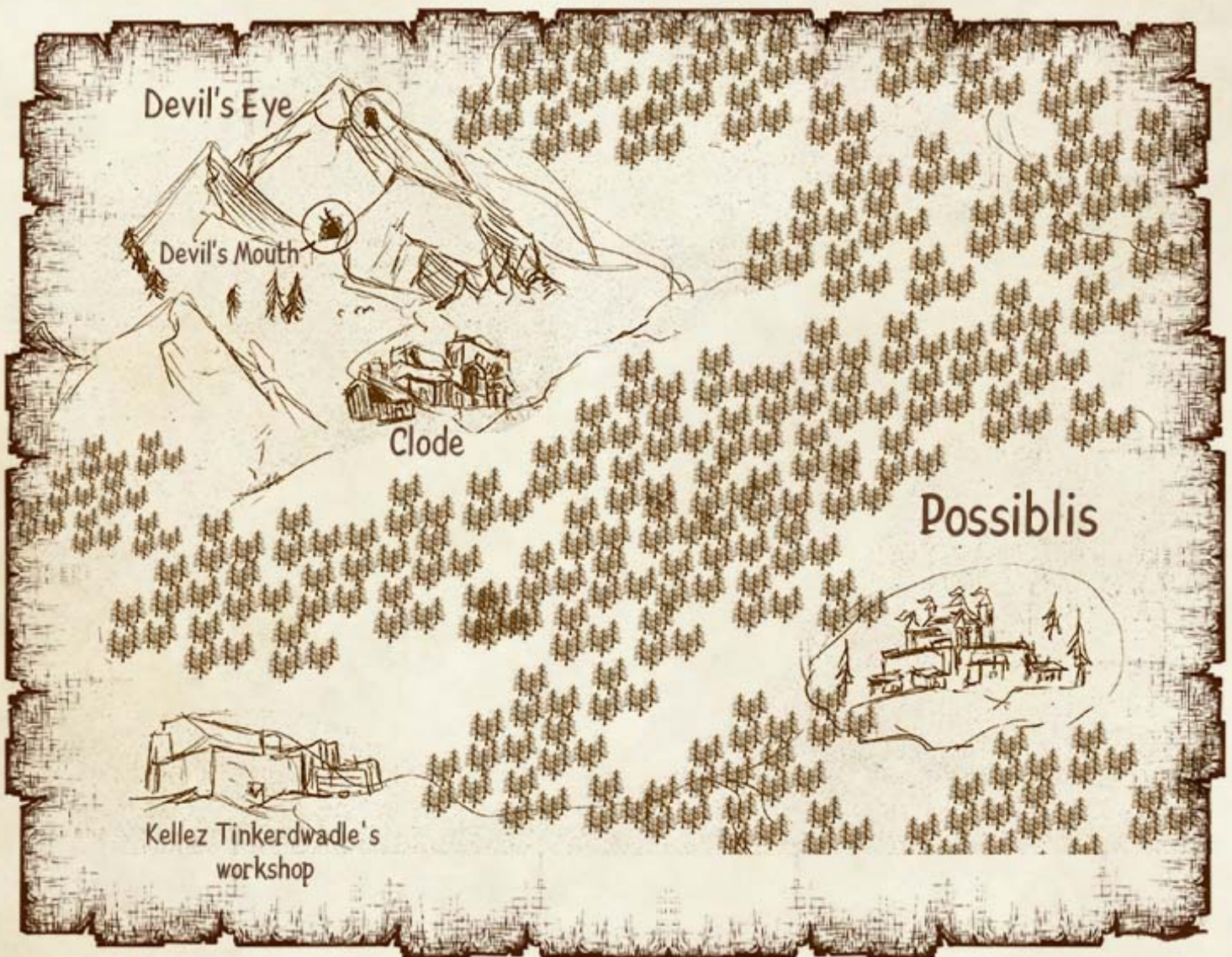
Back with Anise

Back at Anise's house, the witch has prepared a ritual to communicate with the demons of Chaosah. She asks the adventurers to assist her in the ritual.

A black heavy smoke start spreading from Anise's magic cauldron and fills the room of the house. When the smoke subsides, three demonic silhouettes appear in front of you, one in the shape of a giant spider, a second one with four eyes and wielding a trident and the third one with huge horns and claws.

The demons are not actually in the room, they are just their images projected from the Chaosah dimension thanks to Anise's magic. They introduce themselves as Spidük, Eyeük and Hornük.

Using the information she gets from the demons, Anise quickly makes a map marking the entrances to the Copper Mountain. The lower entrance known as the Devil's Mouth is the most dangerous but it is the fastest way. The entrance at the top is the most direct towards the throne of the dragons, however up to the top of the mountain the environment is very cold and stormy, so arriving by flying with regular magic means like a flying broom would be dangerous.



Then, depending on the tier of the adventure, Anise will give them options to continue the adventure.

Tier 1-3

Anise tells them that the only way to safely reach the mountain's top is with a flying machine. That's why they need the help of Kellez Tinkerdwadle, a gnome engineer and inventor. In her workshop she has a flying machine that they can borrow to fly directly to the Devil's Eye, the entrance to the dragons hideout.

Tier 4

Anise gives them the option to go through the quickest path directly to the Copper Mountain, where they will have to go through various dangers before arriving at the Dragons hideout. She also suggests going to Kellez Tinkerdwadle's workshop, where they can borrow a flying vehicle to fly directly to the Devil's Eye, the entrance to the dragons hideout.

Tier 5-6

Anise indicates that the entrance to the dragon cave is through the Devil's mouth and gives them a map of the first floor. She won't go with the adventurer's since that path is very dangerous, but she will look for her friend's Kellez Tinkerdwadle help, in case it's needed.

Also, the demons warn them that there will be a door that they will need to open at the entrance to the throne of the dragons, so Anise gives them a magic item for this adventure, it is a magical master key that has only three uses.

Bewitched Master Key

This key looks like a normal metal key, except that it is the size of a short sword and has a bat figure carved on the handle.

Using an action, the creature wielding the key can speak the magic words so the key takes the shape and size of the key needed to open a door or lock that the creature has within reach. The door or padlock will open, even if the lock is magical.

This ability can be used three times. After being used a third time the key will turn to dust and fade.



Kellez Tinkerdwadle Workshop [Tier 1-4]

In this chapter adventurers travel to the home of Kellez Tinkerdwadle, a gnome who makes many mechanical inventions, she has one flying machine that she can provide to adventurers in exchange for a small favor. With this adventure, they will skip the passage through the mountain that is full of greater dangers, but first they will need to solve some issues to obtain the plane.

The mission is simple, they need to retrieve a part of the flying machine, but this one is in the basement of Tinkerdwadle, which is infested by gremlins.

Kellez Tinkerdwadle: I have no problem lending you the Reinforced Flying Intensitron if it is for a good cause. I just finished repairing its Motion Director Stabilizer. The only problem is that the Volatile Air Disseminator Engine is in the basement of my workshop and without it, the Intensitron can't fly a single gnomish mile, and that's a few feet for you

Kellez explains that the basement of her workshop is huge. There she keeps many devices, inventions that did not work, parts of mechanisms, large tools, etc. But for a few days she has been hearing noises and has no longer wanted to go down there. She thinks that maybe a monster is hiding among all her things.

Kellez offers to not only loan them the aircraft, but she will also take them there and back if they help her by getting rid of whatever is in her basement.

Getting the Volatile Air Disseminator Engine

Kellez gives a whistle to the party, and tells them that with that whistle they can find the Volatile Air Disseminator Engine, when the whistle blows the engine will start and make a noise that they can follow.

1. Easy access warehouse

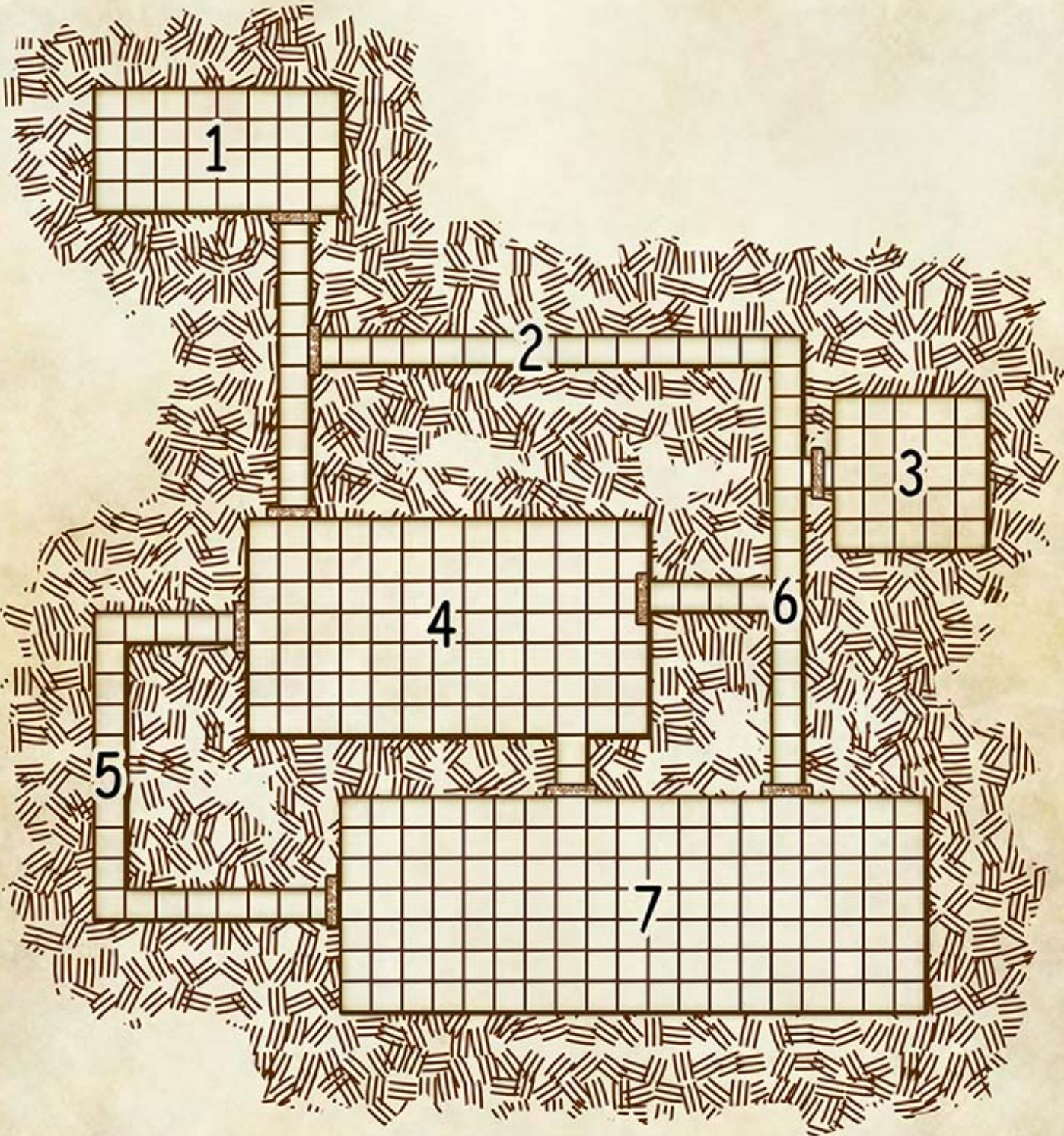
Kellez Tinkerdwadle's workshop stairs lead to room 1 on the map on the next page. Upon arrival, the adventurers will find all the walls full of shelves with various objects with different shapes that are difficult to explain. On the floor are many devices, tools, machine parts, and other things. Walking around this room counts as difficult terrain.

Hidden in the shelves are small creatures that will try to attack adventurers by surprise.

Scalable encounter

Tier	Encounter
1	4x Gremlin (A1)
2	4x Gremlin (A1) , 2x Gremlin Infiltrator (A1)
3	4x Gremlin Infiltrator (A1) , 2x Gremlin Tactician (A1)
4	4x Gremlin Tactician (A1) , 3x Gremlin Assassin (A1)

Kellez Tinkerdwadle Workshop



2. Tool Refiner Strategowalk

The door to hallway 2, the Tool Refiner Strategowalk, has an electrified lock.

Electrified Lock

DC 10 to find, DC 15 to disable; affects each creature which touches the lock, DC 20 save or take 2d10 lightning damage

The rest of the corridor is full of shelves with strange objects. Objects are protected with gas traps. If a creature tries to grab something off the shelves the trap will activate.

Poison Gas Trap

DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 16 save or take 2d10 poison damage.

3. Surface Exam Mobilizer Zone

The door to this room is made of steel and is secured.

Locked Iron Door

DC 20 to open, DC 30 to break; 60 hp

When the adventurers open the door, gremlins charge to the attack.

Scalable encounter

Tier	Encounter
1	4x Gremlin (A1)
2	4x Gremlin (A1) , 2x Gremlin Infiltrator (A1)
3	4x Gremlin Infiltrator (A1) , 2x Gremlin Tactician (A1)
4	4x Gremlin Tactician (A1) , 3x Gremlin Assassin (A1)

This appears to be the room where cleaning appliances are kept. There are brooms, shakers, and even something that looks like a vacuum cleaner, but adventurers wouldn't relate it to anything, perhaps a mechanical broom.



4. Progressive Construction Reproducer Matrix

The north door to this room is wooden, it is closed, but not locked.

The west door is secured with an electrified padlock.

Electrified Lock

DC 12 to find, DC 15 to disable; affects each creature which touches the lock, DC 16 save or take 2d10 lightning damage, half damage on a success.

The east gate has a trap that activates poison darts.

Poison Darts

DC 15 to find, DC 20 to disable; +7 to hit against one target, 2d10 poison damage. Target must succeed a DC 15 Constitution saving throw or become poisoned for 1 minute.

This room has a line of rails that covers its entire perimeter. On these rails, small cars advance passing machines that deposit and take out weird mechanical parts. In the middle of the room are two huge gremlins that appear to be working on a machine with a humanoid shape even larger than they are. They are alerted when adventurers enter the room.

Scalable encounter

Tier	Encounter
1	2x Gremlin Mechanic (A1)
2	2x Gremlin Hulk (A1)
3	1x Gremlin Hulk (A1), 1x Gremlin Artificer (A1)
4	1x Gremlin Juggernaut (A1), 1x Gremlin Artificer (A1)

5. Heavy Machinery Communicator

One of the rails in room 4 leads to this corridor and goes all the way to room 7. Near the door there is a mechanism that if activated, one of the cars will change its route and will go through this corridor to room 7, at full speed. If the adventurers get on this car they will quickly reach the west door of room 7 without any problem, except the scare of moving so fast.

If the adventurers don't take a car to head to the next room, the corridor has two floor traps that activate when two people are standing in the same 10-square-foot space.

Trap 1: Concealed Pit

DC 15 to find, DC 10 to disable; affects all targets entering a 10 ft. square area, DC 14 save or take 2d10 damage

Trap 1: Concealed Pit

DC 17 to find, DC 10 to disable; affects all targets entering a 10 ft. square area, DC 15 save or take 2d6 damage

6. Enhanced Motion Analyzer Hallway

The floor of this hallway has a rotating mechanism that prevents creatures from advancing. Players must pass a DC 13 Dexterity saving throw or they will halve their speed when entering the hallway. If a character fails the check with a difference of 5 or more, the character begins to back up instead of moving in the direction he wants to go.

On the walls and ceiling of this corridor are some gremlins with weapons that throw cobwebs that work like the Giant Spider's.

Scalable encounter

Tier	Encounter
1	1x Spider Gremlin (A1)
2	2x Spider Gremlin (A1)
3	3x Spider Gremlin (A1)
4	6x Spider Gremlin (A1)

7. Atmospheric Sample Pullomatic Hall

The east entrance of this room is protected by an explosive device that is activated when you try to open it.

Fire Spray Trap

DC 20 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 11 save or take 1d10 fire damage

The north entrance to this room is protected by an electrified lock.

Electrified Lock

DC 15 to find, DC 15 to disable; affects each creature which touches the lock, DC 15 save or take 2d10 lightning damage

The northeast door of this room is a closed steel portcullis.

Iron Portcullis

DC 20 to lift, DC 25 to break; 60 hp

In the last room there are a series of mechanisms similar to motors of different types as well as many other pieces that seem only scrap metal. The player characters couldn't tell one from the other, so they will need to use the whistle Kellez gave them to find it.

When the adventurers blow the whistle, one of the motors starts, but it's not the one they are looking for, but a big mecha that the gremlins have taken over.

The robot, which is around 20 feet tall, rises from the junk and charges against the adventurers. Inside it you can see a couple of gremlins struggling with each other to control the construct.

Scalable encounter

Tier	Encounter
1	Defective Gremlin Mecha (A1)
2	Gremlin Combat Disseminator (A1)
3	Gremlin Warfare Attractomatic (A1)
4	Gremlin Enhanced Mecha Annihilator (A1)

When the adventurers defeat the machine, many other gremlins flee the place, many are victims of the traps, but the most agile of them end up escaping and moving away from the workshop.

Flight to the Copper Mountain

Back on the surface, Kellez Tinkerdwale is very grateful and preparing to fulfill the deal, she first has to add the Volatile Air Disseminator Engine to the flying artifact and the next day it will be ready for them to leave.

Most of the flight goes smoothly. Unless some of the passengers have problems with heights, the ride is more than anything pleasant. Adventurers can see the shape of the forest as they may not have seen it before and they see from afar the copper mountain as they are approaching.

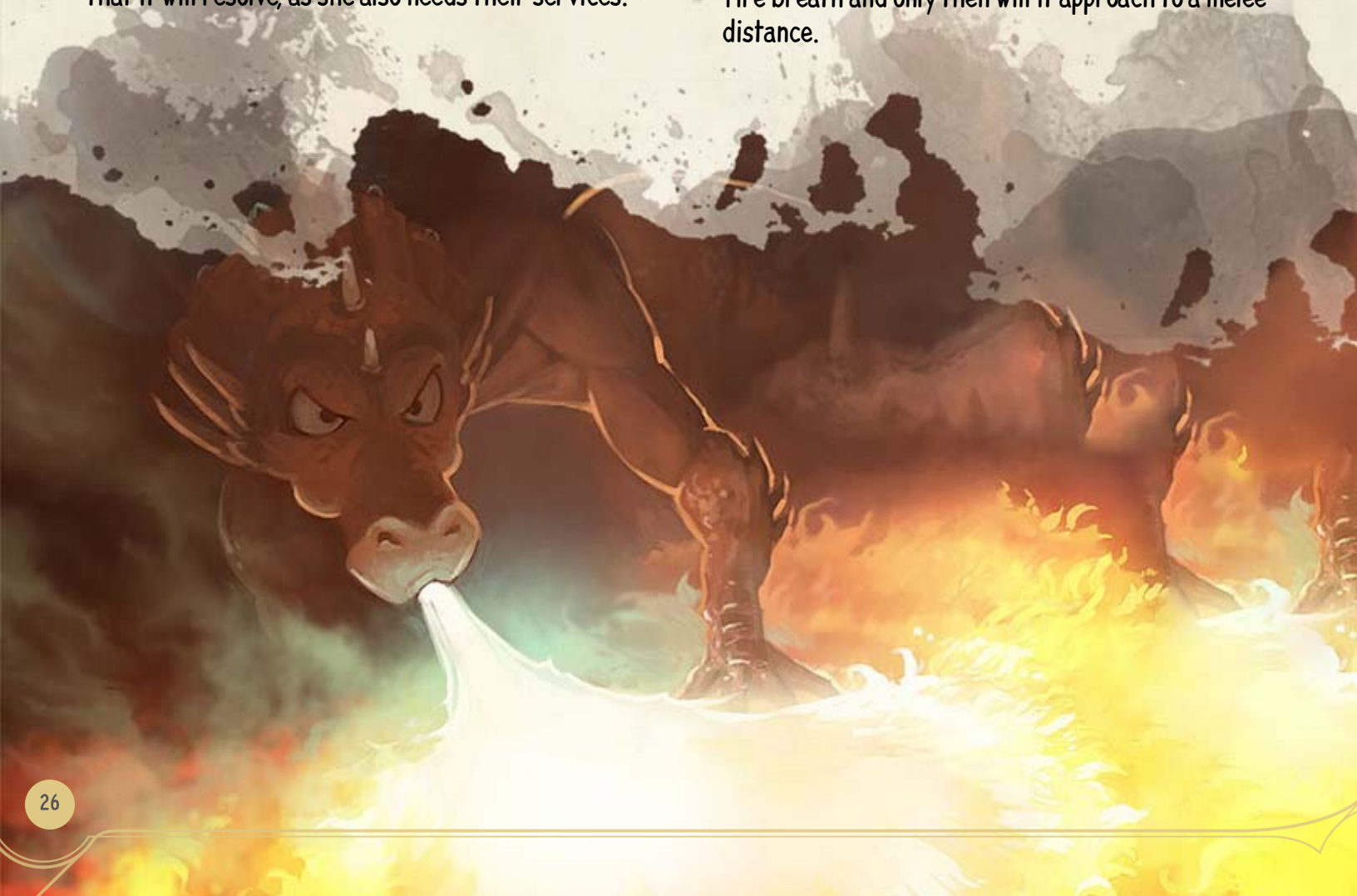
When they pass over Clode, the miners' village (the part of the adventure they will skip), Kellez tells the adventurers that she has heard about the situation that the inhabitants of that place are going through because of the dragons and hopes that it will resolve, as she also needs their services.

Following the map they gave her, Kellez approaches the Devil's Mouth, the entrance to the mountain where the adventurers must descend. However, one of the dragons that has seen the aircraft approaching tries to stop them. This is not a deadly battle and as soon as the dragon takes half of its HP in damage, it will flee from the battle and return to the mountain through a different entrance than the one the adventurers are going to. In case the dragon is winning the battle, Kellez will turn around and fly away from the mountain, the dragon will not chase them.

Scalable encounter

Tier	Encounter
1	Very Young Volcanic Dragon (T&N)
2	Juvenile Volcanic Dragon (T&N)
3	Adult Volcanic Dragon (T&N)
4	Old Volcanic Dragon (T&N)

The dragon will start the battle attacking with its fire breath and only then will it approach to a melee distance.



Surviving the Copper Mountain [Tier 5-6]



his part of the adventure is more dangerous than the rest and is planned for players in the upper tiers of the game. It is a cave in the copper mountain that will take the adventurers to the room where the dragons are guarding the Demonic

Portal.

This cave is independent from the dragons and was already on the mountain before they arrived. This part of the adventure will be played by adventurers in tiers 5-6 and optionally those of tier 4, according to you, as GM, you see fit.

Following the directions Anise gave them, the adventurers arrive at the foot of the mountain after a nearly a day's journey through the forest. There they find a small village inhabited mainly by humans, gnomes and dwarves.

Clode, the Miners Village

In this chapter the adventurers arrive at a small mining village called Clode. The inhabitants of this village alert them that there are dragons on the mountain. News quickly spreads that adventurers have arrived in the city and Kunak Coldsong, the leader of the village approaches them to talk about the issue of the dragons.

Kunak Coldsong is a middle-aged dwarf, muscular and tall enough for a dwarf.

Kunak Coldsong: The dragons arrived about a couple of weeks ago and since then we have not dared to approach again.

Coldsong offers them a bag of precious gems, with a value that you think convenient, if they can solve the problem of the dragons and make them move away from the mountain.

If the adventurers mention that they need to enter through the demon's mouth.

Kunak Coldsong: The mouth of the demon? Of course I know it, it is a natural cave with an entrance that looks like a demonic mouth, some people are known to have entered but almost none of them return alive and the few who do are never the same again. If you have to go there I would recommend that you be very careful. I can take you to the entrance, but only there.

Copper Mountain First Floor

The Devil's Mouth is the entrance to a cavern that the adventurers in a straight line to point 1, on the map on the next page.

All the walls of this cave have stones that were sculpted into shapes that look like the faces and bodies of Chaosah demons.

1. Demon Door

The entrance is a wooden door where the image of a Hornük raising its claws is engraved as if it were a bear ready to attack. The door is closed.

Demon Door

DC 19 to open, DC 20 to break; 30 hp

2. The Demon Sculpture

In the middle of this area there is a huge stone monolith that connects the floor to the ceiling. This stone appears to have been carved into the shape of a Chaosah demon, but they left the work in the middle, its features are not very clear and it has no arms.

The floor in this area is very muddy, it is difficult to move quickly. A creature can move at half his speed without problems, to move faster it needs to pass a DC 14 Dexterity check or it will fall to the ground.

When the adventurers start walking forward, snakes appear all from all over the mud on the floor. These are two snake swarms that occupy a 15 × 15 area on the floor and attack the adventurers.

Scalable encounter

Tier	Encounter
5	2x Swarm of Deadly Snakes (A1)
6	2x Swarm of Demonic Snakes (A1)

3. Demons in the Stone

In this area the ceiling is very low, a very tall character will need to tilt his head to pass. When the adventurers meet in the middle of the road, the stones on the ceiling and floor take the form of hands that try to hold the characters. These creatures are specters of demons hidden in the stones. Taking half their total HP in damage will cause them to leave the stone and continue fighting outside of it.

Scalable encounter

Tier	Encounter
5	2x Stone Specter (A1)
6	2x Greater Stone Specter (A1)

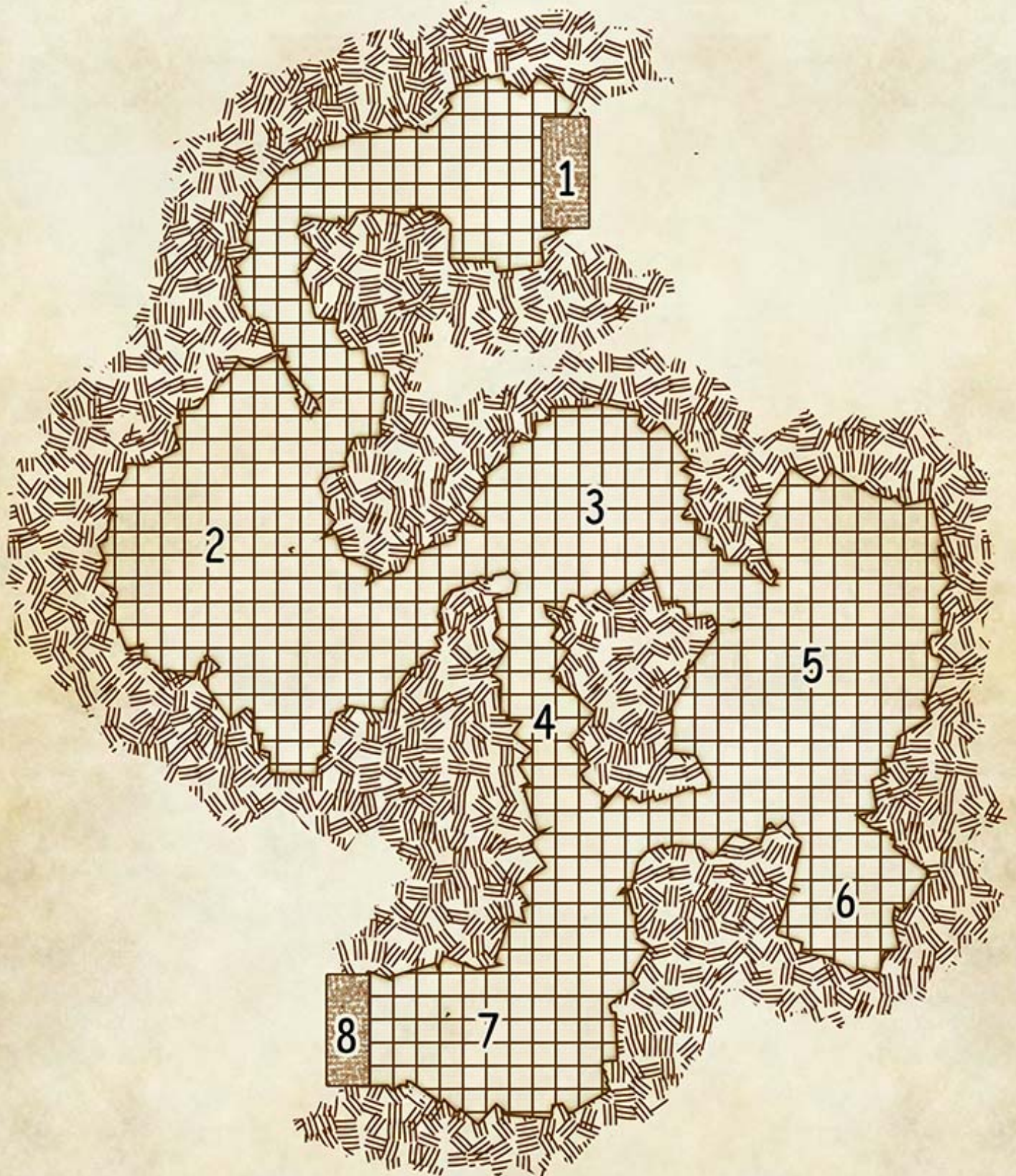
The path that leads from area 3 to area 5 has a quicksand trap. If the adventurers step on it inadvertently, the floor will turn to quicksand and they will be swallowed up by the floor.

Quicksand Trap

DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 14 Dexterity save or get trapped in the quicksand.

Creatures can leave the quicksand with help of others that are not trapped, or with the help of ropes and grappling hook. After the second round of being trapped, a medium creature will start suffocating.

Copper Mountain (Floor 1)



Rules for suffocating from the 5e SRD.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 Hit Points and is dying, and it can't regain Hit Points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 Hit Points.

4. The Blade

This path is narrower than the rest, there are many faces of demons etched on the walls and at times they seem to move and laugh, but if you pay attention to one of them it never moves. In the middle of the road there is a trap with a poisonous guillotine.

Guillotine Blade

DC 10 to find, DC 10 to disable; +6 to hit against one target, 5d10 slashing plus 5d10 poison damage.

5. Medusa

In this area there are many stone statues in the shape of demons, as in the rest of the cave, but there are also others in the shape of normal people. Some of these statues are more realistic than

others. Hidden among the larger statues is a Medusa that will wait for the adventurers to be within a suitable distance to awaken two or three Clay Golems that it controls (depending on the adventure tier). Then she will take advantage of the adventurers fighting to reveal herself 30 feet away and turn them to stone.

Scalable encounter

Tier	Encounter
5	1x Medusa , 2x Clay Golem
6	1x Medusa , 3x Clay Golem

6. Treasure room

In this room there is a rug laid out on the stone floor. At the other side of the room there is a large steel chest closed with a padlock.

Locked Iron Chest

DC 25 to unlock, DC 30 to break; 60 hp

The chest contains all the treasure below.

Iron Chest Treasure

- ▶ 17,000 gp
- ▶ 1,200 pp
- ▶ Several valuable objects worth 2,500 gp
- ▶ Bag of Holding (uncommon)
- ▶ Chime of Opening (rare)
- ▶ Potion of Stone Giant Strength (rare)
- ▶ 2x Potion of Superior healing (rare)
- ▶ Potion of Vitality (very rare)

7. The Lost Specters

The last area before leaving this floor of the cave has several specters hanging around wanting to go through the door, but they can't. These specters will attack the adventurers to try to use their bodies to get through the door.

Scalable encounter	
Tier	Encounter
5	6x Ghost
6	8x Ghost

8. Specter Door

This is the exit door from the cavern. The door itself is made of steel and is closed, but it also has a fire trap when you try to open it or when you hit it.

Locked Iron Door

DC 15 to open, DC 30 to break; 60 hp

Fire Spray

DC 10 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 10 save or take 4d10 fire damage

The door opens onto stairs made of stone that lead to the second floor of the cave that is the dragon throne hall, detailed in the next chapter.

The Dragon Throne

In this chapter the adventurers will face the dragons that have blocked the Demonic Portal to carry out the ritual to create the Scepter of Chaosah Demonic Invocation. The mission of the adventurers will now be to reach the place of the portal and stop the ritual.

Dragon Throne Hall

Players will need to solve a series of puzzles to reach the throne of the dragons and the adventure will end in a battle against Kennos, The Dark One.

1. Entrance

Whether the adventurers arrive from the cave on the copper mountain or they have come flying through the devil's eye, they will arrive at this point which is the entrance to the dragon throne room. This is a huge stone carved door.

At the entrance, the adventurers must introduce the giant key that was given to them by Anise. When activated, the door disappears, taking the key and revealing a path made of masonry 10 feet wide and extending 35 feet forward to Room 2 described below.

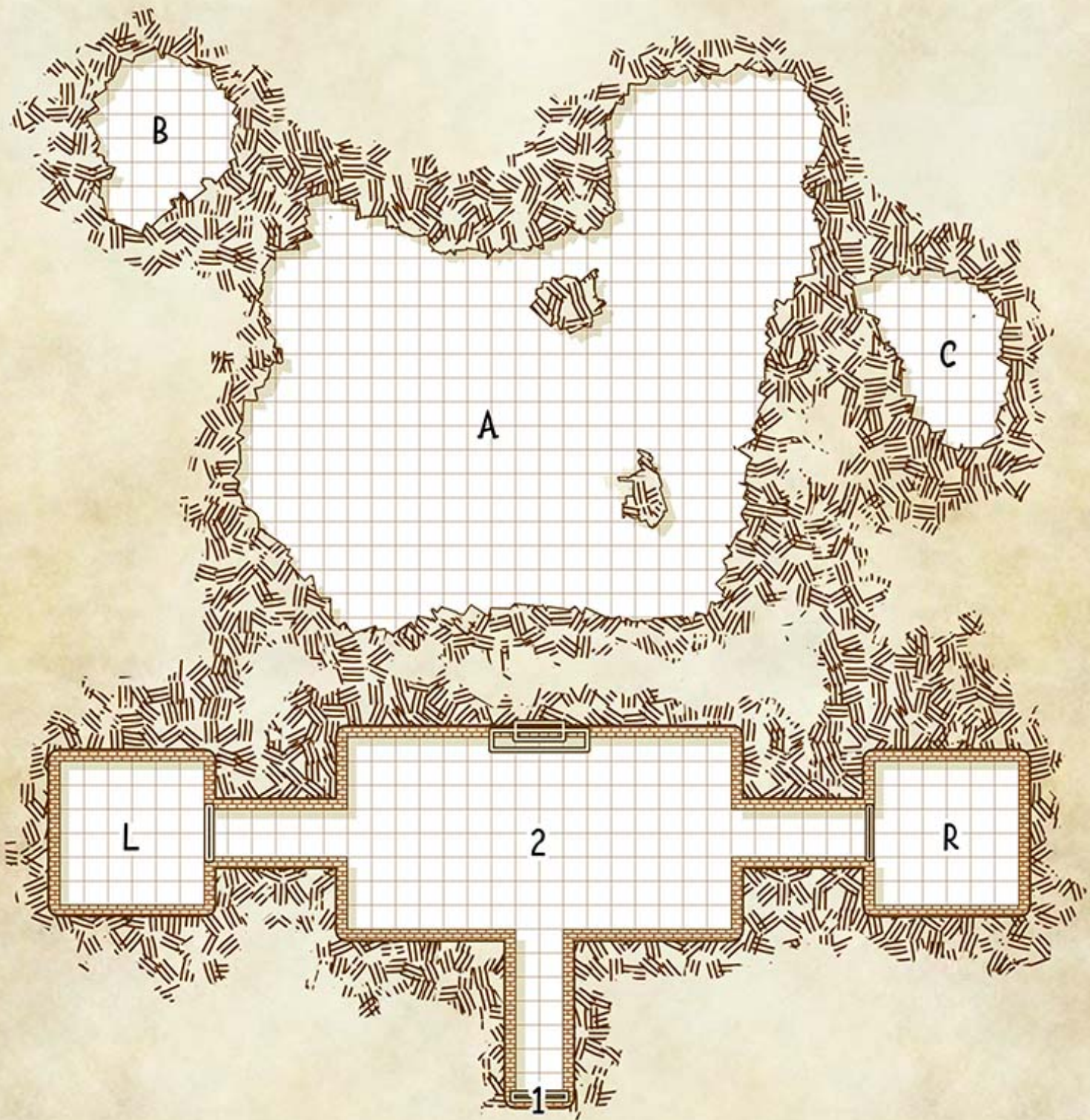
The Fire seed

The path has small flowerbeds on the sides, in them adventurers can see various types of flowers. Any character succeeding on a DC 11 Intelligence (Nature) check will find that one of the flowers is an Ember Lily, a very rare type of flower whose seed has properties that protect against fire who ingest it. The flower has a seed the moment they find it.

The Ember Lily plant only grows in a few special places like volcano caves or snowy mountain tops, and even there, a seeded ember lily plant has little chance of survival. When the plant is fully grown, the red and orange flower appears. It has a 50% chance once a month of giving a seed. This seed can be used to plant another plant or it can also be ingested.

A creature that ingests an Ember Lily seed will be protected from any fire damage for the next 2 hours.

The Dragon Throne



2. The Altar in Flames

Room 2 is a large room with a large altar in the middle of the north wall, which is on fire. This altar has a puzzle that the adventurers must solve to reach the throne of the dragons (A).

Description:

- In the central part attached to the north wall there is an altar in flames. On the altar there are three dragon statues, one is a Volcanic Dragon, another is a Dragonmoose and a Fiend Dragon.
- In the center of the room there is a circle drawn and following the circumference the following words are written: The Demon Dragon saw the fall of the Fire Dragons, who previously defeated the Elk King.
- Inside the circle on the floor are three stone containers each at the same distance from the other two.
- To the east and west of the room are a pair of 10-foot-wide pathways, both ending at stone doors.

The fire on the altar is so intense that any creature within 10 feet of it will take 2 hp of fire damage each turn it remains in the area. If a creature comes into contact with fire it must make a DC 13 Dexterity saving throw, on a failed save the creature will take 6d10 fire damage and half on a successful save. This damage is repeated every round the creature is still in contact with the fire.

Doors at the end of each hall.

Locked Iron Door

DC 15 to open, DC 30 to break; 60 hp

L. Lava Room

The room to the west is completely covered in boiling stones. A creature inside the room will take 2hp of fire damage each turn it remains in the area. At the end of the room is a small burning manger with a red stone egg inside. The egg can be removed and although it is hot, it is not hot enough to cause damage, however, when trying to remove the egg the character will need to overcome a DC 12 Dexterity saving throw or receive 2d6 fire damage. The character will obtain the egg even failing the saving throw.

R. Thorns Room

The room to the east is completely covered in thorny vines. A character can carefully walk into the room at half speed, otherwise he will take 1d6 piercing damage each round. At the back of the room there is a manger also covered with thorns but these are poisoned. The egg can be removed, but when attempting to do so the character must pass a DC 14 Constitution saving throw or he will receive 2d6 poison damage and become poisoned for 1 minute.

Opening the door

Once the players have obtained the two stones, they will have to insert the eggs into the containers, in the third container they will have to insert one of the flowers that they saw on the way to this room. It does not matter in which container each object is inserted, but the order in which it is inserted. The clue is in the written sentence. In the order of the clock hands they must place first the flower that represents the Dragonmoose, the red egg that represents the Volcanic Dragon and last the black egg that represents the Fiend Dragon.

Dragon Throne Cave

After doing this the circle on the floor will start to glow and teleport everyone within it to area A of the caves. Immediately after this, the flower will disappear and the eggs will return to their respective mangers. If someone is left outside the circle they will need to reactivate the portal to transport themselves.

A. The Dragon Throne

The adventurers appear in the teleportation circle in the southwest of the Dragon throne room. Near them is a group of guards who attack them as soon as they appear.

Scalable encounter	
Tier	Encounter
1	2x Fire Spitter (A1)
2	1x Lava Spitter (A1) , 2x Fire Spitter (A1)
3	3x Lava Spitter (A1) , 2x Fire Spitter (A1)
4	Juvenil Volcanic Dragon (T&N)
5	Adult Volcanic Dragon (T&N)
6	Old Volcanic Dragon (T&N)

In this room there is a huge arch that seems to be formed naturally. On the map, the two bases of the arch that touch the floor are marked as rock formations in the middle of the room. The arch forms a portal that when crossing it teleports a creature. However, the portal looks like a normal arch and can be seen clearly to the other side.

When a creature crosses the portal from west to east, it is transported to area C of the cave. When crossing the portal from east to west, the creature is transported from to area B of the cave.

Once a creature has been transported to one of the rooms, the portal loses the ability to transport until the creature (or some other creature) uses

the portals in some of the B and C zones to return. When a creature uses one of the portals in zone B or C, they stop working until someone uses the one in zone A again, and so on.

However, up to two creatures can cross at the same time if they are holding hands. If three or more creatures holding hands try to cross the portal it only transports the first two.

Crossing the portal takes a creature one action that it loses for the time it takes to teleport.

B. Bone Crusher

In area B of the cave is one of the two parts of the Chaosah Demonic Invocation ritual. In the center of this room is a bright and transparent purple crystal egg within which you can see the image of a meditating Fiend Dragon. This egg is the one that the demon told the adventurers that they need to destroy. Next to the egg there is a draconic warrior defending it, as soon as any creature alien to the dragons appears in this area the Bone Crusher will attack with its two mallets.

On the map the portal of this area is marked with a circle.

Scalable encounter	
Tier	Encounter
1	Minor Bone Crusher (A1)
2	Bone Crusher (A1)
3	Enraged Bone Crusher (A1)
4	Superior Bone Crusher (A1)
5	Veteran Bone Crusher (A1)
6	Mythic Bone Crusher (A1)

C. Stone Eater

In zone C is the second part of the Chaosah Demonic Invocation ritual. In this room there is a transparent orange crystal egg in which is the image of Kennos, The Dark One completely concentrated in the ritual. Next to him is a draconic guardian, his appearance is like that of a Dragonborn with wings and a tail, and he wields a double sword with both hands.

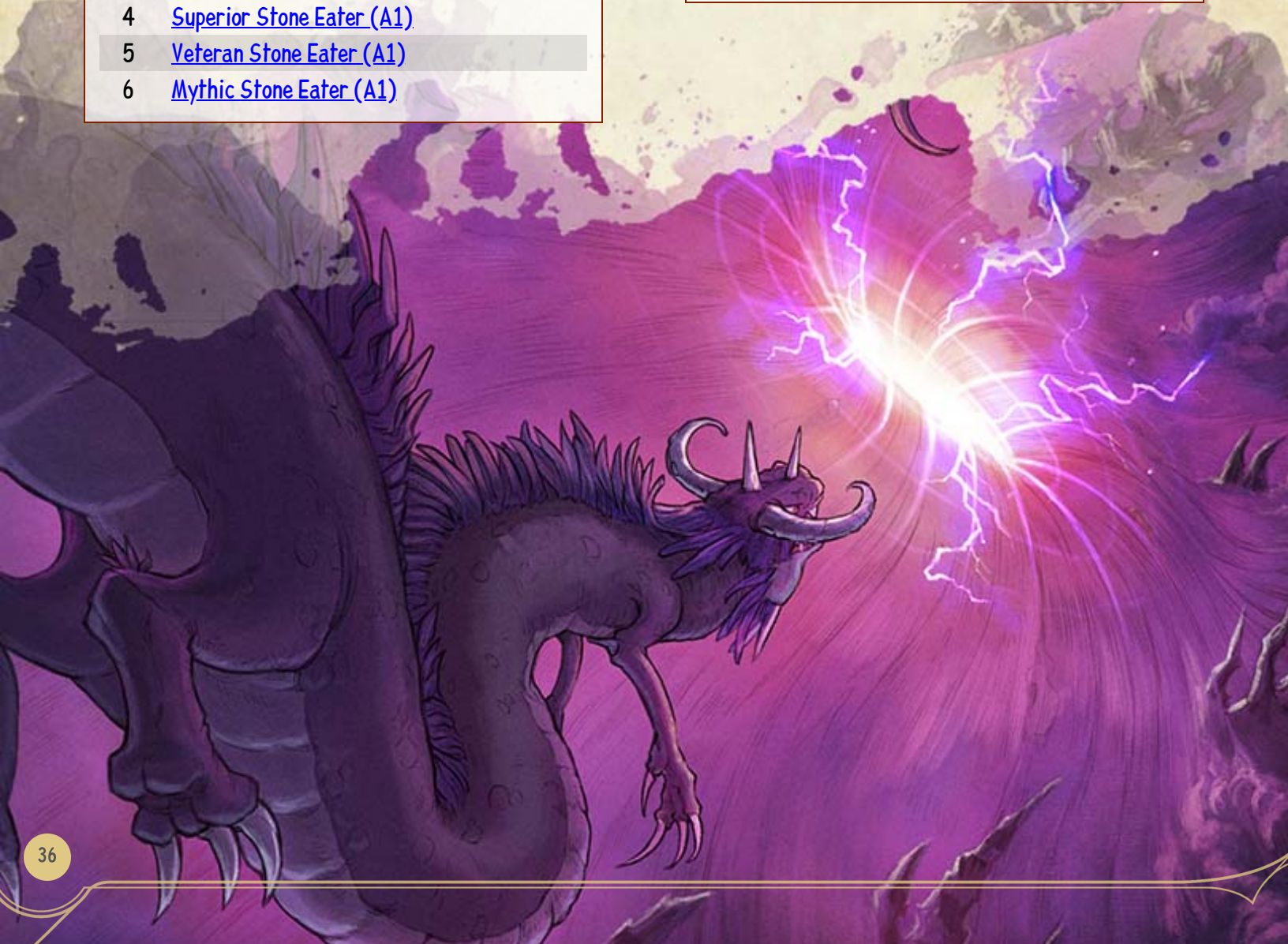
On the map the portal of this area is marked with a circle.

Scalable encounter	
Tier	Encounter
1	Minor Stone Eater (A1)
2	Stone Eater (A1)
3	Enraged Stone Eater (A1)
4	Superior Stone Eater (A1)
5	Veteran Stone Eater (A1)
6	Mythic Stone Eater (A1)

The Final Battle

Once the two crystal eggs are destroyed, the ritual will be interrupted and the Demonic Portal will reactivate again. Any creature in sections B and C of the cave will be instantly teleported to section A. At that moment the whole cave will shake in a tremor and Kennos, the fiend dragon, will appear in section A of the cave.

Scalable encounter	
Tier	Encounter
1	Fiend Planar Dragon Wyrmling (T&N)
2	Very Young Fiend Planar Dragon (T&N)
3	Juvenil Fiend Planar Dragon (T&N)
4	Adult Fiend Planar Dragon (T&N)
5	Old Fiend Planar Dragon (T&N)
6	Ancient Fiend Planar Dragon (T&N)



There is no visible way out of that place, except that the entire construction begins to collapse and a tunnel opens to the south leading to the altar in room 2.

Furious and vengeful, Kennos will attack the adventurers immediately. In this encounter the first thing Kennos does is summon a pair of draconic warriors in the tunnel stopping the adventurers from leaving the cave. The battle will be completely unbalanced against the players at first, but in the following rounds Chaosah Demons will arrive from the portal and will join the encounter, until they finally manage to defeat the Fiend Dragon and its minions.

In the first four rounds of the match, the following will occur:

- Round 1. Kennos uses his action to summon two Draconic Warriors. Roll initiative for the summoned creatures as a group, which has its own turns (optionally, they could act right after Kennos in the same initiative). These Draconic warriors have the same stats as the

ones in the B. Bone Crusher and C. Stone Eater sections.

- Round 2. At the beginning of the second round one or more (depending on the adventure tier) Chaosah Demon, Eyeük appears from the portal to fight side by side with the players.
- Round 3. At the beginning of the third round, another one or more demons Hornük will come through the portal and support them in combat.
- Round 4. Finally, at the beginning of the fourth round one or more Spidük will arrive to help them beat Kennos.

During the battle you can use elements of the environment. Since the place is collapsing, huge rocks will fall from the ceiling and some parts of the walls will collapse. You can make it part of the combat or just as an environment description, as you see fit.



These are the demons that will come to help players depending on the tier of the adventure.

Scalable encounter	
Tier	Encounter
1	1x Minor Eyeük (T&N)
2	1x Eyeük Stalker (T&N)
3	1x Eyeük (T&N)
4	1x Eyeük (T&N), 1x Eyeük Soldier (T&N)
5	1x Ancient Eyeük (T&N)
6	1x Ancient Eyeük (T&N), 1x Eyeük (T&N)

Scalable encounter	
Tier	Encounter
1	1x Hornük Soldier (T&N)
2	1x Young Hornük (T&N)
3	1x Hornük (T&N)
4	1x Hornük (T&N), 1x Hornük Soldier (T&N)
5	1x Hornük Commander (T&N), 1x Hornük Soldier (T&N)
6	1x Hornük Commander (T&N), 1x Hornük (T&N)

Scalable encounter	
Tier	Encounter
1	1x Spidük Trooper (T&N)
2	1x Spidük Lurker (T&N)
3	1x Spidük (T&N)
4	1x Spidük (T&N), 1x Spidük Trooper (T&N)
5	1x Ancient Spidük (T&N)
6	1x Ancient Spidük (T&N), 1x Spidük (T&N)

Aftermath

After the battle, the place will end up falling apart. The devil's eye will collapse burying the only way out of the throne hall. But before that, Kellez Tinkerdwale and the witch Anise will be waiting for the adventurers to fly them back to safety.

With Kennos and the other dragons defeated, the miners of Clode village can go back to work. The miners will offer to rebuild the devil's eye path and the Demon Portal room, but the demons refuse and prefer to make the portal inaccessible to normal people, as specters can still enter due to their incorporeal movement.

Back at the Pebblebrook Mansion, the Governor will have a feast of heroes prepared for them and a reward (at the GM's discretion).

Appendix I

NPCs and Monsters



Superior Animated Armor

Medium construct, unaligned

Armor Class: 19 (Natural Armor)

Hit Point: 78 (12d8 +24)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

Passive Perception +6

Languages --

Challenge 4 (1,100 XP)

Antimagic Susceptibility. The superior animated armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the superior animated armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

Actions

Multiattack. The superior animated armor makes two melee attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6+3) bludgeoning damage

Grim Physician

Medium undead, lawful evil

Armor Class: 11

Hit Point: 67 (15d8)

Speed: Fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances Acid, Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +11

Languages Any languages it knew in life

Challenge 9 (5,000 XP)

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

Sunlight Sensitivity. While in sunlight, the grim physician has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Necrotic Burst. When [dies] dies, it explodes in a cloud of necrotic steam. Each creature within 5 feet of the grim physician must succeed on a DC 15 Dexterity saving throw or take 31 (9d6) necrotic damage.

Actions

Life Drain. Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 47 (8d10+3) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Gremlin

Small humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 7 (1d6 +4)

Speed: 30 ft.

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

Skills: Stealth +7

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

War Pick. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) Piercing damage.

Crossbow, Hand. Ranged Weapon Attack. +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) Piercing damage.

Gremlin Infiltrator

Small humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 15 (2d6 +8)

Speed: 30 ft.

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

Skills: Stealth +7

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Sneak Attack. Once per turn, the gremlin infiltrator deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gremlin infiltrator that isn't incapacitated and the gremlin infiltrator doesn't have disadvantage on the attack roll.

Actions

War Pick. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) Piercing damage.

Crossbow, Hand. Ranged Weapon Attack. +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) Piercing damage.

Gremlin Tactician

Small humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 22 (3d6 +12)

Speed: 30 ft.

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

Skills: Stealth +7

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

Leadership (Recharges after a Short or Long Rest). For 1 minute, the gremlin tactician can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the gremlin tactician. A creature can benefit from only one Leadership die at a time. This effect ends if the gremlin tactician is incapacitated.

War Pick. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) Piercing damage.

Crossbow, Hand. Ranged Weapon Attack. +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) Piercing damage.

Reactions

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

Gremlin Thug

Medium humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 34 (4d8 +16)

Speed: 30 ft.

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

Skills: Stealth +7

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

Multiattack. The gremlin makes two melee attacks.

War Pick. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) Piercing damage.

Crossbow, Hand. Ranged Weapon Attack. +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) Piercing damage.

Gremlin Assassin

Small humanoid (gremlin), chaotic evil

Armor Class: 18 (Leather Armor, Shield)

Hit Point: 30 (4d6 +16)

Speed: 30 ft.

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

Skills: Stealth +9

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 1 (200 XP)

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

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

Assassinate. During its first turn, the gremlin assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the gremlin assassin scores against a surprised creature is automatically a critical hit.

Actions

Multiattack. The gremlin makes two melee attacks.

War Pick. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) Piercing damage.

Crossbow, Hand. Ranged Weapon Attack. +7 to hit, range 30/120 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Spider Gremlin

Medium humanoid (gremlin), chaotic evil

Armor Class: 18 (Natural Armor)

Hit Point: 51 (6d8 +24)

Speed: 30 ft., Climb 30 ft.

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

Skills: Stealth +8

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 3 (700 XP)

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

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

Actions

Multiattack. The gremlin makes two melee attacks or two ranged attacks.

Web (Recharge 5-6). Ranged Weapon Attack: +6 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

War Pick. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) Piercing damage.

Crossbow, Hand. Ranged Weapon Attack. +6 to hit, range 30/120 ft., one target. Hit: 7 (1d6+4) Piercing damage.

Gremlin Mechanic

Large humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 19 (2d10 +8)

Speed: 30 ft.

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

Skills: Stealth +7

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Aggressive. As a bonus action, the gremlin mechanic can move up to its speed toward a hostile creature that it can see.

Actions

Giant wrench. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) Bludgeoning damage.

Gremlin Artificer

Large humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 105 (10d10 +50)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	14 (+2)	8 (-1)	8 (-1)

Skills: Stealth +9

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 5 (1,800 XP)

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

Aggressive. As a bonus action, the gremlin artificer can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The gremlin artificer makes three melee attacks.

Rock. Ranged Weapon Attack. +7 to hit, range 60/180 ft., one target. Hit: 42 (4d19+4) bludgeoning damage.

Giant wrench. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) Bludgeoning damage.

Gremlin Hulk

Large humanoid (gremlin), chaotic evil

Armor Class: 16 (Leather Armor, Shield)

Hit Point: 47 (5d10 +20)

Speed: 30 ft.

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

Skills: Stealth +7

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 2 (450 XP)

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

Aggressive. As a bonus action, the gremlin hulk can move up to its speed toward a hostile creature that it can see.

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

Actions

Maul. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) Bludgeoning damage.

Gremlin Juggernaut

Large humanoid (gremlin), chaotic evil

Armor Class: 17 (Leather Armor, Shield)

Hit Point: 94 (9d10 +45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	14 (+2)	8 (-1)	8 (-1)

Skills: Stealth +10

Senses Darkvision 60 ft., Passive Perception +9

Languages Common, Goblin

Challenge 5 (1,800 XP)

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

Aggressive. As a bonus action, the gremlin juggernaut can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The gremlin juggernaut makes three melee attacks.

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

Defective Gremlin Mecha

Large construct (mecha), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 46 (4d10 +24)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	22 (+6)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities Lightning

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

Passive Perception +5

Languages Understands Common, Goblin, but can't speak

Challenge 3 (700 XP)

Siege Monster. The defective gremlin mecha deals double damage to objects and structures.

Actions

Multiattack. The mecha makes two Touch attacks.

Slam. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) bludgeoning damage

Touch. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. Hit: 9 (1d10+4) lightning damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the defective gremlin mecha. Each creature in a 30-foot cube originating from the mecha must make a Constitution saving throw (DC 16). On a failed save, a creature takes 22 (5d8) thunder damage and is pushed 10 feet away from the mecha. On a successful save, the creature takes half as much damage and isn't pushed.

Gremlin Combat Disseminator

Large construct (mecha), any alignment

Armor Class: 19 (Natural Armor)

Hit Point: 112 (9d10 +63)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities Lightning

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

Passive Perception +5

Languages Understands Common, Goblin, but can't speak

Challenge 6 (2,300 XP)

Siege Monster. The gremlin combat disseminator deals double damage to objects and structures.

Lightning Absorption. Whenever the mecha is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The mecha makes two Touch attacks.

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

Touch. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. Hit: 11 (1d10+6) lightning damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the gremlin combat disseminator. Each creature in a 30-foot cube originating from the mecha must make a Constitution saving throw (DC 18). On a failed save, a creature takes 40 (9d8) thunder damage and is pushed 10 feet away from the mecha. On a successful save, the creature takes half as much damage and isn't pushed.

Gremlin Warfare Attractomatic

Large construct (mecha), any alignment

Armor Class: 20 (Natural Armor)

Hit Point: 162 (13d10 +91)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities Lightning

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened,

Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

Perception +5

Languages Understands Common, Goblin, but can't speak

Challenge 10 (5,900 XP)

Siege Monster. The gremlin warfare attractomatic deals double damage to objects and structures.

Lightning Absorption. Whenever the mecha is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The mecha makes two Touch attacks.

Slam. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 35 (8d6+7) bludgeoning damage

Touch. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 18 (2d10+7) lightning damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the gremlin warfare attractomatic. Each creature in a 30-foot cube originating from the mecha must make a Constitution saving throw (DC 19). On a failed save, a creature takes 63 (14d8) thunder damage and is pushed 10 feet away from the mecha. On a successful save, the creature takes half as much damage and isn't pushed.

Disintegration Beam (Recharge 6). The mecha casts a 30-foot 5 foot wide ray of chaotic purple energy. Each creature in that area must make a DC 19 Constitution saving throw, taking 31 (9d6) necrotic damage on a failed save, or half as much damage on a successful one.

A creature damaged by this beam is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

Gremlin Enhanced Mecha Annihilator

Large construct (mecha), any alignment

Armor Class: 21 (Natural Armor)

Hit Point: 200 (16d10 +112)

Speed: 30 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities Lightning

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened,

Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception +5

Languages Understands Common, Goblin, but can't speak

Challenge 14 (11,500 XP)

Siege Monster. The gremlin enhanced mecha annihilator deals double damage to objects and structures.

Lightning Absorption. Whenever the mecha is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Aggressive. As a bonus action, the gremlin enhanced mecha annihilator can move up to its speed toward a hostile creature that it can see.

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

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

Actions

Multiattack. The mecha makes two Touch attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 46 (11d6+8) bludgeoning damage

Touch. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 24 (3d10+8) lightning damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the gremlin enhanced mecha annihilator. Each

creature in a 30-foot cube originating from the mecha must make a Constitution saving throw (DC 20). On a failed save, a creature takes 90 (20d8) thunder damage and is pushed 10 feet away from the mecha. On a successful save, the creature takes half as much damage and isn't pushed.

Disintegration Beam (Recharge 6). The mecha casts a 30-foot 5 foot wide ray of chaotic purple energy. Each creature in that area must make a DC 20 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

A creature damaged by this beam is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

Reactions

Retaliation. When the gremlin enhanced mecha annihilator takes damage from a creature that is within 5 feet of it, it can use its reaction to make a melee weapon attack against that creature.

Legendary Actions

The gremlin enhanced mecha annihilator 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 gremlin enhanced mecha annihilator regains spent legendary actions at the start of its turn.

Detect. The gremlin enhanced mecha annihilator makes a Wisdom (Perception) check.

Move. The gremlin enhanced mecha annihilator moves up to its speed without provoking opportunity attacks.

Touch Attack. The gremlin enhanced mecha annihilator makes a touch attack.

Swarm of Deadly Snakes

Huge beast (swarm), neutral evil

Armor Class: 14

Hit Point: 142 (15d12 +45)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 10 ft., Passive Perception +10

Languages --

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The swarm of deadly snakes makes two bite attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 0 ft., one creature in the the swarm's space. Hit: 10 (3d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Swarm of Demonic Snakes

Huge fiend (swarm), neutral evil

Armor Class: 15

Hit Point: 209 (22d12 +66)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 10 ft., Passive Perception +10

Languages --

Challenge 10 (5,900 XP)

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

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

Paralyzing Touch. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it takes 14 (4d6) poison damage and must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The swarm of demonic snakes makes two bite attacks.

Bite. Melee Weapon Attack: +9 to hit, reach 0 ft., one creature in the the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Stone Specter

Large undead (chaosah demon), neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 117 (18d10 +18)

Speed: 40 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +11

Languages Any languages it knew in life

Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the stone specter can move up to its speed toward a hostile creature that it can see.

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

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

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

Rea Points. The stone specter has 10 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The stone specter can expend one Rea point to innately cast one of the following spells as a 4th level, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: [Hideous Laughter](#), [Grease](#)

2nd Level: [Web](#), [Shatter](#)

3rd Level: [Stinking Cloud](#), [Major Image](#)

4th Level: [Confusion](#), [Polymorph](#)

Stone Camouflage. The stone specter has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone Spirit. The stone specter lives inside the stones in a cavern or dungeon. While it's inside the stone it can mold it to attack a creature up to 10 feet away from the walls, floor or ceiling. When the chaosah demon is dealt damage equals to half its total hp in a combat, it leaves the stone and shows its true spectral form.

Actions

Multiattack. The stone specter makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 33 (8d6+5) piercing damage

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) slashing damage.

Life Drain. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. Hit: 52 (9d10+3) necrotic damage. The chaosah demon can spend one Rea point to force the target succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Greater Stone Specter

Large undead (chaosah demon), neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 253 (39d10 +39)

Speed: 40 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +11

Languages Any languages it knew in life

Challenge 13 (10,000 XP)

Aggressive. As a bonus action, the greater stone specter can move up to its speed toward a hostile creature that it can see.

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

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

Keen Hearing and Sight. The greater stone specter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Rea Points. The greater stone specter has 13 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The stone specter can expend one Rea point to innately cast one of the following spells as a 5th level, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: [Hideous Laughter](#), [Grease](#)

2nd Level: [Web](#), [Shatter](#)

3rd Level: [Stinking Cloud](#), [Major Image](#)

4th Level: [Confusion](#), [Polymorph](#)

5th Level: [Arcane Hand](#), [Hold Monster](#)

Stone Camouflage. The greater stone specter has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone Spirit. The greater stone specter lives inside the stones in a cavern or dungeon. While it's inside the stone it can mold it to attack a creature up to 10 feet away from the walls, floor or ceiling. When the chaosah demon is dealt damage equals to half its total hp in a combat, it leaves the stone and shows its true spectral form.

Actions

Multiattack. The greater stone specter makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 43 (11d6+5) piercing damage

Claw. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) slashing damage.

Life Drain. *Melee Spell Attack.* +8 to hit, reach 10 ft., one target. Hit: 69 (12d10+3) necrotic damage. The chaosah demon can spend one Rea point to force the target succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Fire Spitter

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (Natural Armor, Shield)

Hit Point: 55 (10d8 +10)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	13 (+1)

Skills: Perception +3, Stealth +2, Survival +3

Senses Passive Perception +13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The fire spitter can hold its breath for 30 minutes.

Actions

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

Javelin. *Ranged Weapon Attack.* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage

Fire Breath (Recharge 6). The fire spitter exhales fire in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (3d4) fire damage on a failed save, or half as much damage on a successful one.

Lava Spitter

Large humanoid (lizardfolk), neutral

Armor Class: 16 (Natural Armor, Shield)

Hit Point: 90 (12d10 +24)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	7 (-2)	12 (+1)	13 (+1)

Skills: Perception +3, Stealth +3, Survival +3

Senses Passive Perception +13

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lava spitter can hold its breath for 30 minutes.

Actions

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

Javelin. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. Hit: 10 (2d6+3) piercing damage

Fire Breath (Recharge 6). The lava spitter exhales fire in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (4d4) fire damage on a failed save, or half as much damage on a successful one.

Demon Specter

Large undead, any alignment

Armor Class: 11

Hit Point: 176 (32d10)

Speed: Fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception +11

Languages Any languages it knew in life

Challenge 8 (3,900 XP)

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

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

Minor Bone Crusher

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (Natural Armor, Shield)

Hit Point: 22 (3d8 +9)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +3, Stealth +2, Survival +3

Senses Passive Perception +13

Languages Draconic

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the minor bone crusher can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The minor bone crusher makes two melee attacks.

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

Bone Crusher

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (Natural Armor, Shield)

Hit Point: 51 (6d8 +24)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +3, Stealth +2, Survival +3

Senses Passive Perception +13

Languages Draconic

Challenge 2 (450 XP)

Aggressive. As a bonus action, the bone crusher can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The bone crusher makes two melee attacks.

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

Enraged Bone Crusher

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (Natural Armor, Shield)

Hit Point: 85 (10d8 +40)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +4, Stealth +3, Survival +4

Senses Passive Perception +14

Languages Draconic

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the enraged bone crusher can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The enraged bone crusher makes two melee attacks.

Mace. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6+4) bludgeoning damage

Superior Bone Crusher

Medium humanoid (lizardfolk), neutral

Armor Class: 16 (Natural Armor, Shield)

Hit Point: 142 (15d8 +75)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +5, Stealth +5, Survival +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +15

Languages Draconic

Challenge 9 (5,000 XP)

Aggressive. As a bonus action, the superior bone crusher can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The superior bone crusher makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 25 (6d6+4) bludgeoning damage

Veteran Bone Crusher

Medium humanoid (lizardfolk), neutral

Armor Class: 16 (Natural Armor, Shield)

Hit Point: 180 (19d8 +95)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +6, Stealth +6, Survival +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +16

Languages Draconic

Challenge 13 (10,000 XP)

Aggressive. As a bonus action, the veteran bone crusher can move up to its speed toward a hostile creature that it can see.

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

Assassinate. During its first turn, the veteran bone crusher has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the veteran bone crusher scores against a surprised creature is automatically a critical hit.

Actions

Multiattack. The veteran bone crusher makes two melee attacks.

Mace. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 35 (9d6+4) bludgeoning damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the veteran bone crusher. Each creature in a 30-foot cube originating from the lizardfolk must make a Constitution saving throw (DC 18). On a failed save, a creature takes 81 (18d8) thunder damage and is pushed 10 feet away from the mecha. On a successful save, the creature takes half as much damage and isn't pushed.

Mythic Bone Crusher

Medium humanoid (lizardfolk), neutral

Armor Class: 16 (Natural Armor, Shield)

Hit Point: 241 (23d8 +138)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	23 (+6)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +7, Stealth +7, Survival +7

Damage Resistances Acid, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks, Cold, Fire

Senses Passive Perception +17

Languages Draconic

Challenge 17 (18,000 XP)

Aggressive. As a bonus action, the mythic bone crusher can move up to its speed toward a hostile creature that it can see.

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

Assassinate. During its first turn, the mythic bone crusher has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the mythic bone crusher scores against a surprised creature is automatically a critical hit.

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

Actions

Multiattack. The mythic bone crusher makes two melee attacks.

Mace. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. Hit: 43 (11d6+5) bludgeoning damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the mythic bone crusher. Each creature in a 30-foot cube originating from the lizardfolk must make a Constitution saving throw (DC 20). On a failed save, a creature takes 108 (24d8) thunder damage and is pushed 10 feet away from the mecha. On a successful save, the creature takes half as much damage and isn't pushed.

Minor Stone Eater

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (Natural Armor)

Hit Point: 19 (3d8 +6)

Speed: 30 ft., Swim 30 ft.

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

Skills: Perception +3, Stealth +3, Survival +3

Senses Passive Perception +13

Languages Draconic

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The minor stone eater makes two melee attacks.

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

Reactions

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

Stone Eater

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (Natural Armor)

Hit Point: 37 (5d8 +15)

Speed: 30 ft., Swim 30 ft.

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

Skills: Perception +3, Stealth +3, Survival +3

Senses Passive Perception +13

Languages Draconic

Challenge 2 (450 XP)

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

Actions

Multiattack. The stone eater makes two melee attacks.

Draconic Double Sword. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) Slashing damage.

Reactions

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

Enraged Stone Eater

Medium humanoid (lizardfolk), neutral

Armor Class: 16 (Natural Armor)

Hit Point: 68 (8d8 +32)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +4, Stealth +5, Survival +4

Senses Passive Perception +14

Languages Draconic

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The enraged stone eater makes three melee attacks.

Draconic Double Sword. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) Slashing damage.

Reactions

Parry. The enraged stone eater adds 3 to its AC against one melee attack that would hit it. To do so, the enraged stone eater must see the attacker and be wielding a melee weapon.

Superior Stone Eater

Medium humanoid (lizardfolk), neutral

Armor Class: 16 (Natural Armor)

Hit Point: 114 (12d8 +60)

Speed: 40 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +5, Stealth +6, Survival +5

Senses Passive Perception +15

Languages Draconic

Challenge 9 (5,000 XP)

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

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

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

Actions

Multiattack. The superior stone eater makes three melee attacks.

Draconic Double Sword. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) Slashing damage.

Reactions

Parry. The superior stone eater adds 4 to its AC against one melee attack that would hit it. To do so, the superior stone eater must see the attacker and be wielding a melee weapon.

Veteran Stone Eater

Medium humanoid (lizardfolk), neutral

Armor Class: 17 (Natural Armor)

Hit Point: 184 (16d8 +112)

Speed: 40 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +6, Stealth +8, Survival +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +16

Languages Draconic

Challenge 13 (10,000 XP)

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

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

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

Actions

Multiattack. The veteran stone eater makes four melee attacks.

Acid Breath (Recharge 5-6). The veteran stone eater exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Draconic Double Sword. Melee Weapon Attack. +13 to hit, reach 5 ft., one target. Hit: 12 (1d8+8) Slashing damage.

Reactions

Parry. The veteran stone eater adds 5 to its AC against one melee attack that would hit it. To do so, the veteran stone eater must see the attacker and be wielding a melee weapon.

Mythic Stone Eater

Medium humanoid (lizardfolk), neutral

Armor Class: 18 (Natural Armor)

Hit Point: 270 (20d8 +180)

Speed: 40 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	18 (+4)	29 (+9)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +7, Stealth +10, Survival +7

Damage Resistances Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +17

Languages Draconic

Challenge 17 (18,000 XP)

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

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

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

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

Actions

Multiattack. The mythic stone eater makes four melee attacks.

Acid Breath (Recharge 5-6). The mythic stone eater exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 85 (19d8) acid damage on a failed save, or half as much damage on a successful one.

Acid Bite. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 21 (2d10+10) piercing damage plus 4 (1d8) acid damage.

Draconic Double Sword. *Melee Weapon Attack.* +16 to hit, reach 5 ft., one target. Hit: 14 (1d8+10) Slashing damage.

Reactions

Parry. The mythic stone eater adds 6 to its AC against one melee attack that would hit it. To do so, the mythic stone eater must see the attacker and be wielding a melee weapon.

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Xacur is a freelancer programmer. Among his hobbies are playing role-playing games and video games. In his spare time he writes supplements for the world's greatest roleplaying game and he publishes on DM's Guild, and creates indie video games for some game jams. For more than 20 years, role-playing games have been a very important part of his life.

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The World of Hereva

The world of Hereva is a world of magic, inhabited by fantastic creatures and brave adventurers. The world itself is so magical that it doesn't have a static map, it changes so fast that people need to update their maps every once in a while. In this world, everybody is capable of manifesting magic in small ways, but there are few as proficient in magic as the Witches of Hereva.

Pepper & Carrot is a web comic created by David Revoy, about a young witch called Pepper and her mischievous orange cat Carrot. In the comic, Pepper learns about how to be a witch from her three teachers, who despite not being like teachers in other magic schools, always teach her good lessons in their own way.

In Hereva, magic reaches everywhere, all people can do at least a little magic, even animals and places have magical aspects in them.

