

The illustration depicts a mechanical snail, a creature from the Dungeons and Dragons universe. It has a large, metallic, spherical shell with various rivets and a glowing blue light on its top. Its body is a long, segmented, worm-like tail that curves upwards. The snail is positioned in a dark, grassy field with some glowing blue spots on the ground. The overall style is a detailed, painterly illustration.

THE WRATH OF SNAIL GOO

A Bonus Quest for the Dungeons and Dragons 5th Edition Adventure

INTO WONDERLAND

by William Rotor

THE WRATH OF SNAIL GOO



nce upon a time, a servant girl was entrusted with two silver rings with which a prince intended to marry his beloved. She travelled with a caravan of adventurers through the deep woods, but the woods grew angry at her dark thoughts, for she intended to steal the silver rings and marry the prince herself. The

woods struck out at her caravan with numerous green-eyed monsters, and all but the servant girl were killed while she hid under the heavy wheels in the mud.

When finally it was safe to emerge, she knew she would not last long in the dark, deep woods. She built a shelter, ate what little rations she had left, and wrapped herself up in the meager blankets she had salvaged. When morning came and she was not dead, she found berries left at her feet, and these berries did satisfy her hunger.

A white dove came to her and declared that he had given her the berries and protected her from the dangers of the forest at night. He told her he was the real prince of the land, and the one who had summoned her was a false prince, a usurper. To depose this prince, the white dove planned to swap the silver rings with two cold mercury rings, which would reveal the false prince's true face and restore the white dove to his true self. Unfortunately, these mercury rings were held by the evil Snail Goo, the hag who had transformed him in the first place.

The servant girl, now madly in love with the white dove and planning to marry him herself, agreed to the plan. She would enter the abode of Snail Goo, answer no questions, and pluck the rings from the hag's very fingers. The white dove led her where she needed to go.

There, nestled deep in the woods, was a mechanical snail the size of a house that blustered and sputtered with smoke. The servant girl made her way inside, and there she saw the hag Snail Goo, who very much resembled a snail herself. The hag was an ugly little woman with a spiral shell and with stalks for eyes. The hag demanded from the servant girl, "Why are you here? What do you want?" but the servant girl knew not to answer a hag. She searched the hag's fingers for a ring, but found none, and then saw that the two mercury rings were worn on the hag's two eye stalks. She leapt upon the hag, shrieking, and tore the mercury rings from her eyes.

The servant girl returned to the white dove with her prize, intending to ask him to marry her. She gave the white dove one of the rings in her possession. The white dove, covetous of the other ring, flashed his green eyes, pecked out the servant girl's eyes, and stole the second one for himself.

What he did not realize was that she had offered him her silver rings, not mercury. As the servant girl bled to death, blind, cold, and heartbroken, he squawked with fury that she had failed him. The servant girl sank into the mud. So too, secretly, did the mercury rings upon her fingers.

PARTY LEVEL

This quest is best suited to an 8th level party.

QUEST SUMMARY

The party are approached by a white dove wearing two silver rings on his ankles. He claims that he has been transformed into a dove by an evil hag, Snail Goo, who binds him with her two mercury rings. He asks the party to steal them from her.

When the party arrives at the mechanical snail hut, Snail Goo is in a blind rage and attacks on sight. She has lost her two mercury rings and blames the party. When she finds that the party has not stolen her rings, she performs a witchy spell to reveal the white dove's influence. She tells the introductory story to the party. Snail Goo does not help the party further, as she cannot travel far from her mechanical hut, which moves very slowly.

The party seeks out the final resting place of the servant girl, finding her in the form of a shrieking banshee. If the banshee is soothed and the mercury rings discovered buried in the mud, the white dove attacks them. When defeated, the white dove transforms into a horrific green-eyed monster.

DM PREPARATION

- Read the Brothers Grimm story [The Old Woman in the Wood](#)
- Prepare the following foes. All foes except swarms of ravens are included in this document for reference.
 - **Snail Goo**
 - **Mercury Snails**
 - **The Unmarried Servant**
 - **The White Dove** and **The Green-Eyed Dove**
 - Rock Gnome (IW 189) **Mercury Berserkers** (IW 220)
 - **Swarms of Ravens** (MM 339)

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CALL TO ADVENTURE

- The party is approached by the **White Dove** while travelling through the Feywild.
- The White Dove asks the party to steal two "Mercury Rings" from the hag Snail Goo, which will restore him to his true form as a handsome prince.
- The White Dove gives the party a white feather, a sign of trust.

Before you, a white dove flutters down from the canopy and alights upon a muddy tree branch. The dove frantically cleans off the mud from its wings and speaks to you in fluent Sylvan, cooing and cawing.

"Please, you must help me! I have been cursed by a witch in the woods, the one known as Snail Goo. Do you see the shackles on my legs?"

Upon each of its two ankles is fitted a silver ring.

"Yes, they were fitted on me by the evil Snail Goo! I was once a prince, and now I am only a white dove. These silver rings cannot be removed without the use of the Mercury Rings. Please, sneak into Snail Goo's snail hut, just up ahead, and steal the Mercury Rings to end my curse! Go quickly! This forest is liable to consume a dove like me! Oh, gods, I can hear them coming for me. I must alight! Meet me back at this tree stump when you have the two mercury rings."

With that, the white dove flutters away. You hear the thundering and crashing of terrible beasts up high in the canopy. Hopefully the dove will be alright.

DISTRUST

The party will likely attempt to remove the silver rings from the white dove's ankles. It shrieks in horror if they try it.

"No, no! You do not know what will happen! I could die if they are removed!"

If the party removes them anyway, the dove uses its mimicry trait to mimic the sound of a witch cackling. It then dives down into the mud, dirtying its otherwise lustrous white wings. Then, it flies away, cackling madly, leading the party to Snail Goo's hut.

This is, of course, only theatrics. The party can discern that the white dove is misleading them with a successful DC 18 Wisdom (Insight) check. If its deceptions are uncovered, the white dove attacks immediately (see *The White Dove Fight*) and the party can then meet Snail Goo and complete the remainder of the quest.

If the dove's deceptions are unrevealed, it asks them to do the following task.

THE SNAIL HUT

Any Wisdom (Survival) check takes the party to Snail Goo's hut. A result of 15 or higher reveals that the hut's slime trail is poisonous and deals 5 (1d10) poison damage on contact.

The snail hut is enormous, the size of a mansion, made up of interlocking clockwork machinery that expels foul-smelling green lubrication. Various bolts and portholes along its spiral plates seem to clank in and out of place as it trundles along. Clear tubes of quicksilver pump liquid metal coolant through its gears. You can see an unnatural yellow and blue glow emanating from within the hut.

The snail hut turns its massive clockwork head to look at the party, but seems largely disinterested. It continues moving very slowly. A DC 10 Intelligence (Investigation) check reveals that its machinery is gnomish in origin.

Ask the party how they intend to sneak inside. Some suggestions are included below.

Disguise. The party can walk right up to the front door and walk in if they are disguised as gnomes or snails. All they need to do is succeed on a DC 14 Charisma (Deception) check.

Pry Open. The metal plates are quite loose and can be pried open with a successful DC 14 Strength (Athletics) check.

Teleportation. If the party has access to teleportation magic, such as *misty step*, *teleport* or *transport via plants*, portholes in the side of the hut offer a way in, and there are elements like mushrooms and sigils from within that allow any sort of teleportation available.

Wait for an Opening. Periodically, a gnome wielding a hammer will emerge from within the hut and poke around the outside to make sure the snail hut is still functioning. Breaking any part of the snail hut will ensure this happens quickly. A DC 14 Dexterity (Stealth) check will allow a party member to slip into the hut unnoticed while repairs are being done.

If a character fails a roll to get into the hut, Snail Goo spots them through a scrying sensor in the snail hut's eye stalks and immediately teleports the whole party inside the shell.

FIGHT WITH SNAIL GOO

- There's no opportunity to be stealthy inside the shell. The whole party is here.
- Snail Goo assumes the party is here to steal her Mercury Rings. She is hostile.
- Her Mercury Rings have already been stolen.
- If killed, her hut falls apart at the seams.
- If spared, she casts *legend lore* on the white feather given to the party by the White Dove, which reveals the backstory of the servant girl.

The metal plates slam shut behind you. The snail hut is bigger on the inside than the outside. Its shell is hollow and bristling with metal plates. Mushrooms growing in cracks in the plating glow with blue light.

You can see smaller mechanical snails sliding up and down the inside walls of the shell. Their own shells are painted with the portrait of a gnome. Several other gnomes tinker with a few mechanical snails which seem to have broken down.

The hag, a horrifically ugly little green gnomish woman wearing a metal snail shell, turns her head to lock eyes with you. Most frightening of all, her eyes squirm at the ends of slimy stalks.

"Come to steal from me again, have you?" she cackles. "You know what they say. Measure twice, cut once!" The shell begins to rock. Her gnome companions grab hammers. The mechanical snails converge on your location.

Roll initiative. You can save time by using the pre-rolled initiative scores below. The participants of this fight are ...

- **Snail Hut Lair Actions** (20)
- **3 Mercury Berserkers** (14)
- **Snail Goo** (6)
- **4 Mercury Snails** (3)

SNAIL HUT LAIR ACTIONS

Snail Goo will first use her Retreat lair action to protect herself. After that, she'll use any of her lair actions in any order she pleases. If her mercury berserkers need some help, she'll use her **Shake** action to give them advantage against any party members that fall prone. She'll use the **Empower** action to get more tries out of *slow* if she can't affect anyone with it or if she loses concentration. Her **Slime** action is best used later in the battle to be paired with her *rays of sickness*. Slime the group, then blast anyone who isn't already poisoned.

MERCURY BERSERKERS

The hammers are gnomish tools. You can describe them as bristling with gears and metal plates, a hyper-specialised tool that also is good for smashing heads. The berserkers wield their hammers with two hands, dealing 1d10 damage rather than 1d8.

Their main goal is to protect their beloved Snail Goo, and a secondary goal is to protect one of the Mercury Snails, one that they personally built. If the party attacks a mercury snail, have one of the mercury berserkers launch themselves at them in a frothing rage, screaming something about "I built her with my own two hands, you son of a bitch!"

The fun of the mercury berserkers is their unpredictability. Play them just as surprised by the actions they take as the party members. Have your Wild Magic Surge table (PHB 104) on hand.

You can name them after their Mercury Action list: Knee Knocker, Slippery Slick, and Little Big Guy.

MERCURY SNAILS

The mercury snails do nothing except approach the party intimidatingly slowly and spread poisonous slime. They'll use their slam attack if they're in melee range.

You can shock the party by having a mercury snail on the ceiling retreat into its shell and then drop down, smashing to the floor right in front of them, totally unharmed.

SNAIL GOO

Still angry about having her mercury rings stolen from her, Snail Goo assumes the party is here to finish the job and is therefore extremely hostile to them.

She moves quite slowly. Her modus operandi is to slowly work her way up the inside of her snail hut's shell, where in a few rounds she'll be totally out of reach, all the while slinging spells. She'll usually take the multiattack action to cast a spell, then Retreat into her shell to gain access to her shell immunities.

The best way to deal with Snail Goo's Retreat ability is to use the Ready action to trigger a reaction attack when she emerges from her shell. Acid, necrotic, psychic, and radiant damage are effective. She has resistance to poison, but not immunity, so that's not the worst option either. A party member can intuit which damage types she likely has immunity to by using an action and succeeding on a DC 15 Wisdom (Insight) or Intelligence (Nature) check.

You can start Snail Goo off with *flesh to stone*, but you might want to wait until later in the fight for a more dramatic impact for that killer spell. She'll use *slow* liberally, as if it completely fails she can cast it three times. If she's concentrating on *slow* or *flesh to stone* already, she'll sling out *ray of sickness*.

Her Slam attack is used only if she doesn't have *slow* or *flesh to stone* remaining, she's got someone within melee range of her (in which case her *ray of sickness* would be made with disadvantage), and she can't move away. She'll try and avoid that scenario whenever possible.

Since she can still move while she has taken the Retreat action, she'll happily incur attacks of opportunity while in her shell, which is great for Snail Goo for two reasons. First, opportunity attacks are usually physical attacks, which she is immune to while in her shell. Secondly, if they've used their reaction to attack her shell, they can't use their reaction as part of a Readied attack for when she emerges from her shell and isn't immune to physical attacks anymore.

STEALING THE MERCURY RINGS

A party member can use their action to make a DC 10 Wisdom (Perception) or Intelligence (Investigation) check. On a success, they realize that the mercury rings are simply not here in the hut.

REDUCING HOSTILITIES

A party member can use their action to attempt to calm Snail Goo's hostilities. This will move Snail Goo from Hostile to Indifferent, ending the fight. To do so, they must cater to one of Snail Goo's characteristics, and then succeed a DC 14 Charisma (Deception, Persuasion, or Intimidation) check.

As a free action, a party member can make a DC 14 Wisdom (Insight) check, revealing any or all of Snail Goo's characteristics as the DM decides.

SNAIL GOO

Personality. I'm a wicked little tinkerer who prefers to stay locked up in my home all day because modern life is just too fast-paced for me.

Ideal. Why can't everyone slow down for an old woman? Is that so hard?

Bond. My last memories of my husband are the snails with his portrait painted on their shells and our two mercury wedding rings. The rings have been stolen. I'm devastated.

Flaw. I've spent so long in my hut with only my snails and these crazed berserker gnomes as company that I have trouble interacting with normal people.

PEACEFUL ENDING

If the fight ends peacefully, Snail Goo can cure the poisoned condition with *lesser restoration* and restore a creature affected by *flesh to stone* with *greater restoration*.

When it becomes revealed that the party was asked to steal the mercury rings by the white dove, Snail Goo casts *legend lore* based on the dove's description.

Snail Goo's eye stalks roll back to reveal the milky whites of her eyes. From her tear ducts she extrudes tendrils of smoky incense. She speaks forth a legend, one that did not happen so long ago.

Read out this quest's introductory short story to the party.

Once upon a time, a servant girl was entrusted with two silver rings ...

Snail Goo thinks she knows where the servant girl died, but she can't come with the party. She and her minions must remain in her snail hut, which moves very, very slowly.

VIOLENT ENDING

With Snail Goo and her minions dead, the snail hut falls apart, leaving the party standing out in the open amidst a heap of scrap metal.

Searching through the scrap metal allows the party to loot the following items, but does not reveal any mercury rings. They were never here to begin with.

- 2 scrolls of *slow*
- 1 scroll of *ray of sickness*
- 3 nonmagical gnomish warhammers
- 1 inert mercury snail, still intact, which can be reactivated and made a companion with a successful DC 14 Intelligence (Tinker's Tools) check. It's hollow, so it doesn't weigh very much and can stick safely to backpacks.

The White Dove meets up with the party on the forest path. Go straight to the fight with the White Dove.

FIGHT WITH THE SERVANT

- The servant can be dug up in a muddy clearing.
- She has transformed into a vengeful banshee that wears the two Mercury Rings.
- If killed, the White Dove demands the Mercury Rings.
- If spared, she apologises and warns the party of the White Dove.

Snail Goo's directions lead straight to a dead end, a small muddy clearing. Digging into the mud reveals the body of the servant girl, only a few days old. Unearthing her remains summons forth her vengeful banshee, **The Unmarried Servant**. This banshee is immediately hostile.

Mud is wiped away from flesh. You've found a corpse, still in the early stages of decomposition. Just as you realize what you have unearthed, from the servant girl's body rises a horrific ghost, hair wild and matted with mud, skin that shines with quicksilver, and eye sockets that strain with cold fury. She reaches out a hand to you, two mercury rings on her fingers, and wails with the agony of her untimely demise.

Roll initiative. You can save time by using the pre-rolled initiative score below. The participants of this fight are ...

- **The Unmarried Servant (21)**

THE UNMARRIED SERVANT

The Unmarried Servant has rolled high on initiative and begins with a wail. She can use her wail and also attempt to bestow one of the mercury rings on a party member.

When she tries to bestow a ring, roleplay her as fumbling blindly, grabbing wrists and hands and fingers, desperately trying to pass the ring onto someone, anyone else.

She only uses her Steal Item action if she has no more rings to give. At that point, the fight is essentially over as she has no more damaging abilities. You can end initiative early at this stage if you wish.

The damage immunities of Snail Goo should have gotten the party to think about their damage types when facing enemies. The Unmarried Servant is immune to cold, necrotic, and poison damage, and she's resistant to nonmagical weaponry, acid, fire, lightning, and thunder, which is somewhat similar to Snail Goo's immunities. She also is immune to most negative conditions.

One major weakness of The Unmarried Servant is her blindness. This means that the best method of killing her is magical weaponry, as party members have advantage on all attacks against her and it bypasses her immunities.

Some other quirks of fighting the Unmarried Servant include ...

- Her Mercury Rings are physically on her person. As they contributed to her becoming a banshee, her quicksilver skin allows her to wear them.
- The rings actually have no effect on her! She has no abilities that allow her to score critical hits, and she's immune to poison and the poisoned condition.

- Don't forget that if she fails to steal an item, she incurs an attack of opportunity from whoever she was trying to steal from.
- Since it hasn't yet been 10 days since she died, she can actually be revived mid-battle with *raise dead* or more powerful resurrection magic! The banshee returns to her body, and she wakes up. If she isn't wearing a Mercury Ring, she'll desperately try to put it back on so she isn't killed again in one minute by the poison damage.

REDUCING HOSTILITIES

The party can convince the banshee to stand down by appealing to her characteristics and then taking an action to attempt a DC 12 Charisma (Persuasion) check, causing her to become indifferent on a success.

THE UNMARRIED SERVANT

Personality. I've always hated being a servant girl. I know that I'm destined for more than this. I have to be.

Ideal. I wish that I could marry rich to escape my poor life.

Bond. I was killed by the White Dove. The curse of the Mercury Rings and the devastation I felt when he betrayed me have twisted my soul into a screaming blind banshee.

Flaw. I see marriage as the end all and be all, and haven't thought about how I could seek fulfillment in other ways.

Her name, if the party thinks to ask, is Sylvia Matrian. In life, she was a human **commoner** (MM 344).

PEACEFUL ENDING

An expression of horror and regret passes across her face, and she settles down into the mud, utterly spent. "I'm sorry," she whispers. "I'm sorry."

The servant confirms the hag's story of the betrayal of the White Dove. She asks the party not to harm the White Dove, for she still believes he is a prince. She can change him. (she can't change him; he's an asshole)

VIOLENT ENDING

With one final shriek of sadness and regret, the banshee evaporates, and the servant girl's soul is forfeit to the wind. The Mercury Rings are yours for the taking.

The White Dove swoops down and demands that the party give him the Mercury Rings immediately. Doing so would be harmful to anyone who is wearing the rings, due to their curse, but he doesn't care.

FIGHT WITH THE WHITE DOVE

- The White Dove demands the Mercury Rings.
- If his request is denied, he attacks the party.
- If defeated, he transforms into the Green-Eyed Dove, a dangerous monster.
- Peace was never an option.

The party might return to the White Dove in a few separate scenarios. Again, they can discern the white dove's true evil nature with a successful DC 18 Wisdom (Insight) check if they think to make one.

"Oh, thank the gods you made it! Tell me, do you have the mercury rings? Am I saved?"

Snail Goo has been killed and the Mercury Rings have not been found. The White Dove curses Snail Goo for her trickster ways. He stresses that the curse is still not lifted and makes a theatrical show of considering his next options. Then he leads the party to where the servant girl died, claiming that she was once Snail Goo's servant and must have stolen the mercury rings before she escaped. Once the party retrieves them from the banshee, the White Dove demands that they immediately hand over the rings and attacks them if they don't comply.

The Mercury Rings have been recovered from the Unmarried Servant. The party will certainly know of the White Dove's true nature by now. He does not suspect that they know and demands that they give him the rings. When they don't, he attacks them, shrieking that they are just as useless as that nameless servant girl.

At some point, a fight with the White Dove is inevitable. Roll initiative.

This fight occurs in two parts.

THE WHITE DOVE

In the first part of the fight, only the White Dove is hostile to the party.

- **The White Dove** (13)

The White Dove can only really do one thing, which is to peck the party. He'll do that even if it's certain he'll be ganged up on and reduced to 0 hit points quickly. There's a fun bit of roleplay where his eyes flash green to reveal his evil nature when he attacks, but this doesn't have a significant mechanical effect.

Instead of pecking the party, you can have the White Dove use *phantasmal force* where he summons a ring that slowly begins to squeeze around a party member's finger, threatening to sever it. This is all in their mind, but still deals 1d6 psychic damage per round.

His Mimicry trait is used as part of his deception but won't be relevant to the fight.

Importantly, don't use his silver rings until the second phase, as he only has two of them and his transmogrification ends any negative effects targeting him anyway.

Go to the second phase immediately when he is reduced to 0 hit points. He'll take his first turn as the green-eyed dove when initiative count 13 rolls around.

THE GREEN-EYED DOVE

In the second part, the White Dove transforms into the Green-Eyed Dove, a terrifying monster.

- **The Green-Eyed Dove** (13)
- 3 swarms of wicked pigeons, using the **swarm of ravens** (MM 339) statblock (4)

Immediately when he transforms, he summons three swarms of wicked pigeons, each with wicked pinprick green eyes. They'll take their first turn when initiative count 4 rolls around.

He gains the ability to cast both *phantasmal force* and take another action on his turn. He can still peck, but he'll use *inflict wounds* unless there's a magic-suppressing effect. He'll use his Steal Item action to steal a mercury ring if nobody is wearing it. His *phantasmal force* will take the form of a white dove that the target is convinced is the "real" enemy trying to escape. He'll lead them away, pecking them with the illusion for 1d6 psychic damage a turn while he focuses on the others.

If targeted with a magical effect, he'll use a silver ring at the start of his turn. He actually doesn't know that these rings are magical. Play up his surprise as the ring melts away, and then his smug satisfaction as he realizes that he is freed from a magical effect. If you stress that using the ring destroys it, the party might strategically avoid using concentration debuffs on him just so he won't have an opportunity to use the second ring. That way, they can take it for themselves once he's dead.

PEACEFUL END

The dove will attempt to escape if he manages to steal both Mercury Rings. If he can't, he'll fight to the death.

It may be tempting to try to peacefully resolve the situation by marrying the servant girl and the white dove, but he'll just try to kill her and take her ring for himself. Again. He absolutely cannot be trusted.

VIOLENT END

With its last breath, the dove coos a vile curse upon your family names, and then dissolves into disgusting green bile that sinks into the earth. This wicked creature has finally met its end.

Left behind are the unmarried silver rings if they haven't already been used by the dove. These rings were enchanted by the anguish of the servant girl as she died. They allow the wielder to end the concentration of spellcasters targeting them with a spell, but they're one use only.

QUEST COMPLETION

After defeating the White Dove, the party can level up upon their return to civilisation.

The party has had the opportunity to gain a few magic items (the four rings featured in this quest). The Mercury Rings are cursed, but the Unmarried Silver Rings are not. There is also loot from the snail hut if Snail Goo is killed: some spell scrolls and an inert mercury snail.

Snail Goo can be a useful ally for the party if her favour is won. She travels all across the Feywild, albeit quite slowly. There is surely some practical use for her services.

STATBLOCKS

SNAIL GOO

Small fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 78 (12d6 + 36)

Speed 10 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	15 (+2)	19 (+4)	11 (+0)

Damage Resistances poison

Skills Perception +7, Tinker's Tools +7

Senses passive Perception 17

Languages Druidic, Gnomish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. Snail Goo's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells innately.

At will: *ray of sickness*

3/day each: *slow*, *lesser restoration*

1/day each: *flesh to stone*, *greater restoration*, *legend lore*

ACTIONS

Multiattack. Snail Goo casts a spell. She can then make a slam attack or take the Retreat action.

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

Retreat. Snail Goo retreats into her shell. While in her shell, she benefits from her Shell Immunities listed below. She emerges from her shell at the start of her next turn.

SNAIL GOO SHELL IMMUNITIES

Damage Immunities. cold, fire, force, lightning, thunder; bludgeoning, piercing, and slashing

LAIR ACTIONS

While within Snail Goo's snail hut, Snail Goo can activate one of the following lair actions on initiative count 20. She can't use the same lair action two turns in a row.

Empower. Snail Goo casts a spell from her innate spellcasting list with a casting time of 1 action.

Protect. Snail Goo takes her Retreat action.

Shake. Every creature other than Snail Goo must succeed on a DC 15 Strength save or fall prone.

Slime. Every creature other than Snail Goo must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5 (1d10) poison damage and becomes poisoned until the end of its next turn. On a successful save, a creature takes half damage and isn't poisoned.

SPELL DESCRIPTIONS

FLESH TO STONE

"Slow and steady wins the race!" she cackles. Thick, caked-over layers of slime begin to form over your body, restricting your movement. If you don't break out soon, you'll never move again.

LESSER/GREATER RESTORATION

"Oh, fine, just take a few deep breaths and quell that rapid heart." She places her sucker lips upon your wounds and sucks the sickly bile from your body.

RAY OF SICKNESS

"Not everyone is so eager for a slow death!" she cackles as she sprays slime from her eyeballs.

"Slow down!" she cackles, letting loose a bolt of iridescent mercury.

SLOW

"Let's take it real molasses-like!" she cackles as she produces a droplet of molasses from her tear duct.

"Why don't you stop and smell the roses?" she cackles, excreting slime.

MERCURY SNAIL

Small construct, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 5 ft., climb 5 ft.

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

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands Gnomish but can't speak

Challenge 3 (700 XP)

ACTIONS

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

Slime. The snail excretes slime which covers a 10-foot radius area around it and lasts for 1 minute. A creature that starts its turn in the slime must make a DC 13 Constitution saving throw. On a failed save, a creature takes 22 (4d10) poison damage and is poisoned until the start of their next turn. On a successful save, a creature takes half damage and isn't poisoned.

Retreat. The snail retreats into its shell. While in its shell, it benefits from its Shell Immunities listed below. It emerges from its shell at the start of its next turn.

MERCURY SNAIL SHELL IMMUNITIES

Damage Immunities. cold, fire, force, lightning, thunder; bludgeoning, piercing, and slashing



MERCURY BERSERKER

Small humanoid (rock gnome), chaotic neutral

Armor Class 14

Hit Points 58 (9d6 + 27)

Speed 25 ft.

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

Damage Resistances bludgeoning, piercing, and slashing

Senses passive Perception 11

Languages Gnomish, Sylvan

Challenge 4 (1,100 XP)

Gnome Cunning. The berserker has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Mercury Action. The berserker rolls 1d6 and takes the corresponding action in its set.

Choose one of the following sets of mercury actions for each mercury berserker.

KNEE KNOCKER

1: Charge. The berserker targets a creature it can see at minimum 20 feet from it and moves up to its speed towards it, then makes a warhammer attack against it if in range. On a hit, the target takes an additional 11 (2d10) damage and, if the creature is Large or smaller, it must succeed on a DC 11 Strength save or be knocked prone.

2: Challenge. The berserker challenges a creature within 60 feet of it that can see and hear it. The target must make a DC 11 Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls against creatures other than the berserker, and it can't willingly move further away from the berserker. Whether the target succeeds or fails, the berserker can then make one attack.

3: Flurry. The berserker makes three attacks with its warhammer.

4: Power Strike. The berserker makes one warhammer attack, and its to-hit bonus is +7. On a hit, the berserker scores a critical hit.

5: Rejuvenate. The berserker regains 10 hit points and gains 10 temporary hit points.

6: Teleport. The berserker magically teleports up to 120 feet to an empty space that it can see. If it teleports to within 5 feet of a creature, it can then make one warhammer attack against that creature.

SLIPPERY SLICK

1: Snail Shape. The berserker transforms into a **mercury snail**. Its equipment melds into its new form and it retains its Intelligence, Wisdom, and Charisma scores, as well as its hit points. It can immediately take one of the snail's actions. The berserker reverts to its original form when it is killed or at the beginning of its next turn.

2: Escape. See the Knee Knocker actions.

3: Rally. The berserker calls to two allies that can hear it. The targets can immediately use their reaction to make a weapon attack. If they do so, they have advantage on the attack roll.

4: Rejuvenate. See the Knee Knocker actions.

5: Teleport. See the Knee Knocker actions.

6: Wild Magic Surge. The berserker rolls on the Wild Magic Surge table (PHB 104), with the following changes.

A result of 21-22 instead refers to any effect originating that requires the target to make a saving throw.

A result of 27-28 instead allows the berserker to make one melee weapon attack as a bonus action each round.

A result of 33-34 instead maximises the damage of the next attack the berserker hits with.

A result of 59-60 or 99-100 instead replenishes all of the berserker's hit points.

Any ongoing effects end after 1 minute or when the berserker dies.

LITTLE BIG GUY

1: Snail Shape. See the Slippery Slick actions.

2: Challenge. See the Knee Knocker actions.

3: Frighten. Each hostile creature within 30 feet of the berserker that can see and hear it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the berserker's next turn.

4: Grow. The berserker becomes a Large creature until the end of its next turn, gaining advantage on Strength saving throws and ability checks and a bonus 1d10 damage on its warhammer attacks. The berserker then makes one warhammer attack.

5: Power Strike. See the Knee Knocker actions.

6: Wild Magic Surge. See the Slippery Slick actions.

THE UNMARRIED SERVANT

Medium undead, neutral

Armor Class 14

Hit Points 90 (20d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	11 (+0)	10 (+0)	11 (+0)	14 (+2)

Saves Wis +2, Cha +4

Skills Sleight of Hand +6, Stealth +6

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

Damage Immunities cold, necrotic, poison

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

Senses passive Perception 5

Languages Sylvan

Challenge 4 (1,100 XP)

Blinded. The servant can't see and automatically fails any ability check that requires sight, except for those she has proficiency in. Attack rolls against the servant have advantage, and the servant's attack rolls have disadvantage.

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

ACTIONS

Multiattack. The servant uses her wail, if available. She can then attempt to bestow a ring.

Steal Item. The servant makes a contested Dexterity (Sleight of Hand) check with a creature within 5 feet of her. If she wins the contest, she steals one item of her choice from the target's equipment that it isn't wearing or carrying in its hands. If she loses the check, the target can take an attack of opportunity against her.

Bestow Ring (2 Uses). The servant bestows one of her mercury rings onto a target within 5 feet of her, placing the ring on its finger and dealing it 22 (4d10) poison damage. The target can avoid being bestowed the ring by succeeding on a DC 14 Dexterity saving throw. If the ring is not bestowed, the servant does not expend a use.

Wail (1/Day). releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 12 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

MERCURY RING

ring, rare

While wearing this ring, you roll on the Wild Magic Surge table (PHB 104) whenever you score a critical hit. Any spells or effects produced have a save DC of 10. If the effect references a feature you don't have, such as spellcasting or sorcery points, you instead become poisoned until the start of your next turn.

If you are married to the owner of the other mercury ring, you can roll twice and take your preferred result.

Cursed. After putting on this ring, you fall under its curse. While cursed, if you take off the ring, you immediately become poisoned and take 4d10 poison damage, plus an additional 1d10 poison damage for each minute you fail to put the ring back on. When you put the ring back on, the poisoned condition ends. The curse persists until dispelled with magic such as *remove curse* or a new creature wears the ring, in which case the curse passes to them.



THE WHITE DOVE

Tiny beast (shapechanger), chaotic evil

Armor Class 14

Hit Points 35 (14d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	10 (+0)	13 (+1)	15 (+2)	18 (+4)

Damage Immunities bludgeoning, piercing, and slashing from nonsilvered weapons

Skills Deception +6, Perception +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 14

Languages Sylvan

Challenge 1/2 (100 XP)

Innate Spellcasting. The dove's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells innately.

At will: *phantasmal force*

1/day: *scrying*

Mimicry. The dove can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Unmarried Silver Ring (2 Uses). At the beginning of his turn, the dove can choose to end the concentration of all creatures targeting him with magical effects. Doing so destroys one of his silver rings.

Transmogrification. When the dove is reduced to 0 hit points, he transforms into to his true form, The Green-Eyed Dove. Any excess damage isn't carried over, and all of his conditions and any effects targeting him end. His innate spellcasting and Silver Ring features are shared across his two forms.

ACTIONS

Peck. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The dove's green eyes flash when it makes this attack, revealing its evil nature.

UNMARRIED SILVER RING

ring, rare

While wearing this ring, at the beginning of your turn, you can choose to end the concentration of all creatures targeting you with magical effects. Doing so destroys the ring.

The ring has no effect if you are married.

THE GREEN-EYED DOVE

Huge monstrosity (shapechanger), chaotic evil

Armor Class 14

Hit Points 119 (14d12 + 28)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	15 (+2)	13 (+1)	15 (+2)	18 (+4)

Damage Immunities bludgeoning, piercing, and slashing from nonsilvered weapons

Skills Deception +7, Perception +5, Sleight of Hand +7, Stealth +7

Senses passive Perception 15

Languages Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The dove's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells innately.

At will: *phantasmal force*

1/day: *scrying*

Mimicry. The green-eyed dove can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Unmarried Silver Ring (2 Uses). At the beginning of his turn, the dove can choose to end the concentration of all creatures targeting him with magical effects. Doing so destroys one of his silver rings.

ACTIONS

Multiattack. The dove casts *phantasmal force*. He can then take any action below.

Inflict Wounds. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) necrotic damage.

Peck. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

Steal Item. The dove makes a contested Dexterity (Sleight of Hand) check with a creature within 5 feet of him. If he wins the contest, he steals one item of his choice from the target's equipment that it isn't wearing or carrying in its hands. If he loses the check, the target can take an attack of opportunity against him.