



# **DRAGON'S HOARD 8**

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**A BIG HOMEBREW COMPILATION**

# PLAYER OPTIONS



# BARBARIAN - HOUND MASTER

A lost puppy wanders the streets starving, a young homeless girl gives it the meagre pieces of meat that she has collected, a bond is born. The Hound Master archetype embodies a friendship between the barbarian and its true animalistic side. United in battle, beast and barbarian work as one to fight the foes that threaten their home. Born of the wilds or of the slums, this link between man and beast is unbreakable.

## LOYAL COMPANION

At level 3, You can magically summon the hound bound to you. As an action, you can summon the hound, which appears in an unoccupied space of your choice that you can see within 30 feet of you.

The hound is friendly to you and your companions and obeys your commands. See its game statistics in the Hound Companion stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the hound such as its breed, color, or any visible effect it has, your choice has no effect on its game statistics.

In combat, the hound shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the hound can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend 2 hit dice. The beast returns to life after 1 minute with all its hit points restored.

Otherwise upon completing a long rest you can resummon it in an empty space with 20 feet of you.

## BATTLE BOND

At level 6, the bond you share with your hound intensifies, stoking the hound's rage. Your hound gains the following benefits:

- The hound's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Once per round when the hound deals damage to a creature with its bite attack it can force that creature to make a DC (8 + Hound's proficiency + Hound's Strength modifier) Strength saving throw or be knocked prone on a failure.
- Creatures have disadvantage on opportunity attacks against the hound.

## BESTIAL FURY

Starting at 10th level, when you command your hound to take the Attack action, the hound can make two attacks.

## RAGING BEAST

At 15th level, while you are raging, your hound also gains the benefits of the Rage feature.

Art by Camilkuo



## COMPANION HOUND

Medium beast, same alignment as its master

**Armor Class** 14 + PB (natural armor)

**Hit Points** 5 + five times your barbarian level (the hound has a number of hit dice [d10s] equal to your barbarian level)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	6 (-2)

**Saving Throws** Dex +1 plus PB, Wis +2 plus PB

**Skills** Perception +2 plus PB

**Senses** darkvision 60 ft., passive Perception 12 plus PB

**Languages** understands one language of its owner  
**Challenge** -

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

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

## Actions

**Bite.** *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

## Reactions

**Deflect.** When a creature the hound can see hits a target, other than itself, within 5 feet of it with an attack, it can use its reaction to reduce the damage the target takes by 1d10 plus PB (to a minimum of 0 damage).



## THE MAGPIE

There are many ways a creature can gain some small piece of nature's power. For some it is a gift freely given, whilst others must toil in search of understanding, and from time-to-time nature it self may choose a champion. But for the clever this bounty is free for the taking, if they can only figure out how.

### FORMS FEIGNED

At 3rd level, as an action you can magically assume the shape of a beast that you have seen before. You can use this feature twice and you regain expended uses when you finish a short or long rest. Your rogue level determines the beasts you can transform into, as shown in the Beast Shapes table.

Level	Max. CR	Limitations	Example
3rd	0	No flying or swimming speed	Weasel
4th	1/4	No flying speed	Poisonous Snake
8th	1/2	--	Giant Owl

You can stay in beast shape for a number of hours equal to half your rogue level (rounded down). You then revert to normal form unless you expend another use of this feature. You can revert to your normal form early with a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, use the rules described for druid's *Wild Shape*.

## SECRETS GLEANED

At 3rd level, you know **Druidic**, the secret language of druids. However when you gained this secret knowledge you learned to augment your skills with the ability to cast spells.

### CANTRIPS

You learn three cantrips: *Shillelagh*, *Magic Stone*, and one other cantrip of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level. Additionally, when you cast the *Shillelagh* or *Magic Stone* cantrips they count as finesse weapons, and the duration is extended to 8 hours.

### PREPARING AND CASTING SPELLS

The Magpie Spellcasting Table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Magpie spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

At the end of a long rest you can prepare the list of Magpie spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to 2 + half your rogue level (rounded down). The spells must be of a level for which you have spell slots, and casting the spell doesn't remove it from your list of prepared spells.

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your magpie spells.

**Spell save DC** = 8 + your Prof Bonus + your Wis Mod

**Spell attack modifier** = your Prof Bonus + your Wis Mod

### THE MAGPIE SPELLCASTING TABLE

Rogue Level	Cantrips Known	1st	2nd	3rd	4th
3rd	3	2	-	-	-
4th	3	3	-	-	-
5th	3	3	-	-	-
6th	3	3	-	-	-
7th	3	4	2	-	-
8th	3	4	2	-	-
9th	3	4	2	-	-
10th	4	4	3	-	-
11th	4	4	3	-	-
12th	4	4	3	-	-
13th	4	4	3	2	-
14th	4	4	3	2	-
15th	4	4	3	2	-
16th	4	4	3	3	-
17th	4	4	3	3	-
18th	4	4	3	3	-
19th	4	4	3	3	1
20th	4	4	3	3	1



## TREASURES FOUND

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At 9th level, you gain the ability to enhance your magical and mundane senses for 10 minutes as a bonus action. For the duration, you gain advantage on Perception and Survival checks and are under the effect of the *detect magic* spell.

As part of activating the ability or as a bonus action at any point before the end of the duration, you can focus your awareness onto a single creature gaining insight into it. This however immediately ends the ability. You choose one creature you can see within 90 feet of you. It must make a Wisdom Saving throw against your spell save DC. On a failure, You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are, as well as any condition immunity. If the creature is hidden from divination magic, it automatically succeeds the save.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

## POWER PERJURED

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By 13th level, you now count as a druid the purposes of meeting requirements on the use of magic items. You can also cast *alter self* at will without expending a spell slot.

Additionally, you learn to beast shape without having to expand uses of the Forms Feigned Ability. When shaping in this way, you do not assume the beast's hit points or hit dice. If you are brought to zero hit points, you lose your beast form and fall unconscious.

## NATURE'S BLESSING

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At 17th level, you've improved your talents over the druidic arts. You can cast many of your spells in any shape you assume using Forms Feigned. You can perform the somatic and verbal components of any spell of 2nd level or lower while in a beast shape, but you aren't able to provide material components. In addition you are now to cast *shillelagh* on natural weapons, such as claws or fangs.

**Monkey Note:** You can now turn into an bird, plunge towards an unknowing target, peck them a little and deal all your Sneak Attack damage, before flying away. There's a reason people call magpies Murder Birds.

Art by Dean Spencer



## WIZARD - SCHOOL OF WITCHERY

*A witch is often describes as a woman having magic powers, especially evil ones, wearing a black cloak and pointed hat and flying on a broomstick. Wizards of the the school of witchery know these are lies popularized by ignorance. Members of this school of magic can be of any gender, despite the stereotype. They focus their powers on dark potions and spells, capable of altering the life of all, they are able to summon and control familiars to spy on their enemies. They do fly on broomsticks though.*

### POTION MAKER

At 2nd level, you gain proficiency with **herbalism kits**. If you have an herbalism kit, you can spend an hour to craft a witch potion, or 30 minutes if you also use a cauldron, this can be done as part of a short rest. To create a potion you need to expend a spell slot of 1st level or higher as part of the crafting.

If a potion has the rupture tag, it means that it can be thrown to a creature within 40 feet to apply the effects as if it drank it, being in melee with a creature doesn't impose disadvantage on the roll. Potions are destroyed immediately after being used. If a potion requires a saving throw, the DC is equal to your spell save DC.

You can only have a maximum number of potions at a time equal to your Intelligence modifier at a time. If you create more the other ones that you created lose their effect.

- **Acid.** (*rupture*) As a bonus action, a creature can apply this potion on a weapon or ammunition. On their next hit, the target takes an additional 2d6 acid damage. If the target is an object or surface made of wood or metal, the acid eats a hole through it 6 inches in diameter and 1 inch deep. A creature takes this damage if they drink the potion. The damage increases to 4d6 when you reach 11th level in this class.
- **Voodoo Healing.** As a bonus a creature can drink this potion, gaining a number of temporary hit points equal to 2d4 + your Intelligence modifier. This potion has no effect on undead or constructs. The temporary hit points increases to 4d4 + your Intelligence modifier when you reach 11th level in this class.
- **Charm.** (*rupture*) A humanoid drinking this potion must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When you reach 11th level in this class, this potion functions on all creatures, not only humanoids.
- **Poison.** (*rupture*) A creature drinking this potion takes 3d8 poison damage and must succeed on a Constitution saving throw or be poisoned. While poisoned this way, at the end of each of their turn the target takes an additional 1d8 poison damage and can repeat the saving throw, ending the effect on itself on a successful save. The initial damage increases to 5d8 when you reach 11th level in this class
- **Resistance.** A creature drinking this potion gains resistance to one of the following damage types for 1 minute, chosen randomly: acid, cold, fire, lightning, poison, thunder. When you reach 10th level in this class, you can choose the damage type when you create the potion, instead of determining randomly and the AC of the creature increases by 1.
- **Vigor.** A creature drinking this potion is cured of one disease or poison affecting it. This potion has no effect on undead or constructs. When you reach 11th level in this class, the potion also reduces the exhaustion level of a creature by one.

### WITCH'S CURSE

Also at 2nd level, you can mark someone with misfortune. As a bonus action, you can target one creature you can see within 60 feet of you. The target is cursed for 1 minute. Until the curse ends, whenever the target makes an attack roll, ability check or a saving throw, you can use your reaction to roll a d4 and subtract the number rolled from the ability check or saving throw. The curse ends early if the target dies, you die, or you are incapacitated. Once you use this feature, you can't use it again until you finish a long rest or until you expend a spell slot of 2nd level or higher to use it again.



## UNFAMILIAR FAMILIARS

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At 6th level, You learn the *find familiar* spell if you don't already know it. The spell doesn't count against your number of spells known. In addition you can use your action to merge with your familiar. You can use this ability once per short or long rest. Apart from the choice of creatures, merging with your familiar follows the same rules as the Wild Shape ability of druids.

## BOTTLED CURSE

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At 10th level, you can imbue your potions with powerful magic.

As an action, you can alter one of your potions using a prepared spell of 4th level or lower, expending the spell slot and condensing the spell's magic into one of your witch potions. The spell is absorbed and held within the potion for 8 hours. When the duration ends the spell is lost, and the potion returns to its previous state. A creature holding the potion can use its action to release the spell within, whereupon the potion breaks. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes.

When you modify the potion, instead of a prepared spell, you can choose to infuse it with the *bestow curse*, *polymorph* or *phantasmal killer* spell, even if you do not know these spells. If you do so, a creature that drinks the potion is afflicted by it and has disadvantage on the initial saving throw.

Once you modified a potion with this feature, you can't do so again until you finish a short or long rest.

## WITCHING HOUR

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Starting at 14th level, your witching power grow. By taking one hour to cast ritual magic, which you can take as part of short rest, you can infuse a broom with flying magic, turning it into a **Broom of Flying** (basic rules, pg. 156). If your broom is lost or destroyed, you can create a new one using the same ritual. If your previous broom still exists when you make a new one, it is destroyed once the new one is completed.

In addition you gain greater control over your familiar. As a reaction to being targeted by an attack or spell, you can swap positions with your familiar, as long as you can see it. If you do so your familiar appears in your space and becomes the new target of the attack or spell.

*Art by Daniel Commerci*

## ITEMS

### STURDY MANACLES

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*adventuring gear*

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have an AC of 10 and 15 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.

### MAGE BREAKER MANACLES

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*wondrous item, rare*

These manacles can prevent spell casters to use their magic. For each minute that a creature wears them, they lose their highest level spell slot, until they are out of spell slots. These manacles have an AC of 10 and 50 Hit Points and are immune to poison and psychic damage. In addition a creature wearing these manacles cannot cast spells or use magical effects.

### SHRINKING MANACLES

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*wondrous item, very rare*

These manacles shrink the power and size of creatures. These manacles can bind creatures of size Gargantuan or smaller magically adjusting to their size. Once attached to a creature, the creature will shrink until it is of Medium size, if it isn't already that size or smaller, in addition the creature's Strength Score is reduced to 10, if it isn't lower. Escaping the manacles requires a successful DC 25 Dexterity check. Breaking them requires a successful DC 22 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 22 Dexterity check. These Manacles have an AC of 15 and 60 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.



Art by Dean Spencer



## ITEMS:

### MIGHTY PAN

***Mace, uncommon***

*Easy to handle, useful in the kitchen, absolutely deadly on the battlefield, the pan is the weapon of choice of many masters of battle.*

While wielding this weapon you gain the following benefits:

- When you score a critical hit with this weapon the enemy is stunned until the end of your next turn
- If you are targeted by an attack, you can interpose the pan between yourself and the opponent as a reaction, your AC increases by 2 against that attack.
- The first time each day that you roll a 1 on your attack roll with the pan, you can reroll it.

### RADIANT PLATE

***plate armor, very rare, requires attunement by a non-evil creature***

*That last item of the guardian angels that once roamed the planes, the celestial knights. These holy soldiers are now long gone, but left behind remains of their powerful apparel, only worthy heroes can claim them in their battle against Evil.*

While wearing this armor and being attuned to it, you gain a +1 bonus to your AC and saving throws, and the following benefits:

- You can change any damage you deal into radiant damage, this radiant damage ignores resistances.
- At the start of each of your turns, you regain hit points equal to your proficiency bonus if you have no more than a quarter of your hit points left. You don't gain this benefit if you have 0 hit points.
- You have advantage on saving throws against Fiends and Undead.



Art by Bob Greyvenstein

# SPELLS

## PREDATORY REFLEXES

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*5th-level transmutation*  
(Druid, Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M (a hair from a lion's mane)  
**Duration:** Concentration, up to 1 minute

Until the spell ends, the targets gain a +3 bonus to its AC and Strength, Dexterity and Constitution saving throws, its movement speed increases by 30 feet and it gains an additional reaction on each of its turns. In addition, when it is targeted by an attack or a spell (including by an area of effect), the target can expend its reaction to move up to 30 feet, potentially avoiding the effect.

## FIST OF THE EARTH

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*3rd-level transmutation*  
(Druid, Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S, M (a broken rock)  
**Duration:** Instantaneous

You punch the ground at your feet, causing the earth to rupture. All creatures in a 10-foot-wide and 30-foot-long line in front of you must succeed on a Dexterity Saving throw. On a failure a creature takes 4d10 bludgeoning damage, is pushed back 10 feet in a direction of your choice perpendicular to the line and is knocked prone. On a success a creature takes half as much damage and isn't pushed or knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

## DRAINING SHIELD

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*3rd-level abjuration*  
(Sorcerer, Warlock, Wizard)

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile. When a melee attack misses you that would have hit without the AC bonus gained by this spell, the life force of the creature is draining. The creature takes 3d8 necrotic damage and you regain half as much hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each slot level above 3rd.



## MARTIAL SPELLS

Martial spells are feats of power that only powerful combatants can unleash. Mechanically they act as normal spells.

You gain a martial spell whenever you gain ASIs in the fighter or barbarian class. The spell must be of 1st level at level 4 or lower, 2nd level at level 6 and/or 8, 3rd level at level 12 and/or 14, 4th level at level 16 and 5th level at level 19. Constitution is your spellcasting ability for these spells. (These spells can still be cast by barbarians even while using rage.)

Other classes can learn martial spells, but fighters and barbarian don't need to expend a spell slot need only provide the verbal component of the spell in order to cast it, and they can cast each spell that you learn through this ability once per day.

Alternatively, a combatant that worships a god might be granted the ability to use the following spells by its deity when deemed necessary (GMs choice).

### BLADES OF LIGHT:

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*1st-level transmutation*  
(Cleric, Paladin)

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M (a shard of glass)  
**Duration:** Concentration, up to 10 minute

You infuse a weapon you are holding with divine energy. For the duration your hits with that weapon deal an additional 1d4 radiant damage and creatures that you damaged are outlined in light until the start of your next turn. Outlined creatures cannot become invisible for that duration.

### RADIANT LEAP

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*2nd-level evocation*  
(Cleric, Paladin)

**Casting Time:** 1 action  
**Range:** 60 feet (10 foot radius)  
**Components:** V, S  
**Duration:** Instantaneous

You leap in the air before crashing down to a point on the ground within range that you can see. All creatures in a 10 foot radius centered on the landing point must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage and 2d6 radiant damage, or half as much on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d6 for each slot level above 2nd.

## DIVINE CLARITY

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*4th-level enchantment*  
(Cleric, Paladin, Wizard)

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 1 minute

You apply your hands on a creature, infusing it with divine power. It becomes immune to being charmed for the duration, if it is already under a charm, the charm ends immediately. In addition for the duration the target has advantage on Wisdom (Insight) Checks.

## DIVINE DASH

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*4th-level transmutation*  
(Cleric, Paladin)

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a pinch of pixie dust)  
**Duration:** 1 round

You radiate with light and take a leap forward. You can move up to 60 feet in any direction, without triggering attacks of opportunity, leaving a trail of light behind you. That trail of light solidifies into a wall, which lasts until the start of your next turn.

The wall appears from your initial location, up to where you ended your movement, it is 10 feet high, and 1 foot thick. The wall blocks line of sight and nothing can physically pass through it. It emits bright light out to 60 feet and dim light for an additional 60 feet. In addition creatures other than you that start their turn within 5 feet of the wall must succeed on a Constitution saving throw or be blinded until the end of your next turn.

# MONSTERS





## ORC ELEMENTALIST

Medium humanoid (orc), chaotic evil

**Armor Class** 17 (leather)  
**Hit Points** 102 (12d8 + 48)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	11 (+0)

**Saving Throws** Str +7  
**Skills** Athletics +10, Intimidation +3  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Common, Orc  
**Challenge** 5 (1,800 XP)

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

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

**Massive Swing.** The orc can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each melee weapon attack. A separate attack roll is made for each target.

**Tough.** The orc adds its Constitution modifier to its armor class

**Path of Elements (1/Day).** If the orc comes starts its turn within 30 feet of an elemental, they can choose to invoke its powers through their tattoos, gaining elemental powers for 1 minute. These powers differ based on the elemental:

- **Fire Elemental.** The orc gains resistance to fire damage. Their weapon attacks deals an additional 1d4 fire damage and creatures that start their turn within 5 feet of the orc, or enter that space for the first time on their turn, take 1d6 fire damage.
- **Air Elemental.** The orc gains a flying speed of 30 feet, is immune to fall damage and doesn't trigger attacks of opportunity.
- **Stone Elemental.** The orc's AC increases by 1. In addition, when attacking with melee weapons the orc rolls 1 additional damage die (of the weapon type).
- **Water Elemental.** The orc gains resistance to acid and poison damage, has advantage on (Strength) Athletics and (Dexterity) Acrobatics checks and cannot be grappled or restrained.

### Actions

**Multiattack.** The orc makes two attacks with its ball & chain.

**Ball & Chain.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The initial target of the attack must make a DC 15 (Strength) Athletics check or be grappled.

## **ORC ELEMENTALIST**

These orcs are usually at the side of a shaman, working as their protector. When the shaman summons the might of the elements, that is when the elemental is at its strongest.

### **BORN OF CATAclysms**

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Volcanic eruptions, tempests, thunderstorms, tsunamis are for most terrible tragedies. But for some ancient orcish tribes, they are quite the opposite. Many view a birth under a shooting star as a blessing, these tribes view births under such catastrophes the same way. The children birthed into these tragedies have a strong affinity towards the elements and are able to master their powers.

### **INKED SKIN**

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To embody their connection with nature, they carve intricate tattoos upon their body. These tattoos are unique from orc to orc, and the secret of their creation lies with the tribe. Many have tried to copy their pattern, only to end up with bland and powerless ink covering their skin.

### **CULTISTS OF CARNAGE**

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The tribe worships the elemental lords, wishing for their return upon the land. Such a phenomenon would cause the extinction of all life, but they do not care for it, their eyes blinded by adoration. Perhaps their minds are clouded by magic, or perhaps the end of all life is a desirable outcome in their eyes. Encountering an orc clan of elemental worshipers means trouble, as rituals of reincarnation of ancient Evil often follows.



# COFFEE DRAKE

*Tiny dragon, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** understands Common and Draconic but can't speak

**Challenge** 1/4 (50 XP)

**Keen Senses.** The coffee drake has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Magic Resistance.** The coffee drake has advantage on saving throws against spells and other magical effects.

**Limited Telepathy.** The coffee drake can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

**Coffee Break (Once per Long Rest).** The coffee drake ingest a peculiar substance that it secretes. It gains the benefits of the *haste* spell for 1 minute, without needing to concentrate on it.

**Variant: Familiar.** The coffee drake can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the coffee drake senses as long as they are within 1 mile of each other. While the coffee drake is within 10 feet of its companion, if the coffee drake uses its Coffee Break trait, the companion shares the benefits of the coffee drake's Coffee Break trait, ending the effect early if they leave the range. At any time and for any reason, the coffee drake can end its service as a familiar, ending the telepathic bond.

## Actions

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

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target becomes fidgety, and has disadvantage on all ability checks, attacks rolls and saving throws for the same duration, or until it takes damage or another creature uses an action to shake it back to its senses.

## DANGEROUS CREATURES

A distant cousin of the pseudodragon, coffee drakes are found in more tropical regions of the world, where they enjoy a healthy diet of insects and fruits. They have evolved to develop a potent poison, that they excrete through their tongue when biting their enemies. They use it to stun bigger predators that are after them, and make their escape.

## ACQUIRED TASTE

Humans that first found these creatures have decided that tasting that poison would be a good idea. The surprising thing is that it was. Not at first, but through careful refinement, boiling the essence extracted from it, a unique drink can be created. That drink is all the rage amongst the nobility.

## GIFT GIVEN

To excrete the secretions from the drake requires a friendship with said drake, indeed killing the creature only results in a guilty conscience and a rotten brew. These drakes are smart creature, and can form bonds of friendship, only if they do so can the essence be obtained by their friend.

### Variant Rule: Bitter Drink

Something you can do in your game if you introduce these creatures is give some merchants the ability to sell a warm brew made from the secretions of these drakes.

## DRAKE'S BREW:

### common, adventuring gear (potion)

*This brew is darkly colored, bitter, slightly acidic and has a stimulating effect in humanoid. To create it one must carefully infuse a coffee drake's glandular secretion in warm water. The resulting drink is very prized amongst the nobility, despite some unpleasant side effects.*

Drinking this brew allows you to ignore the effects of fatigue for a time. For the next 4 hours you can temporarily remove 1 level of exhaustion, which comes back at the end of the duration. In addition, for the duration you gain a +1 bonus to initiative rolls and Dexterity saving throws. You can only gain the benefit of one brew per day, consuming more doesn't grant any benefits, although you are under the impression that it does.

**Optional Rule:** A humanoid drinking this brew must roll 1d4, on a roll of 1, it is hit by a sudden diarrhea 1d20 minutes after consuming the drink.





*Art by Bryan Syme*

## **FROM BEYOND**

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Counsellors, this is the name given to these eldritch creatures. They come from deep within the planes of madness, mixing themselves with human societies. Their charms allow them to climb the ranks of power quickly, becoming integral part of governing systems. They then bend these systems to their will, all in the name of power.

## **DEVOURING HUNGER**

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Far from giving advice, these monsters cheat each humanoid that cross their path, using their cunning. They charm them, force them to perform atrocities against their will, before revealing to them the depth of the cruelties they've inflicted upon others. The madness that seeps out of the humanoid's mind once they realize what they have done is what counsellors feast upon. This mix of fear, pain, regret and madness is a delight to their palate.

## **HIDDEN AMONG US**

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Counsellors are able to create creatures to aid them, their loyal pets. Ideally they try to always stay hidden, using others as puppets in their hands. These human puppets cannot disobey, and the few that manage to break the magic are never seen again.

# COUNSELLOR

*Medium aberration, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 212 (25d8 + 100)

**Speed** 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	20 (+5)	14 (+2)	21 (+5)

**Saving Throws** Con +10, Int +11, Wis +8

**Skills** Arcana +11, History +11, Insight +14, Perception +8

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** psychic

**Senses** truesight 120 ft., passive Perception 18

**Languages** Deep Speech and any three languages, telepathy 120 ft.

**Challenge** 17 (18,000 XP)

**Alien Form (3/Day).** The counsellor can reroll a saving throw that it fails. If it does so, it must use the new roll.

**Brain Wash.** When the counsellor casts an enchantment spell to charm one or more creatures, it can alter one creature's understanding so that it remains unaware of being charmed. Additionally, if the counsellor wants to, these creatures forget what they did while charmed.

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

**Shapechanger.** The counsellor can use its action to polymorph into a humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Innate Spellcasting.** The counsellor's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *charm person, disguise self, misty step*

3/day each: *dominate person*

1/day each: *dominate monster, plane shift (self only)*

**Spellcasting.** The counsellor is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *detect magic, disguise self, shield, sleep*

2nd level (3 slots): *blur, invisibility, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, lightning bolt, sending*

4th level (3 slots): *confusion, hallucinatory terrain*

5th level (2 slots): *telekinesis, wall of force*

## Actions

**Multiaction.** The counsellor makes two attacks, one with its bite and one with its paralyzing touch.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage and the counsellor regains half as many hit points. This attack automatically hits creatures that are charmed by the counsellor

**Paralyzing Touch.** *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) psychic damage and the target must succeed on a DC 19 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.

**See What You've Done.** The counsellor shows to a creature charmed by it all the atrocities that it has committed while charmed, or all the atrocities the counsellor committed in its life. This ends the spell that the creature is under and it takes 45 (10d8) psychic damage.

**Horrors Unseen (Recharge 5-6).** The counsellor shows their worst nightmares to creatures in a 30-foot radius centered on it. Each creature in that area must succeed on a DC 19 Wisdom saving throw or take 27 (5d8+5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## COUNSELLOR'S PET

Medium aberration (any race), neutral evil

**Armor Class** 13

**Hit Points** 33 (6d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	16 (+3)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +5

**Damage Resistances** necrotic

**Damage Immunities** psychic

**Senses** truesight 120 ft., passive Perception 12

**Languages** Deep Speech, telepathy 60 ft.

**Challenge** 2 (450 XP)

**Innate Spellcasting.** The counsellor's pet's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*

3/day each: *invisibility*, *pass without a trace*

1/day each: *arcane eye*

**Redirect Magic.** When an enchantment spell is cast at the counsellor's pet it can redirect it to any creature within 500 feet of it that it can see, if the spell requires concentration the counsellor's pet is the one having to concentrate, in all other regards the spell is considered cast by the original creature.

**Split Brain.** The counsellor's pet can concentrate on up to 5 spells at the same time. If it loses concentration involuntarily, it loses concentration on all the spells at once. If it chooses to, it can end one of the concentration spells early to concentrate on another one.

### Actions

**Multiattack.** The counsellor's pet makes two bite attacks.

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

## ELDRITCH BEING

This aberration is created when a counsellor kills a humanoid by exposing the atrocities they have done while charmed by them. The shock that ensues can often kill weaker minds. The anguish that is created in that moment consolidates into a creature, devoted to serve its creator.

## FEAST OF FEAR

The pet is a useful tool to a counsellor, as it allows them to maintain their charm over a great number of creatures. Perfect for when they are planning their coup and need to recruit the majority of the political power. Due to their ability to channel magic from far away, when the innocent realizes that they are targeted by a spell, there is often nothing they can do about it.





## THE 4TH COMMANDMENT

*Honour thy father and thy mother*

Sent by the gods to restore order, the 4th commandment enforces parental policies on their children. In a world where many parents have gone and died to the war, and where many children lack structure, the gods saw fit to add to the familial power.

### ORDER INCARNATE

The issue with the law is that it is unyielding. No matter right or wrong the law will apply the same. Disobey your parent because you tried to commit a murder despite their best warning, and you'll be incapacitated. Disobey because you refused to finish your food and the enforced punishment created by the commandment remains the same.

Art by Lena\_graphics

## VASIR, THE USURPER

Vasir was a cunning elf. He was a serial killer, with a preference for children, that was put on death row for the atrocities he committed. Yet he managed to pretend to turn his life towards the gods, and was offered an audience with the 4th commandment, as an act of penance before his execution. Once there he managed to merge with the celestial, yet keep perfect control over his body, turning him into a winged monster.

### BANE OF HUMANKIND

Armed with his newfound celestial powers Vasir, mad with hatred, made every single one of his jailors suffer, murdering their entire family in front of their eyes, starting with the youngest. Since then he roams the lands, inflicting torture and death in his path. Celestial forces have been dispatched to take care of him, to no avail.

## 4TH COMMANDMENT

*Medium celestial, Lawful Neutral*

**Armor Class** 11

**Hit Points** 120 (16d8 + 48)

**Speed** 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	16 (+3)	20 (+5)	20 (+5)	24 (+7)

**Saving Throws** Wis +9, Cha +11

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, prone, restrained

**Senses** truesight 120 ft., passive Perception 15

**Languages** All

**Challenge** 9 (5,000 XP)

**Angelic Weapons.** The 4th Commandment's weapon attacks are magical. When the 4th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Honor Thy Father and Thy Mother.** Humanoids within 500 feet of the 4th Commandment have advantage on all Charisma checks made towards their offspring. In addition children that disobey a direct order from their parents must succeed on a DC 19 Wisdom saving throw or become incapacitated for 1 hour. An affected creature can repeat the save after each minute that passes.

**Wings of Family.** The 4th Commandment has a flying speed of 60 feet. Once per round, when the 4th Commandment is targeted by an attack roll, it can force that creature to believe they are family, and make it target another creature of the 4th Commandment's choice instead.

### Actions

**Holy Sword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 9 (2d8) radiant damage.

**Holy Lance.** *Ranged Weapon Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 9 (2d8) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).** One willing creature that the 4th Commandment can see within 5 ft. is possessed by the 4th Commandment; the 4th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 4th Commandment now controls the body but doesn't deprive the target of awareness. The 4th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 4th Commandment ends it as a bonus action. When the possession ends, the 4th Commandment reappears in an unoccupied space within 5 ft. of the body.



# VASIR, MARTYR OF THE 4TH

Medium celestial (elf), Lawful Evil

**Armor Class** 18 (studded leather)

**Hit Points** 202 (27d8 + 81)

**Speed** 35 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	17 (+3)	20 (+5)	20 (+5)	24 (+7)

**Saving Throws** Con +9, Wis +11, Cha +13

**Skills** Deception +13, Insight +11, Intimidation +13, Perception +11, Stealth +12

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, prone, restrained

**Senses** truesight 120 ft., passive Perception 21

**Languages** All

**Challenge** 17 (18,000 XP)

**Angelic Weapons.** The martyr of the 4th's weapon attacks are magical. When the martyr of the 4th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Honor Thy Father and Thy Mother.** Humanoids within 500 feet of the martyr of the 4th have advantage on all Charisma checks made towards their offspring. In addition children that disobey a direct order from their parents must succeed on a DC 21 Wisdom saving throw or become incapacitated for 1 hour. An affected creature can repeat the save after each minute that passes.

**Innate Spellcasting.** The martyr of the 4th's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *non detection*, *pass without a trace*

**Innocent Laughter.** Any creature within 10 feet of Vasir that isn't protected by a *mind blank* spell hears in its mind the screams of the hundreds of children that Vasir has killed. As a bonus action, Vasir can force all creatures that can hear the screams to make a DC 21 Wisdom saving throw. Each creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

**Unbreakable Will.** Vasir is immune to effect that would control his mind, such as the *dominate monster* spell.

**Wings of Family.** The martyr of the 4th has a flying speed of 60 feet. Once per round, when the martyr of the 4th is targeted by an attack roll, it can force that creature to believe they are family, and make it target another creature of the martyr of the 4th's choice instead.

## Actions

**Multiattack.** The martyr of the 4th makes three attacks with its holy sword or two attacks with its holy lance.

**Holy Sword. Melee Weapon Attack:** +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 9 (2d8) radiant damage.

**Holy Lance. Ranged Weapon Attack:** +13 to hit, range 120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 9 (2d8) radiant damage.

## Reactions

**Parry.** The martyr of the 4th adds 6 to its AC against one melee attack that would hit it. To do so, the martyr of the 4th must see the attacker and be wielding a melee weapon.

## Legendary Actions

The martyr of the 4th can take 2 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 martyr of the 4th regains spent legendary actions at the start of its turn.

**Attack.** The martyr of the 4th makes one attack with its holy sword or lance.

**Fly.** The martyr of the 4th of the 8th moves up to half its flying speed.





## THE 6TH COMMANDMENT

*Thou shalt not commit adultery.*

### GENTLE COMMAND

Frustration often leads to massive changes within societies, massive changes can often lead to war. One of the fastest way to destroy a relationship and bring about incredible change is to commit adultery. Reflecting upon this the gods sent this Commandment upon the lands, to enforce long lasting relationships.

### FINDING SOLUTIONS

In a world where the only person you feel desire and attraction for is your significant other, humanoids are much more likely to try to stay in the relationship and work through their issues, rather than taking an easier way out through a new relationship with someone new. The commandment makes sure of that, in addition to protecting its people from the magic of the lower planes that might cloud their minds.

*Art by Warm\_Tail*

### CLEAR MIND

In a world where devilish invasions occur frequently, its hard to trust a neighbor, as the devils can disguise their appearance and sweeten their words. The sheer presence of the commandment dispels any charm that those fiends could use.

## 6TH COMMANDMENT

*Medium celestial, Lawful Neutral*

**Armor Class** 13

**Hit Points** 144 (17d8 + 68)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	19 (+4)	22 (+6)	25 (+7)

**Saving Throws** Wis +10, Cha +11

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, prone, restrained

**Senses** truesight 120 ft., passive Perception 16

**Languages** All

**Challenge** 10 (5,900 XP)

**Angelic Weapons.** The 6th Commandment's weapon attacks are magical. When the 6th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Magic Resistance.** The 6th Commandment has advantage on saving throws against spells and other magical effects.

**Thou shalt not commit adultery.** Humanoids within 500 feet of the 6th Commandment cannot be attracted or charmed by any creature other than their lifelong partner. If a creature doesn't have such a partner, they aren't affected.

**Wings of Love.** The 6th Commandment has a flying speed of 60 feet. Once per round, when the 6th Commandment is targeted by an attack or a spell, that creature must succeed on a DC 19 Wisdom saving throw or lose the attack or spell.

### Actions

**Holy Lance.** *Melee Spell Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).** One willing creature that the 6th Commandment can see within 5 ft. is possessed by the 6th Commandment; the 6th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 6th Commandment now controls the body but doesn't deprive the target of awareness. The 6th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 6th Commandment ends it as a bonus action. When the possession ends, the 6th Commandment reappears in an unoccupied space within 5 ft. of the body.

**Charming Smile (Recharge 5-6).** The 6th Commandment flashes a bright smile to all creatures in a 90-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw, becoming charmed and taking 21 (6d6) psychic damage on a failed save.

**GM Note:** Bright smile wouldn't work against humanoids in a committed relationships, since it is a charm, this is a potential strategic element that your players can use.



## ROSALYN

Rosalyn was a mother in a happy family, until she discovered that her husband had an affair. The news destroyed her, the rock that was her relationships turned out to be quick sand, and she was drowning. After cutting ties with her partner, she fled her hometown, and found a new home in the church.

## SUMMONED ANGEL

In her new found home, she found comfort in her religion, it gave her purpose and guidance. She discovered many others that found themselves in the same precarious situation as she once was. She started praying for a solution to this madness, and so an angel descended from the skies, answering her call. She now keeps watch over her city.

### ROSALYN, MARTYR OF THE 6TH

*Medium celestial (human), Lawful Neutral*

**Armor Class** 18 (plate)  
**Hit Points** 161 (19d8 + 76)  
**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	19 (+4)	22 (+6)	25 (+7)

**Saving Throws** Con +9, Int +9, Wis +11, Cha +12  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** radiant  
**Condition Immunities** charmed, frightened, prone, restrained  
**Senses** truesight 120 ft., passive Perception 16  
**Languages** All  
**Challenge** 15 (13,000 XP)

**Angelic Weapons.** The martyr of the 6th's weapon attacks are magical. When the martyr of the 6th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Innate Spellcasting.** The martyr of the 6th's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *jump*, *misty step*, *non detection*, *tongues*  
1/day each: *arcane hand*, *plane shift*

**Legendary Resistance (1/day).** If the martyr of the 6th fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The martyr of the 6th has advantage on saving throws against spells and other magical effects.

**Thou shalt not commit adultery.** Humanoids within 500 feet of the martyr of the 6th cannot be attracted or charmed by any creature other than their lifelong partner. If a creature doesn't have such a partner, they aren't affected.

**Wings of Love.** The martyr of the 6th has a flying speed of 60 feet. Once per round, when the martyr of the 6th is targeted by an attack or a spell, that creature must succeed on a DC 20 Wisdom saving throw or lose the attack or spell.

### Actions

**Multiattack.** The martyr of the 6th makes two greatsword attacks.

**Sanctified Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) slashing damage and 9 (2d8) radiant damage. After dealing damage the martyr of the 6th can teleport up to 60 feet towards a hostile creature.

**Charming Smile (Recharge 5-6).** The martyr of the 6th flashes a bright smile to all creatures in a 90-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw, becoming charmed and taking 21 (6d6) psychic damage on a failed save.

### Legendary Actions

The martyr of the 6th can take 2 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 martyr of the 6th regains spent legendary actions at the start of its turn.

**Attack.** The martyr of the 6th makes one greatsword attack

**Vanish.** The martyr of the 6th casts *misty step*



# BRASS

*There are thugs and then there is brass, just don't mess with him ok? He has two tusks made of brass, hence the nickname, hard to miss.*

## BRASS

Medium humanoid (half-orc), chaotic neutral

**Armor Class** 15 (leather armor)

**Hit Points** 59 (7d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Orcish Made.** Brass can add his Constitution modifier in place of his Dexterity modifier to determine his AC.

## Actions

**Multiattack.** Brass makes a wrestle attack followed by three punch attacks or a wrestle attack, two punch attacks and on the move.

**Punch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Wrestle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Creature is grappled or knocked prone, at Brass' choice.

**On The Move.** Brass gains 10 (1d8 + 6) temporary hit points.

## Reactions

**Stay Here!** When a creature provokes an opportunity attack from Brass, Brass can use its reaction to make a wrestle attack followed by a punch attack against that creature.



Art by LadyofHats



# THE 7TH COMMANDMENT

*Thou shalt not steal.*

## STERN FIGURE

The law is unyielding, and so is this celestial. Its righteous blade will cut down anyone trying to steal under its vigilant watch, be it children or beggar, all suffer the same fate. There is mercy in its harshness, as those it punishes regrow the lost limbs, the stigma does remain forever though.

## ANGEL OF IRON

Unlike all its fellow commandments, the 7th wears a full suit of armor to protect it in battle. Is it to prevent thieves from getting to it? Or is it because it has something to hide underneath the protection, no one knows. Master with its blades, this commandment will take possession of mighty warriors to enforce its rule.

## POWER OF LAW

There is an old story about an ancient emperor that ruled over lands, he owned everything, from peasants, to each grain of corn. Everything was his by law, a law that he wrote. Knowing that his people were rowdy and fermenting a revolution, he tricked the gods into sending the 7th Commandment. Using that power he made sure that none could eat HIS food, unless he allowed it, forcing all the resistance to starve.

*Art by Warm\_Tail*





## 7TH COMMANDMENT

*Medium celestial (aasimar), Lawful Neutral*

**Armor Class** 18 (plate)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	18 (+4)	21 (+5)	24 (+7)

**Saving Throws** Wis +9, Cha +11

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, paralyzed, prone, restrained

**Senses** truesight 120 ft., passive Perception 15

**Languages** All

**Challenge** 11 (7,200 XP)

**Angelic Weapons.** The 7th Commandment's weapon attacks are magical. When the 7th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Magic Resistance.** The 7th Commandment has advantage on saving throws against spells and other magical effects.

**Thou shalt not steal.** Humanoids within 500 feet of the 7th Commandment cannot take another person's property without permission or legal right and without intending to return it. If they attempt to do so they lose the appendage with which they tried to steal, until the next dawn when it regrows. In addition all sleight of hand and thieves tools checks in that area are made at disadvantage.

**Wings of Thievery.** The 7th Commandment has a flying speed of 60 feet. Once per round, when the 7th Commandment deals damage to a creature, it can steal the life force of the creature, regaining an amount of hit points equal to the damage dealt.

### Actions

**Radiant Blade.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage and 9 (2d8) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).**

One willing creature that the 7th Commandment can see within 5 ft. is possessed by the 7th Commandment; the 7th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 7th Commandment now controls the body but doesn't deprive the target of awareness. The 7th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 7th Commandment ends it as a bonus action. When the possession ends, the 7th Commandment reappears in an unoccupied space within 5 ft. of the body.





## THE 9TH COMMANDMENT

*Thou shalt not covet thy neighbour's wife*

### ENCOMPASSING COMMAND

This Commandment relies on its power to prevent the thought of adultery from even occurring, all humanoids fall prey to its power. In addition to make sure that no one will succumb to temptation, even the most charismatic and brash humanoids are reduced in their grandeur.

### STOLEN ROMANCE

By killing the possibility of wanting another partner, the 9th commandment forces those under its grasp to stick together, because it is the only person that they can ever feel attraction for. The downside is that it is the only person they'll ever feel attraction for, and if that attraction dies, only their shared responsibilities remain, and potential disgust of one another.

### FIERCE FOE

Although its orders are to stop humanoids from even uttering the thought of adultery or theft, or other crimes, the 9th Commandment comes on the battlefield armed with might and power. Namely it can use others as a shield, forcing allies to attack on another when they try to confront the celestial being. Its orders are to restore order, it follows the gods rules and no one elses.

*Art by Warm\_Tail*



## 9TH COMMANDMENT

*Medium celestial, Lawful Neutral*

**Armor Class** 13

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	18 (+4)	17 (+3)	22 (+6)	26 (+8)

**Saving Throws** Wis +10, Cha +12

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed, frightened, paralyzed, prone, restrained

**Senses** truesight 120 ft., passive Perception 16

**Languages** All

**Challenge** 12 (8,400 XP)

**Angelic Weapons.** The 9th Commandment's weapon attacks are magical. When the 9th Commandment hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

**Covetous Wings.** The 9th Commandment has a flying speed of 60 feet. Once per round, as a reaction, when the 9th Commandment is targeted by a harmful attack, spell or effect, it can choose another creature within 60 feet of it. That creature must succeed on a DC 20 Charisma saving throw, or swap location with the 9th Commandment and become the new target of the spell.

**Magic Resistance.** The 9th Commandment has advantage on saving throws against spells and other magical effects.

**Thou shalt not covet thy neighbour's wife.** Humanoids within 500 feet of the 9th Commandment feel no desire or attraction towards other humanoids which are already in committed relationships. In addition all humanoids in that radius have disadvantage on Persuasion (Charisma) checks.

### Actions

**Angelic Bow.** *Ranged Weapon Attack:* +12 to hit, range 100/600 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage and 13 (3d8) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).** One willing creature that the 9th Commandment can see within 5 ft. is possessed by the 9th Commandment; the 9th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 9th Commandment now controls the body but doesn't deprive the target of awareness. The 9th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 9th Commandment ends it as a bonus action. When the possession ends, the 9th Commandment reappears in an unoccupied space within 5 ft. of the body.



## THE 1ST COMMANDMENT

*I am the Lord thy God, Thou shalt have no other gods before me.*

### ANGELS

The interesting thing about angels, is that there are many expressions, about wishing upon an angel, or hoping for an angel to come down to aid you. Yet in the stories, every time the angels descended it was in the middle of blood baths, of wars so vicious they still scar the land. Careful what you wish for, for if an angel descends, it means that the utmost destruction has begun.

*Art by warm\_tail*

### THE FIRST CELESTIAL

The 1st commandment was created by an ancient god, that wanted to ensure that their faith was the one true faith, the only faith. The first celestial was birthed. Filled with godly powers, it prevented the worship of any other god. A curious thing happened, as the many gods of the world realized the power held within the 1st commandment, other deities started to craft their own. The offspring of these commandments have birthed the celestials as we know them, protectors of the divine realms.

### BATTLE HARDENED

Although many 1st commandments were created, not many survived, indeed a great war erupted between the gods, pitting the commandments against one another. This cataclysm is described by ancients texts as a night of shooting stars, so bright, that it seemed like the sun never set. Once the battle was over only a few remained, some say that one god rose above them all, some say, that a few commandments fled together, and that the gods have since vanished.



# 1ST COMMANDMENT

*Huge celestial, Lawful Neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 253 (22d12 + 110)

**Speed** 30 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	21 (+5)	17 (+3)	23 (+6)	26 (+8)

**Saving Throws** Dex +9, Wis +12, Cha +14

**Damage Resistances** fire, necrotic

**Damage Immunities** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, grappled, prone, restrained

**Senses** truesight 120 ft., passive Perception 16

**Languages** All

**Challenge** 20 (25,000 XP)

**Angelic Weapons.** The 1st Commandment's weapon attacks are magical. When the 1st Commandment hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack). In addition the 1st Commandment ignores resistance and immunity to radiant damage.

**Divine Presence.** If a creature starts its turn within 60 ft. of the 1st Commandment, the 1st Commandment can force the creature to make a DC 22 Constitution saving throw if the 1st Commandment isn't incapacitated. On a failed save, the creature is blinded by the divine being. A blinded creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the 1st Commandment's Divine Presence for the next 24 hours.

**Legendary Resistance (2/day).** If the 1st Commandment fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The 1st Commandment has advantage on saving throws against spells and other magical effects.

**Thou shalt have no other gods before me.** Humanoids within 500 feet of the 1st Commandment can only feel the presence of the god that sent the 1st Commandment. Clerics, paladins and warlocks that don't worship that god lose their power in that radius, unless they are protected by *non detection* or *protection from evil and good* or similar spells.

## Actions

**Multiattack.** The 1st Commandment makes two attacks with either its godly touch or angelic bow, after which it can use its holy light.

**Godly Touch.** *Melee Spell Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (5d8 + 8) radiant damage. This attack automatically hits prone creatures.

**Angelic Bow.** *Ranged Weapon Attack:* +14 to hit, range 100/600 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage and 13 (3d8) radiant damage.

**Convert.** The 1st Commandment gazes at a creature within 30 feet of it, the target must succeed on DC 22 Wisdom saving throw. A creature has advantage on this save if they are fighting the 1st Commandment. On a failed save the creature starts worshipping the god that the 1st Commandment represents, and views the 1st Commandment as a savior. At the end of every 30 days, the creature can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends. The break enchantment ability of a *dispel evil and good* spell ends this effect early.

**Holy Light.** The 1st Commandment teleports up to 60 feet to an unoccupied space that it can see. All creatures within 5 feet and the space where it reappears must succeed on a DC 22 Constitution saving throw or take 7 (2d6) radiant damage and fall prone.

**Celestial Light (Recharge 5-6).** The 1st Commandment emits light in a 60-foot radius centered on it. Each creature in that area must make a DC 22 Constitution saving throw, falling prone and taking 56 (16d6) radiant damage on a failure, or not falling prone and taking half as much on a success.

## Reactions

**Divine Wings.** As a reaction, when the 1st Commandment is targeted by a harmful attack, spell or effect, it can force the attacking creature to make a DC 22 Wisdom saving throw. On a failed save the creature wastes their action and instead grovels, falling prone and then ends its turn.

## Legendary Actions

The 1st Commandment 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 1st Commandment regains spent legendary actions at the start of its turn.

**Attack.** The 1st Commandment makes one attack with its godly touch or angelic bow.

**Teleport (Costs 2 Actions).** The 1st Commandment uses its holy light





## THE 10TH COMMANDMENT

*Thou shalt not covet thy neighbour's possessions.*

### MARTIAL MASTER

Unlike its peers which are frail and easy to hit, the 10th commandment is clad in celestial armor, rendering its body untouchable. In addition it possesses a martial might that it can impart on whoever it possesses, moving around the battlefield, as if its armor weighs nothing. Beware its sword, it strikes with godly precision.

### KILLER OF PASSIONS

Passions are any powerful or compelling emotion or feeling, as love or hate. Often humanoids develop a hatred towards others due to the things other possesses that they do not. Resentment appears, poisoning their minds, turning into hatred. This commandment prevents this development. It renders everyone satisfied with what they have, be it the jealous neighbor, or the starving peasant.

### GATEKEEPER

The 10th commandment is most often last to descend upon the lands, only sent where everything that is holy has been lost, and where chaos reigns. It has able to access the lower planes, where devils and demons live. It is said that the reason hell is so neatly organized is due to its influence, but these might just be stories.

*Art by warm\_tail*



# 10TH COMMANDMENT

Medium celestial, Lawful Neutral

**Armor Class** 18 (plate)

**Hit Points** 180 (19d8 + 95)

**Speed** 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	20 (+5)	19 (+4)	22 (+6)	23 (+6)

**Saving Throws** Wis +11, Cha +11

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, radiant

**Condition Immunities** charmed, frightened, prone, stunned

**Senses** truesight 120 ft., passive Perception 16

**Languages** All

**Challenge** 14 (11,500 XP)

**Angelic Weapons.** The 10th Commandment's weapon attacks are magical. When the 10th Commandment hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Magic Resistance.** The 10th Commandment has advantage on saving throws against spells and other magical effects.

**Thou shalt not covet thy neighbour's possessions.**

Humanoids within 500 feet of the 10th Commandment feel no desire for material possessions that belong to someone else. In addition creatures in that area feel compelled to aid their neighbor, creatures asking for genuine help have advantage on Charisma (Persuasion) checks.

**Stolen Wings.** The 10th Commandment has a flying speed of 60 feet. These fiendish wings store power, the 10th Commandment can cast *absorb elements* at will, without expending a spell slot. Alternatively the 10th Commandment can teleport in a space adjacent to a creature it can see within 60 feet of it as a reaction.

## Actions

**Zweihänder.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage and 9 (2d8) radiant damage.

**Celestial Possession (Recharges on a Short or Long Rest).**

One willing creature that the 10th Commandment can see within 5 ft. is possessed by the 10th Commandment; the 10th Commandment then disappears, and the target regains all its hit points, is incapacitated and loses control of its body. The 10th Commandment now controls the body but doesn't deprive the target of awareness. The 10th Commandment can't be targeted by any attack, spell, or other effect and it retains alignment, Intelligence, Wisdom, Charisma, as well as its abilities, resistances and immunities, including condition immunities. It otherwise uses the possessed target's statistics including the target's knowledge, class features and proficiencies. The possessed target is considered a celestial for the duration.

The possession lasts until the body drops to 0 hit points or the 10th Commandment ends it as a bonus action. When the possession ends, the 10th Commandment reappears in an unoccupied space within 5 ft. of the body.

## MASTER OF THE FORGE

Huldán was a dwarf known for his armor crafting skills. Some of the sturdiest steel was forged by his hands. His faith was as strong as the protection he created. Which made him the prime target for commandments. His knowledge of crafting combined with their celestial powers made for an unstoppable force on the battlefield.

## LIGHT AS A FEATHER, DEADLY AS A BLADE

With the swiftness of the angel, Huldán solidified a religious order, where no thought of theft ever came to mind. During deadly wars and conquests, the commandment guided him through the battlefield, tearing through the flesh of the heretics. Only to end the war by depraving soldiers of their passions.

## HULDAN, MARTYR OF THE 10TH

*Medium celestial (dwarf), Lawful Neutral*

**Armor Class** 18 (plate)

**Hit Points** 190 (20d8 + 100)

**Speed** 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	20 (+5)	19 (+4)	22 (+6)	23 (+6)

**Saving Throws** Wis +12, Cha +12

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison, radiant

**Condition Immunities** charmed, frightened, prone, stunned

**Senses** truesight 120 ft., passive Perception 16

**Languages** All

**Challenge** 17 (18,000 XP)

**Angelic Weapons.** The Martyr of the 10th's weapon attacks are magical. When the Martyr of the 10th hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

**Legendary Resistance (2/day).** If the Martyr of the 10th fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The Martyr of the 10th has advantage on saving throws against spells and other magical effects.

**Thou shalt not covet thy neighbour's possessions.** Humanoids within 500 feet of the Martyr of the 10th feel no desire for material possessions that belong to someone else. In addition creatures in that area feel compelled to aid their neighbor, creatures asking for genuine help have advantage on Charisma (Persuasion) checks.

**Stolen Wings.** The Martyr of the 10th has a flying speed of 60 feet. These fiendish wings store power, the Martyr of the 10th can cast *absorb elements* at will, without expending a spell slot. Alternatively the Martyr of the 10th can teleport in a space adjacent to a creature it can see within 60 feet of it as a reaction.

### Actions

**Multiattack.** The Martyr of the 10th makes two attacks, either with his bright shortsword or bow.

**Bright Shortsword.** *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage and 9 (2d8) radiant damage.

**Bright Bow.** *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 9 (2d8) radiant damage.

### Legendary Actions

The Martyr of the 10th can take 2 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 Martyr of the 10th regains spent legendary actions at the start of its turn.

**Pierce.** The Martyr of the 10th makes a bright bow attack, on a hit, the target must succeed on a DC 20 Strength saving throw or have their movement speed reduced to 0 until the start of the Martyr of the 10th's next turn.

**Wing Bash.** The Martyr of the 10th beats its wings. Each creature within 5 ft. of the Martyr of the 10th must succeed on a DC 19 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The Martyr of the 10th can then fly up to half its flying speed.



## HOW DOES THIS BOSS WORK ?

This monster is two monsters combined into one. We have a **flameskull** and a **helmed horror** in a single body. The Paragon Monster traits gives it a pseudo-legendary action, where it can move after another creature, but it gets everything, action, bonus action and regains its reaction.

If you look at the CR you can see that its worth 3300 XP, instead of the normal 1100 XP for a CR 4 creature, that's because this boss is really 3 CR 4 creatures into 1. Which means this encounter would represent a boss fight for a level 6 party. DO NOT THROW THIS AT A LEVEL 4 PARTY!

## COMBAT FLOW

The first phase is the stat block that you see above, where the party has to fight this monster, which gets 2 turns every round. It can cast spells or attack with its sword, and is overall a defensive monster. Once it is dropped to 0 hit points, the armor falls, and the flameskull below is revealed. This is the second phase. It is of course a lot easier than the first phase of the fight.



## ARMORED GHOST RIDER

Medium construct, unaligned

**Armor Class** 20 (plate, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, piercing

**Damage Immunities** cold, force, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages** Common

**Challenge** 4 (3,300 XP)

**Armor Break.** When the Armored Ghost Rider is reduced to 0 hit points or lower, it sheds its armor. It assumes the statistics of a **flameskull**, regaining all hit points and spells and all conditions previously affecting it are lifted.

**Illumination.** The Armored Ghost Rider sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

**Magic Resistance.** The Armored Ghost Rider has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** If the Armored Ghost Rider is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

**Spellcasting.** The Armored Ghost Rider is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Armored Ghost Rider has the following wizard spells prepared:

Cantrips (at will): *mage hand*

1st level (4 slots): *magic missile*, *shield*

2nd level (3 slots): *blur*, *flaming sphere*

3rd level (2 slots): *fireball*

**Spell Immunity.** The Armored Ghost Rider is immune to the *fireball*, *heat metal*, and *lightning bolt* spells.

**Paragon Monster.** The Armored Ghost Rider rolls initiative with advantage. The paragon creature starts with 1 paragon action. If the Armor Break trait activates, it loses its paragon action. The paragon creature may use a paragon action after any other creature takes a turn. If the paragon creature does so, it regains its reaction. A paragon action is a complete turn. They have an action, bonus action and may move up to their full speed. The paragon actions refresh at the start of the paragon creature's turn and any remaining actions from the previous turn are lost.

## Actions

**Multiattack.** The Armored Ghost Rider makes two longsword attacks or uses two Fire Ray.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 13 (3d6 + 3) fire damage.

## SNATCHER GOLEM

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 161 (17d10 + 68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	1 (-5)

**Saving Throws** Con +8

**Skills** Athletics +9, Stealth +7

**Damage Resistances** psychic

**Senses** blindsight 20 ft., tremorsense 120 ft., passive Perception 10

**Languages** —

**Challenge** 9 (5,000 XP)

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

**Magic Resistance.** The Snatcher Golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Snatcher Golem's weapon attacks are magical.

**Void Body.** The Snatcher Golem's body absorbs all light. Magical Darkness fills a 15-foot radius Sphere centered on the Snatcher Golem. The darkness spreads around corners. A creature with Darkvision can't see through this darkness, and no light can illuminate it. If the Snatcher Golem takes radiant damage or falls unconscious, this trait is inactivated until the start of its next turn.

### Actions

**Multiattack.** The Snatcher Golem makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

**Crystallize (Recharge 5-6).** The Snatcher Golem stomps. All other creatures on the ground in a 30 feet radius centered on the Snatcher Golem must succeed on a DC 16 Strength saving throw, or be restrained for 1 minute by crystals sprouting from the ground. At the end of its turn, a creature repeats the save, escaping on a success. On a failure the crystals engulf it further and the creature becomes petrified until freed by the *greater restoration spell* or other magic. The Snatcher Golem can free a creature petrified by this ability as an action.

## SNATCHER GOLEM

### IN THE DARK OF THE NIGHT

Despite its size, a snatcher golem is extremely quiet. This, in conjuncture with the constant darkness that surrounds it makes it nigh impossible to see come nightfall. Only once crystals start to cover their skin will victims realize that it is too late.

### PRODUCT OF EVOLUTION

Scholars believe that these golems are the results of Xorns that have wandered too long outside their original plane, and have devoured an enormous quantity of precious stones. Their body altered by their diet, they now cannot merge with the earth, and instead of unearthing gems, turn other beings into potential food.

### PRISON GUARD

Some humans have managed to capture and control such golems, using their capability to transform humanoids into gems to carry prisoners. No risk of riot during a transport if the containment is only made of statues. Some of the higher level criminals, which are deemed to dangerous to be left in a cell, are instead turned into crystals, for sometimes centuries, abandoned in forgotten dungeons.





# JAILORS

## MECHANICAL CREATURES

Once prisoners themselves, of the most dangerous caliber, the jailors were sentenced to death. Once the execution was delivered, their bodies were recovered and repurposed. Implanted with a new mechanical life, they now obey to the law, enforcing it.

## UNYIELDING GUARDIANS

The jailors guard the corridors of the most dangerous prisons, breaking any riot attempt, chaining any opponents. Some of them, with sturdier bodies, have been augmented even further. These wind up jailors function are capable of breaking the will of the strongest man, rendering them helpless prisoners of their ephemeral chains.

### JAILOR

*Medium construct, lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 35 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

18 (+4) 10 (+0) 15 (+2) 12 (+1) 10 (+0) 14 (+2)

**Skills** Investigation +3, Perception +2

**Senses** blindsight 60 ft., passive Perception 12

**Languages** —

**Challenge** 3 (700 XP)

**Anchored.** The jailor cannot be banished or teleported against its will.

**Keen Hearing.** The jailor has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Multiattack.** The jailor makes two key attacks, or one key attack and then uses imprison.

**Key.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Imprison.** The jailor points its key towards a creature within 60 feet of it, the target must succeed on a DC 12 Charisma saving throw or be restrained by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. If after 1 minute the creature hasn't escaped, the target remains restrained for the duration, with no additional saves. The jailor needs to concentrate on this effect as it would concentrate on a spell.



### BLIND JUSTICE

To enforce justice impartially, their eyes have been removed, they only perceive other creatures through sound, smell and magic. Be it child or adult, human or tiefling, if the law has been broken severely enough that they have been dispatched outside of their prison, the judgment will be swift.

*The creature itself may not be corrupt, but what if the person controlling it is?*



## WIND UP JAILOR

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	16 (+3)

**Skills** Investigation +4, Perception +3

**Senses** blindsight 120 ft., passive Perception 13

**Languages** —

**Challenge** 5 (1,800 XP)

**Anchored.** The wind up jailor cannot be banished or teleported against its will.

**Keen Hearing.** The wind up jailor has advantage on Wisdom (Perception) checks that rely on hearing.

**Magic Resistance.** The wind up jailor has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The wind up jailor makes two key attacks, or one key attack and then uses imprison.

**Key. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage.

**Imprison.** The wind up jailor points its key towards a creature within 60 feet of it, the target must succeed on a DC 12 Charisma saving throw or be restrained by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. If after 1 minute the creature hasn't escaped, the target remains restrained for the duration, with no additional saves. The jailor needs to concentrate on this effect as it would concentrate on a spell.

**Wind Up Curse (Recharge 5-6).** The wind up jailor unleashes a magical curse. All creatures in a 20 feet radius centered on it must succeed on a DC 14 Wisdom saving throw, or fall prone and automatically fail their next Charisma saving throw on a failure. Constructs are immune to this effect.



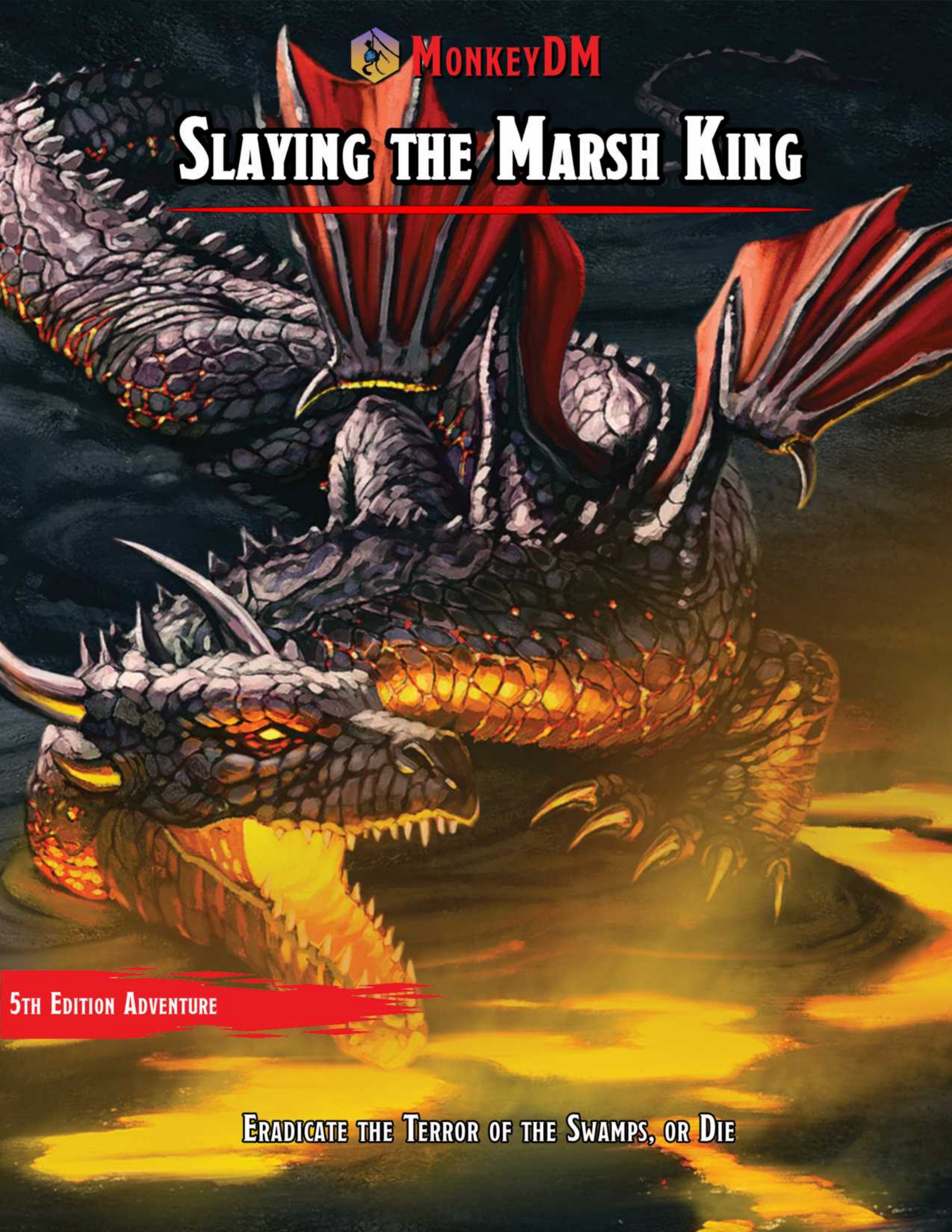
# ADVENTURES



**MONKEYDM**

# SLAYING THE MARSH KING

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**5TH EDITION ADVENTURE**

**ERADICATE THE TERROR OF THE SWAMPS, OR DIE**



## SLAYING THE MARSH KING

**SLAYING THE MARSH KING IS AN ADVENTURE DESIGNED FOR 3-6 LEVEL 6 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

Written in a broken common and stained with mud, a letter arrives at the party's most common safehouse. It carries no seal whatsoever, but it is addressed to them. What could it hold and what can it lead to?

## CHAPTER 1. SEEK THE SWAMPLAND

In which players try to uncover who has sought them out.

### 1.1. THE MUDDY LETTER

Read this:

'For adventurers such as you, getting correspondence is quite familiar. Whether it be the up-coming villains in search of a nemesis or the young admirers, plenty of people send you all types of packages, love-letters or the well-known hate-mail. A man by the name of Re'ddit is especially aggressive in his treatment of you, but... No matter what, no letter has ever compared itself with the one you've just received. Perfumed not with a likeable fragrance, but a mixture of bogwater and excrement, this letter, though a little rambling, is too authentic to be a little prank. After all, it's tied to a gigantic fish. So then... what the hell is it? One thing's for sure, you should reread it. But this time, with your noses pinched and a few casts of Prestidigitation, should you be able.'

The letter has the following written:

"Deer adventurpersons, Pleze help mi. I zimpl fisher suampborn. People my exile me. Too kind, they attac and no good zay I be. Me start fish, nevah stop. Dey be hunt, attac friendos. Bad. But no dey be troublin. Bigbirdblack, kill dem if dey not fiid. Helpz pleze! Moder and fader der. Dey ned helpz. Suamp niid iuo. Iv not come, me be zad. All suampborn deaded. Killllled. Helpz! Neims GUAR. GUAR fisher. Help repell bigblackbird end I fish gib. Hir first fish. Hope youz like.

GUAR fisher."

To begin, the party may decypher the letter by making a **DC 12 (Intelligence) Investigation check**. You can bypass the check if they manage to decipher the strange writing themselves. On a success, read to them the correctly written letter below.

"Dear adventurers,

Please help me. I am a simple swampborn fisherman. My people exiled me. I was too kind, they attacked and said I was no good. I started to fish and I never stopped. They hunt and attack my friends. They are bad. But now they're in trouble. A big, black, bird is killing them if they not feed it. Please help! My mother and father are there. They need help. The swamp needs you. If you don't come, I'll be sad. All swampborn will be dead, killed. Help! My name is Guar. Guar the fisher. Help me repel the big, black bird and I will give you fish. Here is a first fish. Hope you like it.

Guar the Fisherman."

Upon reading the translated letter, the player may make a **DC 13 (Intelligence) History check**. On a success, they will remember that in the nearby swamps there is a people known as the swampborn, elves that, overtime, turned froglike, with their skin turning light green, almost transparent. They slowly became more and more savage, their tongues elongated and their minds began to shift. No one knows exactly why, but that is their current state. If one were to guess, it is very likely this letter comes from their swamp, not too far off.

If all players fail the check, they may make a **DC 15 (Intelligence) Nature check** to study the smell and mud on the letter, along with the fish. On a success, they will deduce it is most certainly from the nearby swamp, so they should check there for a further lead.

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MAP 1: MUDDY SWAMP



There are also a few people that have mentioned that on the side of the swamp is a fisherman, who is quite odd, but worth talking to for fresh fish.

## 1.2. TRAVERSING THE TERRIBLE

With hints as to where this all might be coming from, the party should begin making their way towards the swamp.

**GM NOTE:** In order to immerse the party throughout their travel, describe the heat, smell and overall atmosphere of the swamps.

Frogs and insects are everywhere and the water is sludgy, undrinkable. Mud is everywhere, the surroundings are also veiled by fog and heavily obscured by mist. Any character investigating or asking about the surroundings may make a **DC 17 (Intelligence) Nature or Religion check**, on a success revealing that this is indeed a little too odd, a little too... foggy. Maybe the source of something greater infesting the area.

Travelling through, it is filled with mosquitos, insects, ravaging smells and other such difficulties, all of which bundle up into a deceitfully difficult situation. All characters must make a **DC 10 Constitution saving throw** or suffer 1 point of exhaustion, as the smell and the insect bites are a little too much to handle for a full day's travel.

In addition, the party must choose one person to lead their expedition within the swamp. This person must make a **DC 15 (Wisdom) Survival check**. On a success, the travel goes at a good pace, without them slowing down at any point. On a failure, the party steps within a pool of sludge that reveals itself to be a **black pudding** which they must face.

Once they've passed through the black pudding and environment, they arrive within a cleaner portion. Read this:

'Weirdly enough, as you begin to walk further and further within the swamp, the vegetation begins to lessen and make way to a relatively clean portion of ground, where, although the grass is on the taller side, the trees and bushes retreat. It's not far off from the main path. And there, nestled in this small clearing, next to a small dock and a boat, a hut, with smoke coming off the top. You also see, as nearby the docks, three small boats, from which you can smell fish. You seem to be in the right place.'

The party now arrives on map 3. As they approach the house, however, a **giant crocodile**, alongside 2 **crocodiles**, who are its children, approach and attack, looking for their meal. The crocodiles will hide behind the giant one, attempting to stay alive as much as possible. If at low HP, they will retreat back into the water. The giant crocodile, on the other hand, will fight until death.

Once these are defeated, proceed to the next chapter.

## CHAPTER 1.3. HUT OF SMELLS

Read this:

'As you take down the crocodiles, you hear a distant sound from the house. A latch opens, then the door creaks, moving to a side. Out walks a frog-like looking elf, with large eyes and a gigantic mouth, out of which hangs a long tongue. He smiles, looking at all of you. "Adventurers! Apologise about Betty and childs. She always mean to new strangers." He approaches quickly and notices his pet crocodiles dead, to which he replies with a shrug, as he grabs them by the tail and begins dragging them inside. "Worry no. Crocodile meat good. Betty old anyway. Childs young, but worry no." And he begins guiding you inside his hut.

Inside the hut, he will introduce himself as Guar, the fisherman and will continue to speak in broken common. He will reiterate that which was said in the letter, while also saying that something is wrong with the village and he just wants his parents to be safe. He will ask the party to go there and will even join them, although he's not too good of a fighter himself. During this time, players may also take a short rest.

He'll say that he knows one person who still talks to him, his brother, Wurwur. They could talk to him and figure out what's wrong. And so, he asks them to embark on a boat and travel with him away. Proceed to the next chapter.

## CHAPTER 2. THE SWAMP VILLAGE

In which the party arrives at the swamp village and attempts to pass through a gauntlet.

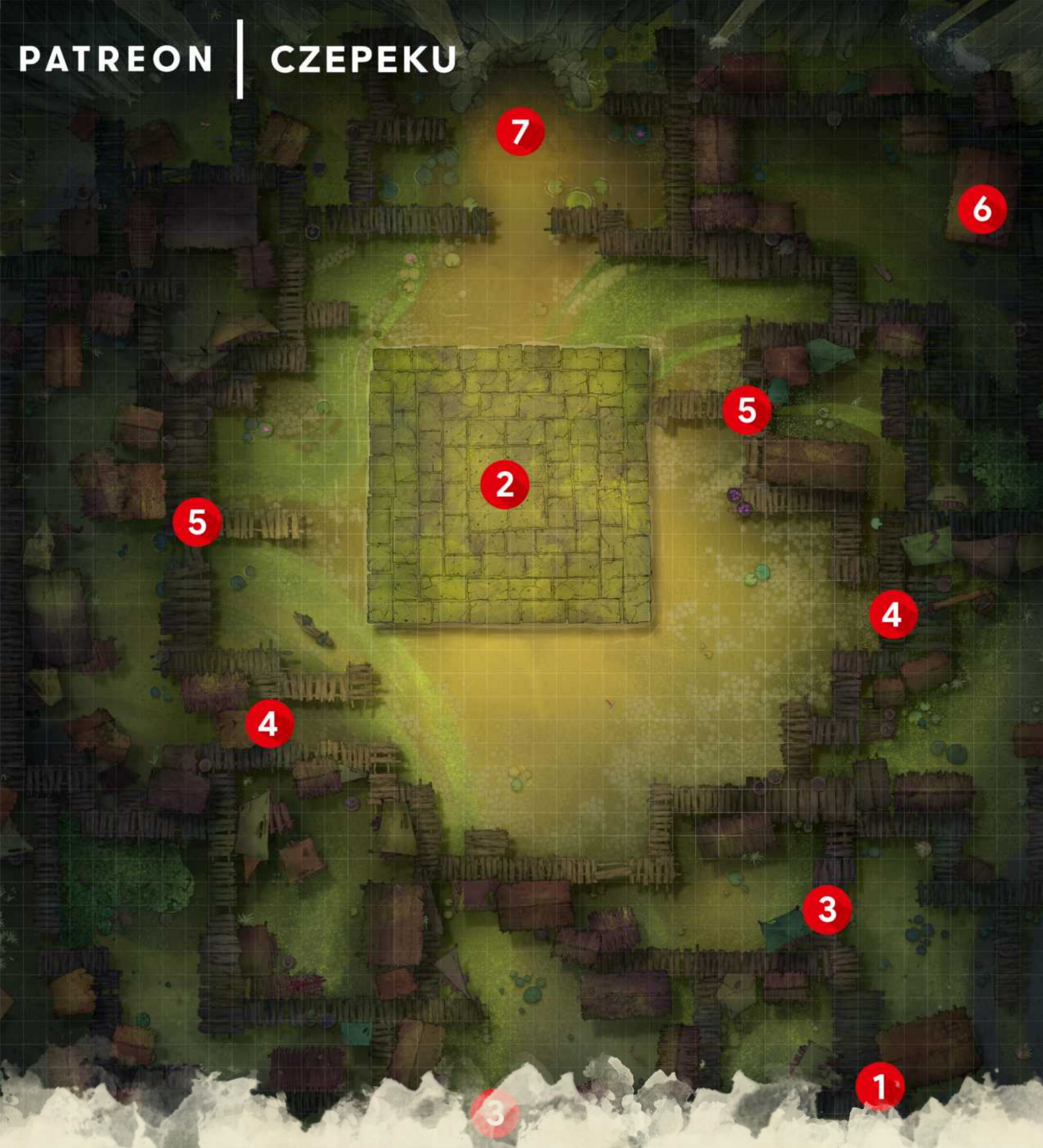
### 2.1. A BOAT RIDE

Now in the boat, the party must go through a decent boat ride, during which they have to hold on, as the waters are not the steadiest and Guar doesn't know how to best maneuver the boat. Each player must make a **DC 14 (Strength) Athletics check** to not fall off their boat, if they do, the water is infested with **2 swarms of quippers**, which they can quickly dispatch of before they get eaten.

Then, describe as the water slowly picks up, as they move in a downward motion, towards the lower part of the swamp. Now, they are fully within the rapids, leading to a constant shift in motion in speed, requiring even more attention. Have each party member roll a **DC 16 (Strength) Athletics check**, in order to stay in the boat. On a failure, they crash against the water, taking 2d6 bludgeoning damage and being dragged along in the rapids. If you're playing with five or six players, don't be afraid to add another **giant crocodile** for them to get rid of, that'll chase their boat.

Quickly thereafter, they will arrive at the edge of the village.





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**MAP 2: THE VILLAGE**



**GM NOTE:** Guar should make clear they are to show no mercy to those defending the food gathering, as they are serving the big black bird and are most likely evil.

When they do, read this:

'As you get closer and closer to what Guar points out to the village, you see it as quite similar to the hut Guar has set up for himself, if only a little more rustic, built out of pelts and driftwood, all on small platforms, but you also hear constant noise, constant fearful shouts. It sounds like a large kerfuffle is going on in the village. Guar begins to row even faster and faster, and then he lets out a loud croak. Out of a different hut, out to the side of the village, you hear a similar croak, then he begins to row that way. Shortly thereafter, you are just outside of earshot of the kerfuffle, on the side of the village, tying the boat to the pier.'

Out of a small hut, Guar's brother, Wurwur, will come out panicking, holding on to a basket of food. He will quickly tell his brother that the big black bird angrily asked for even more food and now the entire village is attempting to gather all their food. There is one follower of the bird, Rigrog, who is the leader of this. Guar will explain that Rigrog is the one who exiled him, because he wanted to fight the bird instead of feed it. Wurwur and Guar will then embrace as brothers, before they agree to part. Guar will then say they have to stop Rigrog, no more bending the knee to the bird! Then, he puts the party back on the boat and rows them to the main village.

## 2.2. THE GAUNTLET

This encounter begins as the party reaches map 2. They arrive at area 1. Have them roll initiative. As they arrive there, **2 tribal warrior** guards will get ready to stop them, as Guar shouts "NO MORE FEED BLACKBIRD! WE COME FIGHT!"

For them to successfully complete the encounter, they must arrive at the stone platform (area 2), where the villagers are throwing piles of food.

On the map, every number marks a checkpoint, where they'll fight a particular enemy. In addition, every 2 turns, **1d4+1 tribal warriors** will approach from the huts and attack them.

### AREAS OF THE VILLAGE

#### 1 - POINT OF ARRIVAL

The party arrives here and they are met by **2 tribal warriors**. The gauntlet starts immediately upon them entering combat with these two.

#### 2 - THE FOOD PLATFORM

On the platform, Rigrog ( **cult fanatic** )is guarding the food supply alongside 2 of his swampborn guards ( **lizardfolk** ). When the entire party reaches here, proceed to the next chapter. If only a portion of them arrive here, the gauntlet continues until all arrive.

**GM NOTE:** DO NOT kill Rigrog yet. He needs to be alive for the next chapter.

#### 3 - FIRST CHECKPOINT

Upon reaching this checkpoint, players are attacked by **4 lizardfolk** in addition to the incoming tribal warriors.

#### 4 - SECOND CHECKPOINT

Upon reaching this checkpoint, players are attacked by **1 swampborn spy** in addition to the incoming tribal warriors.

#### 5 - THIRD CHECKPOINT

Upon reaching this checkpoint, players are attacked by **1 berserker** in addition to the incoming tribal warriors.

#### 6 - GUAR'S PARENTS' HUT

This is Guar's Parents' Hut. Guar will rush in this direction at the end of the gauntlet. If followed there, the players will find him talking to his parents and hugging them, before they starting going away.

#### 7 - TUNNEL

Read this:

'Through a small tunnel, rowboats move with food towards a distant, even denser lair of the swamp.'

Once the fight is over, the tribesmen on the row boats will jump off and begin swimming away, leaving the boats to the party.

## 2.3. LAST PUSH

Read this:

'You find yourself on a small stone platform, with the leader of the swampborn, Rigrog, breathing heavily, knee bent. He looks up at all of you and begins speaking in a broken common. "I... Not strong enough. But need not be. Bigblackbird strong enough. Said it make me... king!" He bows his head in sadness, as you see Guar approach from the back, getting close to the platform, yet staying away.'

If the party has arrived all at once and not yet fought Rigrog, then continue with a short battle, before Guar eventually approaches and speaks with him. If Rigrog has already fought and is at below half of his total hit points, then continue straight to the following paragraph.

Guar will approach Rigrog, asking him how he found this big black bird to make him king. Rigrog will say that he delved into the deepest parts of the swamp, whereupon he found it. It laid dormant, in a ooze-like liquid, almost in stasis. When he poked the ooze, it awoke. "Only bird not to come out of egg", he will say.

Read this:

'As Guar listens to this, he bows his head in sadness. "You stupid! If no egg, then no bird! You knew through tunnel forbidden. Law from elders. You broke, then said elders lied. Elders dead, bird freed, we served bird. You at fault." He then looks at all the food, then again back at Rigrog. "I repay favour now. You exiled. Like me was. Go, or I kill!"

After receiving this command, Rigrog will look around, before taking one of the rowboats and rowing into the tunnel, going towards the big black bird. Guar, being not too bright, won't notice that he might be warning his master. If the party does, then they can attempt to stop him. In any case, the rest of the adventure can proceed normally. However, if the party lets him go, he might be able to return in the future as a weak, yet determined, villain!

With the entire party gathered on the food platform and all the followers dead or wounded, all that remains is to push into the denser swamp, through the tunnel. If the party wishes to, they can choose to rest, as the tribespeople will not attack them in any way, considering them to be strong. If they do take a short rest, they will hear a large roar from beyond the tunnel. They can make a **DC 15 (Intelligence) Nature check** to identify the roar. On a success, they will realise it's not birdlike, but rather draconic.

With or without their rest, Guar joins them on a rowboat and takes them through the swamp. You may proceed to the next chapter.

**GM NOTE:** If the party seems to have had a harder time with the previous encounters or are low on healing, allow the party to find 2 *potions of healing* amongst the food, as well as a possible magic +1 weapon given to them by Guar.

## CHAPTER 3. THE BIG BLACK BIRD

In which the party fight the "big black bird"

### 3.1. THE BIRD'S BOX

Read this:

'Once more on the boat alongside your guide, you find him to row stiller than before, with a clearer mind and a clearer goal. Knowing the beast that must be fought, it is certain to him and to you that you must be focused. You row forward as fast as you can, then, begin to make your way through dense foliage, dark, shallow waters and past the tunnel, into an outcropping of rock, about 10 feet above the rest, which has the sight of something... of ruins, of a past time.'

Here, Guar stops and says he is too afraid to continue. Passing forward, they see carved stones of intricate design, but definitely not swampborn. They may make a **DC 18 (Intelligence) History check** to notice it, realising that this seems to be close to ancient, incredibly old and is an altar of sorts. As they continue passing, they can make a **DC 20 (Intelligence) Investigation check** to look for clues in the carved rock. On a success, they find a rock that says, in Draconic: "To protect the dark prince, scaled-son of the bringer of night, until he is befit to rule this world" The party also finds plenty of already-triggered tripwires, which they can deduce were found by Rigrog. Finally, the party arrives on map 3.

When there, read this:

'You look around at this ruin, and feel a sense of weariness... You look around, yet find no big black bird. But surely... it's here. You just have to... find it. Or wait for it to come! You stop for a second and listen. Then, you watch as out of one of the eyes of the large skull on the ground emerges a young black dragon, with a large smile on its face. "So... You adventurers. You've come to ruin my fun! These imbeciles were easy pickings and you have come to take them away from me. SO BE IT! You will die in their wake!" Roll initiative.'

The party must now fight a **young black dragon** in its lair. After it is defeated, proceed to the next chapter.

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#### MAP 3: THE BIRD'S LAIR





### 3.2. NO DRAGON NO CRY

With the dragon defeated (hopefully), the party can explore the ruin in more detail. It might hide more than they originally thought.

#### AREAS OF THE DRAGON'S LAIR

##### 1 - OLD BONES

Read this:

'You find before you a pile of bones that looks unlike anything of the immediate vicinity, not just that, you also notice that this pile of bones looks moderately old.'

The players may make a **DC 16 (Intelligence) History check** to discern the bone's age, realising they are at least a few hundred years old.

**GM NOTE:** If you've played more MonkeyDM adventures, then the Almendrud Academy of Archeology might have interest in these, buying them for 1000 gold!

##### 2 - FALLEN PILLAR

Read this:

'Akin to the walls up to this lair, this crooked, broken pillar, has faint carvings, alongside writings in what you think is Draconic.'

If any of the players speak draconic, they may read the writings, which say. "The dark prince will rise, as once did the dark king, and such he will drain the swamps, bringing about a new age of dragons!"

With a **DC 22 (Intelligence) Religion check**, the party can discern that this lair, alongside the dragon inside it, were very likely part of the Cult of the Black Dragon, once ruled by an ancient black dragon, known as the Dark King.

**GM NOTE:** If you're playing this adventure as part of a campaign, feel more than welcome to have a necromancer raise the Dark King in the future for an epic high-level encounter!

##### 3 - GOLDEN COIN

Read this:

'As part of this gigantic skull, its forehead seems to be adorned by a massive, golden circle, a coin of sorts, with simple carvings and a great shine to it.'

The coin can be examined with a **DC 18 (Intelligence) Arcana check**. On a success, it can be identified as a light-drainer. Whenever something shines on it, it dissipates the light, providing the darkness needed for a black dragon. The *light* and *daylight* spells are dispelled if cast within 5 feet of it. Also, any spell that deals radiant damage on a target within 10 feet of it deals no damage.

**GM NOTE:** If you are playing this adventure with 5-6 players, consider adding this effect to the fight with the dragon! This will make it a fair bit harder, if you have any paladins or clerics within the party.

After exploring the areas to their liking, the party may return to the village and tell Guar that the beast is no more and they are free to return to their ways. In exchange, the villagers thank Guar and make him their new chief, while also giving the party a treasure chest they dug out of the water once, which has 5000 gold inside. Lucky catch, eh?

**GM NOTE:** If you're a fan of the extended MonkeyDM universe, why not include a *soul coin* among the treasure?

With thankfulness and the "big black bird" dead, the adventure is successful and the party never needs to smell the swamp ever again!

Art by Jacob e blackmon



# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

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# CORRUPTED FAITH

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5TH EDITION ADVENTURE

WHEN ANGELS FALL WITH BROKEN WINGS

## CORRUPTED FAITH

**CORRUPTED FAITH IS AN ADVENTURE DESIGNED FOR 3-6 LEVEL 9 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

An illness has taken over the small town of Bjird. The issue is, last holy celebration, since no priests could help due to their religion, many of the ill died. Another week has passed and the sickbeds are full. And the priests, including high father Amorilios, are begging for aid. Help is needed.. And you might just be able to help. But time is of the essence, as it is midday on a Saturday.

## CHAPTER 1. ALL THIS SICKNESS

In which the party sees all that's around, alongside how the sickness changes people.

### 1.1. AMORILIOS' ASK

Read this:

'Adventurers, you find yourselves in Bjird, with a plague that slowly turns people sick, until it finally twists their minds, turning them into beings that, although alive, barely show it. But, nevertheless, you are not ones to shy away from danger. And danger there is indeed, since every holy celebration, more and more people die. Last holy celebration, the only reason that more didn't is because of Amorilios, a priest that disobeyed orders and fought to defend those around. And now he has asked for aid, less than 10 hours before the next holy celebration. You have responded, so here you are, slowly entering into the large temple-turned plague-hospital.'

Show the party map 1 and describe how the beds are seemingly filled with the sickly, most of which seem to be on their last-legs, with their hands and feet bound. If the party looks about at any of them, they may make a **DC 15 (Wisdom) Perception check**, noticing their skin is going slightly bluer on a success. This seems rather unusual, but the party can make a **DC 15 (Intelligence) History check** to think more on it. On a success, they remember that this procedure is sometimes used for illnesses or plagues that turn people's anatomies, such as undead plagues.

Shortly after the party's arrival, Amorilios arrives and greets them warmly.

### AMORILIOS

**Information:** Amorilios is a young half-elf priest, who seems to be heavily wounded, with one arm broken and a large claw-slash across his face. Despite this, he remains warm and kind. If asked about his recent wounds, he will explain how he fought against the... problematic ones last holy celebration.

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MAP 1: THE HOSPITAL



**GM NOTE:** During the following chat, describe how from 2 particular beds, the coughs are getting slightly louder, but don't give this too much attention. If players do wish to pay attention, allow them to make a **DC 16 (Wisdom) Perception check**, revealing how two priests look at 3 bodies, then begin unchaining them, as they drop dead. If the players intervene before the bodies die, a *greater restoration* spell or 2 subsequent uses of a paladin's *divine health* feature will cure the illness and the party may skip the following chapter, going straight to chapter 1.3.

Open to any sorts of questions and not at all like most clergymen, Amorilios is brave, although a little anxious. He will speak about how he thinks their faith is stopping them from treating those most in need. He will also speak about the leader of the temple, a man by the name of Doran, who is a retired dragonknight.

After a brief chat, proceed to the next chapter.

## 1.2. ILL WILL

Read this:

'As you continue your chat with Amorilios, you suddenly get interrupted, as Amorilios turns his head towards three fellow priests, both of which seem to be unchaining dead bodies and taking them off the bed, before bringing new sick people in from a different chamber. Amorilios' eyes widen as he looks at the bodies. "NO!" He shouts. "I haven't had time to spill holy water on those today, NO!" He rushes towards the bodies, but just then they begin to stir awake. Roll initiative!"

The party must now quickly dispatch of **3 ghastrs**. Once all three of them die, describe how Amorilios approaches the bodies and spills holy water, beginning to pray and cry on the bodies. Then, he turns towards the party.

Read this:

'Amorilios stops his sobs, before turning towards you with an angered glare. "As you see, most are unprepared for this... I... I feel overwhelmed. But I know someone who is willing to help. I'll admit, he looks a bit shady for a doctor, but... maybe." He attempts to take out something from his pockets, before he begins to hear rushed footsteps. "Shit... Speaking of the saint." He whispers.'

Proceed to the next chapter.

## 1.3. SPEAKING OF THE SAINT

**GM NOTE:** If you skipped the previous chapter, you may continue the same way, worry not!

Read this:

'You watch as down an adjacent side-stairway, a large red dragonborn steps down in a rush, joined by a young female woman with silver-blond hair. Although old, he looks well-built. The woman next to her, dressed in a white robe and with eyes lifeless, looks at all of you with ice-cold eyes and the dragonborn man shakes his head towards Amorilios. "I told you to not bring any outsiders into this business, brother Amorilios." Amorilios lowers his gaze, as the dragonborn turns his eyes towards you.'

The party now interacts with Dagon and the woman, who will only introduce herself as Eerht.

**GM NOTE:** Her name is three, but backwards! Monkey Smart! If you have a better name idea that ties in to her secret identity, by all means!

If asked anything else other than her name, Eerht will be very reclusive, trying to hide her identity. Detection spells will identify her as a celestial, and characters proficient in the Religion skill can make a **DC 18 (Religion) check** to reveal she might be a celestial. If she is conflicted about this, she will accept they know, but will tell them she will not harm the serving of the ill in no way. The party may notice this is a lie with a **DC 22 (Wisdom) Insight check**. Dagon, on the other hand, will be conflictual and cagey, as they are outsiders. He will not wish to speak to them, he will only ask for their identity and then ask that they "let him handle it".

After a few minutes of discussion, any party member with a passive Perception above 18 will notice Amorilios slide a note inside one of the party member's pockets, before his demeanor shifts, as he begins to agree with Dagon and wishes to lead the party outside. As he leads them to the exit, he will only tell them. "Check yourselves. You might find something that was not there before. Some empathy or other things." This is a coded way of telling them to check the note (in case no one noticed it). In case no one gets the hint, have each party member roll a **DC 18 (Wisdom) Insight check** to get the idea that this might have had a double meaning. After that, they will be led out.

Proceed to the next chapter.



## CHAPTER 2. O'FLANAGAN

In which the party meets a very odd doctor.

### 2.1. THE DOCTOR

As the party searches their pockets, they find a note that simply says "Finn O'Flanagan, Beggar's Street, third building."

**GM NOTE:** Alternatively, if bad luck befell you all day and no one is anywhere near close to discovering the note, then just have it fall out of their pocket and just within sight. This will help bring them on the right track.

With the note discovered, the players should be inclined to search for him. Have each member of the party roll a **DC 16 (Wisdom) Survival or (Charisma) Persuasion check** to find directions for the location. At least 2 successes are needed for the party not to get lost. If they do get lost, they end up in an alley and must fight **3 bandits**, alongside **1 bandit captain**. The fight should be easy pickings, but consider giving the bandits funny traits in order to balance out the dark theme of the adventure.

After getting lost, they should eventually make their way to O'Flanagan's place. When they do, read this:

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#### MAP 2: FINN'S ABODE



'As you make your way on Beggar's Street, the name of it becomes apparent. At almost every other building, you see beggars and people sleeping with raggedy blankets, in the downtrodden mud. What should accompany this type of sight should be illness, yet you hear no coughs, see no pockmarks, find no one to be immediately ill, although most are either underfed and quite cold. As you walk past the first two buildings, however, you also find the reason for this lack of illness. On a small wooden building, you see a placard with words written in common: "Finn O'Flanagan. Doctor. Free consultation for small aid." This is the building you've been looking for.'

After the party knocks on the door or enters, they'll hear an Irish voice saying "Only open if you're friends of Amorilios, I'm afraid." Then, the party promptly meets Finn O'Flanagan.

#### FINN O'FLANAGAN

**Information:** Finn O'Flanagan is a ginger-haired doctor that has an air of sadness to him, but otherwise kind eyes. His hands are bloodied, and the rest of his surroundings look very untidy, if sterile. Although things are messy, he knows where they are. If asked how the law has left him alone, he'll say they enjoy a man helping the poor not get sick. If asked about why he does this, he will deny speaking on the subject, but his motivation is finding out more information.

Finn will chat more with the party, before finally bringing them into his operation room. Proceed to the next chapter.

### CHAPTER 2.2. THE CURE

Read this:

'Finn opens the door to his operation room, the sight of which leaves you in complete shock. All around, death, blood and bodies, both human and non-human. You also see, on a central table, a humanoid body, with skin a tint bluer, akin to those in the temple. He smiles back, clearly unbothered by the industrial quantities of blood he has on display. He looks at all of you with a calm glance, before beginning to walk back to and from his tools with a few words. "The body's still alive... ish. I'm working hard on a cure, but I'm going to need a tad bit of help with it. I'm going to go into the basement and take out the last things I need. Be darlings and get me some sage, raven's blood and... shoot him with the blue syringe without getting messed up, aye? Thank you! I'll be right back." And with that he leaves the room, going through a door and down a trapdoor.'

The players must now explore the surrounding area and complete the given tasks (getting sage, raven's blood and shooting a syringe into the man on the table).

## AREAS OF FINN'S ABODE

In these areas, players will find the components. Once all three are found, Finn returns.

### 1 - BODY

The body is on the table, seemingly motionless. When the party gets within 5 feet, they can hear its breathing. Once any party member gets close enough to inject the body, it will twitch awake and attempt to grasp at them. Any party member within 10 feet when this happens must make a **DC 16 Wisdom saving throw** or become frightened of the creature. While frightened in this way, they cannot attempt to inject the creature or pin it down. In order to inject it, a player must make a successful **DC 18 (Dexterity) Sleight of Hand check**. The DC can be lowered by 2 for each creature pinning it down with a **DC 15 (Strength) Athletics check**. Upon injection, the creature falls asleep.

Any player attempts to inject the creature with a *mage hand* spell, it instantly succeeds.

### 2 - SYRINGES

Read this:

'Three or so syringes lay on the table, with only 1 being filled with a blue liquid, the others with a shining red liquid.'

Any party member proficient in the Arcana skill can make a **DC 16 (Intelligence) Arcana check** to identify that the blue liquid is a form of sedative, while the other 2 syringes are *potions of healing*. If they attempt to steal these, Finn will notice the moment he returns.

### 3 - RAVEN CARCASS

Read this:

'Meticulously torn apart, the raven carcass rests now, long dead, on the table.'

The player attempting to harvest the blood must make a **DC 16 (Wisdom) Medicine check** to harvest the blood. On a failure, although they take the blood, they wreck the carcass and mix the blood with a little of the blood on the surroundings. It might not be entirely pure.

### 4 - STORAGE ROOM

Finn's storage room is filled with all sorts of carcasses and body parts, mostly preserved. The smell is AWFUL, but he seems to have grown used to it. Any player that enters this room and closes the door behind them must make a **DC 15 Constitution saving throw** or be poisoned for 1 minute.

### 5 - BOXES

Read this:

'Right in front, next to the vases, is a collection of boxes, with a large note on it that states "Medicinal Supply Shipment. Recipient: Finn O'Flanagan. Expeditor: Estrell Orphius, of the Orphius Medicinal Corporation."

The players can open the boxes with a **DC 14 (Strength) Athletics check**. Inside, there's plenty of bandages, salves and the like, but no sage. Players that choose to investigate it further can make a **DC 20 (Intelligence) Investigation check**. On a success, they find a small note saying "Bad news, Finn. They know you took them." If the note is brought to Finn, he'll confess to having stolen a jar containing very rare eyes.

### 6 - VASES

Read this:

'A collection of vases adorns the front of the store, filled with all types of flowers and plants with intense smell... Could one be sage?'

Players may make a **DC 15 (Intelligence) Nature check** to find the sage. If they fail, they find a plant they are convinced is sage, which will have an effect later in the adventure.

### 7 - STAIRS

The stairway leads to an upstairs region, with two locked rooms, a study and a bedroom. If the players have gone here, the adventure is way off-track.

When Finn returns, he will inspect all jobs done. If they did 2 correctly, he will hand them his *2 potions of healing*. If more than 2 are wrong, he will instead sigh and tell them he hopes they are better at adventuring than they are at medicine. Shortly thereafter, he will begin working his magic, lighting sage to take away the smell, then he makes the final steps for the cure, before giving it to the party members, in a jar.

Read this:

'Finn calmly hands you a jar filled with a weird paste, before looking at his watch. "Well," he mutters. "I'm pretty sure it'll work. But before we test it out. I'm pretty sure I'll have some visitors. Would you mind helping me with them? It's a long story, but it's about an eye problem. It shouldn't take too long. Just get your weapons ready, aye? It shouldn't take too long, it's a lonely sad bastard." He then smiles, cleaning up the room, before the door can be heard opening.'

Proceed to the next chapter.





## 2.3. THE VISITORS

Read this:

'Finn approaches the door in a hurry, before stopping in the hallway. You follow him, only to notice a small, hooded man, coughing, looking rather unkept, having just entered the door. "You're not our expected guest, are ya? I'll take care of ya after I'm done with my next friend. Sit down on one of the boxes behind me, aye?" You wait for a few minutes, while Finn talks to the man, looking over his wounds. Then, you hear a knock on the door. It opens slowly, with a large, stocky, dark-elf in the frame, looking angrily at Finn. "You stole the eyes, eh? Fireboy..." "Really sorry about that," Finn responds with a shy smile. He then looks at all of you. "Deal's a deal, no? Help a lad out!" He steps back next to the homeless man, leaving you to a fight.'

The party must now fight the **veteran**. Unbeknownst to both Finn and the party, the beggar who had just entered is an **assassin** also sent for Finn, but who will attack the party first, as Finn is no threat. Once both are defeated, Finn explains he stole the jar of eyes for an experiment of his, but he promises it'll be worth it. Then, thanking the party, he sends them on their way.

You may proceed to the next chapter.

## CHAPTER 3. RESPECT THE HOLY CELEBRATION

In which the party fights against an over-zealous defender.

### CHAPTER 3.1. ALL THAT MATTERS

The party returns on the grounds of the temple. Once in front, despite them carrying the cure, they are not to be let in. They must persuade the priests with a **DC 15 (Charisma) Persuasion, Intimidation or Deception check**. On a failure, **3 priests** will first attempt to escort them away, or fight them if they resist.

Once in, they will find Amorilios tending to the patients, as he looks at his clock.

Read this:

'Amorilios looks at you all with a sigh of relief. "Barely in time. We've got around 3 hours or so until the day ends and then... and then. Let's apply it to as many as possible. I'll need your aid!" And so... for the next 2 or so hours, you rush as fast as you can, administering this cure to as many of the sickly as possible, trying your hardest to rush everything and then... You begin to hear footsteps down the stairs. With anger, Dagon and his attendant approach again, 30 minutes or so before the holy celebration.'

They watch the party, nod, telling them not much time is left, before leaving.

Proceed to the next chapter.

### 3.2. FIGHT FOR FAITH

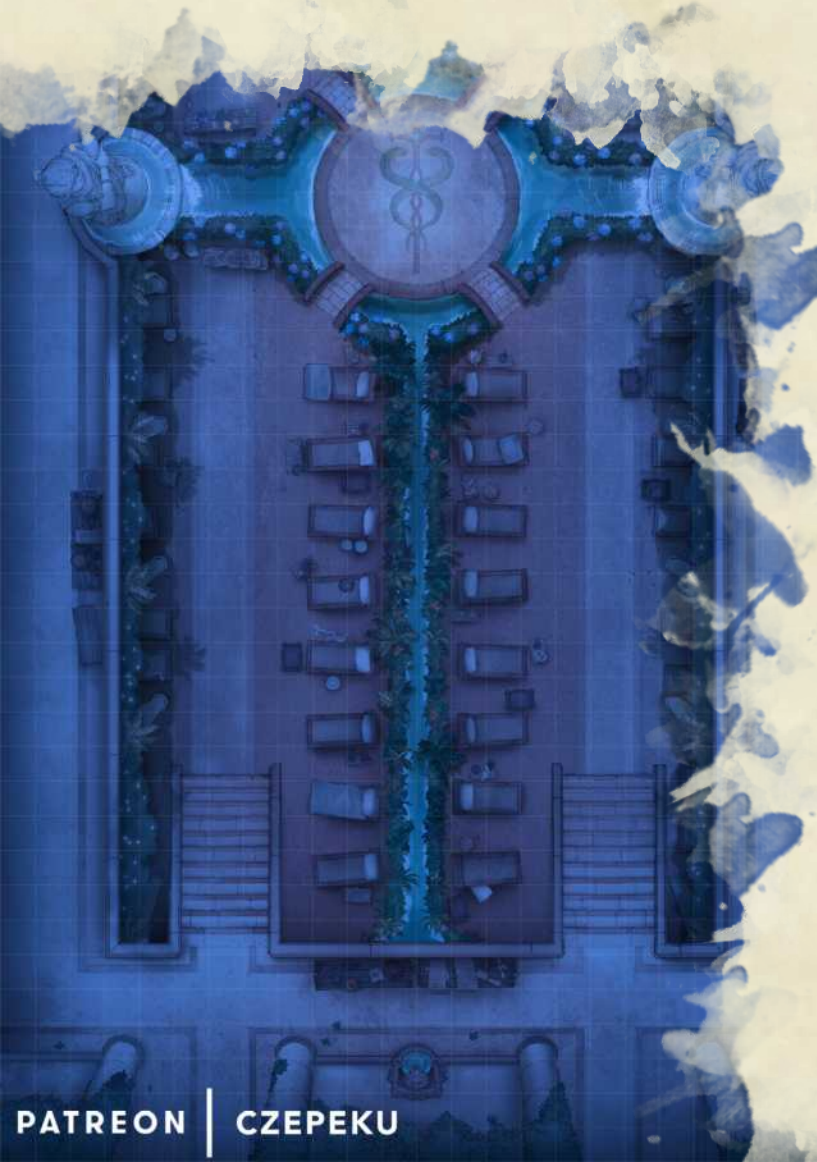
After 25 minutes, with his eyes looking cold and possessed, Dagon returns, in full armor, attacking the party, while shouting "YOU WILL RESPECT THE HOLY CELEBRATION!" Roll initiative. Eerht will join also. The party must fight **Dagon, the Dragonknight** alongside **The 3rd Commandment** as a first phase. Then, once both are at low health, they will conjoin into **Dagon, Martyr of the 3rd Commandment**. During the entire fight, Amorilios (**priest**) will remain in hiding.

Once defeated, Dagon falls on the ground, while the celestial leaves his body and dissipates. Amorilios instantly emerges out of hiding to try and make sure his superior is still alive. If he isn't, he briefly prays over the body, before going to the others. He only whispers. "My faith doesn't allow this. But I must aid these people even now. This is my fight for faith. But thank you, adventurers!" Amorilios will then hand the adventurers a pouch with 500 platinum coins, before going back to work. The adventure is finished!

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MAP 3: HOSPITAL BY NIGHT



# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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# CURSE OF THE ANCIENT EMPEROR

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5TH EDITION ADVENTURE

DELVE WITHIN FORGOTTEN DUNGEONS TO LIFT AN IMMEMORIAL MALEDICTION

## CURSE OF THE ANCIENT EMPEROR

**CURSE OF THE ANCIENT EMPEROR IS A CLASSIC DUNGEON-DELVE WITH AN AZTEC FLAVOUR FOR DESIGNED FOR 3-6 LEVEL 10 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## Plot Hook

Though it may be small, the island of Qilo is filled with large beasts. But it wasn't always like this. A long time ago, the large dinosaurs that now plague the island were only the pets of the people. But when the royal family were overthrown, their last great emperor cursed the reptiles to rebel and grow, slowly destroying the inhabitants. Now, 100 years after the death of the great emperor, the curse of the dinosaurs is too strong to control and they are almost endless, so the people of the isle have called for help.

## CHAPTER 1. GROWING THREAT

In which the players find out what their assignment is.

### 1.1. A SHORT STAY

Read this:

'The smell of fish and salt water is still too powerful in your nose. It was beautiful at first, with the azure ocean extending before you, as you onboarded a tribal boat, moving towards the small isle of Qilo. Hanging not too far off the western coast of Bricia, this island once used to be a place of prosperity, with beautiful temples and a culture of dino-taming. Now, in a few hours, you are finally able to reach it. But, it has been long since it has been that land of beauty. After the rebellion, the dying emperor, a known sorcerer and tyrant, cursed the beasts to grow and turned against their masters as they had turned against him. Ever since, people have left the island and not much has remained of society there. But one brave village still remains, led by the Tribal Chief, Romanus Ragnus. And recently, knowing you are capable adventures, he brought a ship to port, telling you to fall in line and get onto the ship, as much is to be earned. And soon... you shall meet the man. But for now, it's only you, the waves, the seasickness and the expectation.'

The party now has a brief time of respite on their boat. Give them the opportunity to introduce themselves as well as discuss what their relationship is to each other (in case this is not taken as part of an ongoing campaign). After giving them a few minutes, you may move on.

Read this:

'As you discuss amongst each other, you see the distant isle begin to get larger and larger in the distance, with the tribesmen moving about to make the ship quicker and bring it to port. Within a short while, you find yourself at shore, and within an even shorter while, you are in the village's main building, face-to-face with the large figure of the Tribal Chief.'

The party now meets the Tribal Chief, Romanus Ragnus, who will have a brief chat with them.

### ROMANUS RAGNUS

**Information:** Of dragonborn descent, Romanus shines bright with golden scales and a black beard, as well as long black hair. He looks strong, imposing and beautiful, almost like an emperor of his own, but you see he seems to be wearing the same type of attire as the rest and carry himself the same way. He speaks slowly and calmly, almost whispering.

Romanus will explain to the party the state of the town. Although they are strong enough to fend for themselves, each year, their enemies grow bigger and bigger. And the only way to fully stop them is if they reach into the Tomb of Emperors, where there is said to be an item strong enough to end the curse: the Holy Golden Mask of Qilo's first emperor. The only issue is that such a trip could not only take time, but also forces, which the town has to use to defend themselves against the dinosaurs. As such, strong adventurers sound like the best option. As for what they get in return, Romanus will tell them that they can keep three bag's worth of the gold they find inside the tomb. They can make attempts to persuade him into giving them more gold with a **DC 15 (Charisma) Persuasion check**.

With that said, he will bow to the party and thank them for their aid, before telling them he'll have one of his men take them to the tomb.

### 1.2. THE JOURNEY TO THE TOMB

Read this:

'Taken by a small series of rowboats, you are rowed on your way towards the Tomb of Emperors. You break through into the darker parts of the isle's jungle, but even so, through the vast canopy of trees, you can see, towering in the distance, a gigantic temple of stone and gold. However, you reckon you are a little ways away, when the warriors dock their rowboat on the side of the riverbank and all get onto one boat. "We're not going that far in, brothers. Too many dinosaurs. But good luck. And don't put any of your body parts in the water. They can smell it." And with that being said, you are left to make the last leg of your journey on your own, through the muddy riverbank, in the sound of distant dinosaur screeches.'

The party must now choose 1 person to lead the rowboats, who must make a **DC 18 (Wisdom) Survival check**. On a successful check, the party moves through the better part of the riverbank, arriving at the gates of the tomb with relative ease.

On a failure, the party has issues with rapids. Each player must roll a successful **DC 15 Strength saving throw** or fall into the water and take 2d4 bludgeoning damage from the rapids. In addition, if at least 1 party member fell into the water, the party also encounters 4 **plesiosaurus**, which take them by surprise. Once they defeat these, they reach the gates of the tomb.



Upon reaching the gates, read this:

'It is with the utmost amazement that you find yourself nearing the gates of the tomb, lavishly built with a bright-colored sandstone and bits of gold. In the sunset light, its color and evocative power is something... almost surreal. And this tomb is to be your target.'

If the players have not encountered the 4 **plesiosaurus**, have 4 **allosaurus** appear from the jungle shortly after they step onto the tomb's grounds (map 1).

Once the party can examine the Gates of the Tomb without being bothered, you may proceed to the next chapter.

### 1.3. THE GATES TO THE TOMB

Now in front of the Gate to the Tomb, the party must solve the Gate Encounter in order to open the gate. The base way of opening it is done in three steps. The first is to fix the statue-puzzle (by putting the serpent statue back up, and by staying in the needed spot at the same time). The second step is to fight the emerging defenders. The third step is to place their bodies on the Sun Sigil. Alternatively, with enough luck, the party can skip this chapter altogether with a lucky Thieves' Tools check.

#### AREAS OF GATES TO THE TOMB

##### 1 - GATE

Read this:

'Seemingly made of pure gold, the gate to the tomb does not seem to have any easy way of protrusion, but rather has a large golden plate, on which some writing in draconic is written, adjoined by some writings.'

**GM NOTE:** In case none of the party know any draconic, nor have the ability to *comprehend languages*, you can go about this two ways. The first and easiest is to replace the language with one which the party understands. The second is to keep the language as is, but allow them to make a **DC 15 (Intelligence) Investigation check** to decipher a few of the drawings. This second version makes the puzzle harder, but might work well with savvy, veteran groups!

Any player that approaches the plaque can first make a **DC 15 (Intelligence) Investigation check** to look over the drawings. One shows 6 humanoid statues and 2 serpent ones, the second a warrior, the third a the light of the sun.

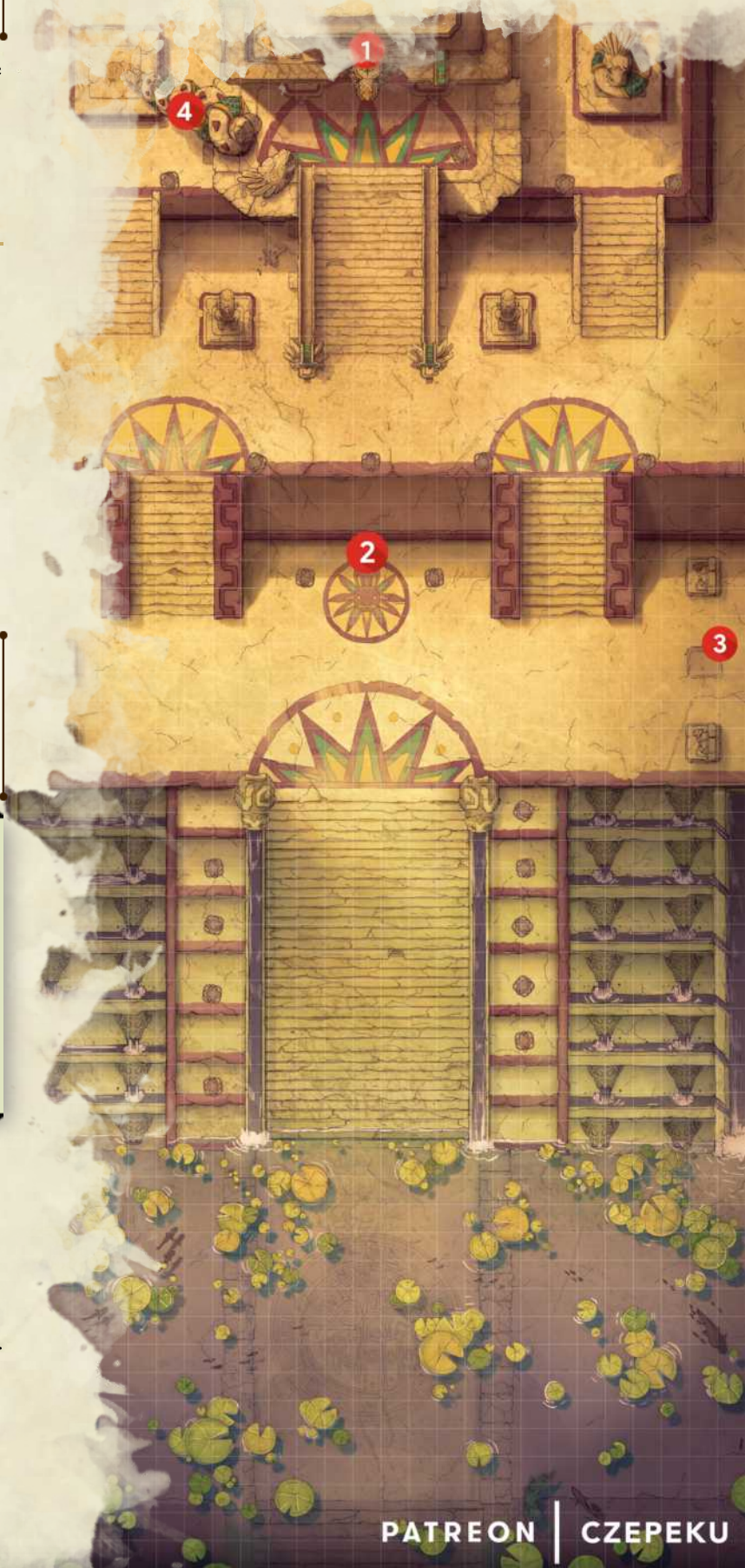
Additionally, any player may look over the draconic writings, which say: "Those worthy enough will return all my defenders to their place, then stand their ground and fight. Then, they are to take the path towards the empire of the sun."

Alternatively, a player may make a **DC 30 Thieves' Tools check** to break the gate with intricate lockpicking, in which case you can move to the next chapter.

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#### MAP 1: TOMB'S GATE





## 2 - SUN

Read this:

'Carved into the ground with intricate gold, the stylistic interpretation of the sun rests atop the middle of the Tomb's Gate Platform, with draconic writing on it.'

A creature may analyze the platform with a **DC 15 (Intelligence) Investigation check**, first realizing that it looks arcanic in nature. A player may then make a **DC 18 (Intelligence) Arcana check** to further analyze it. On a success, the player identifies a link of enchantment magic. A *detect magic* spell also immediately identifies this magic, but the enchantment cannot be dispelled.

The writing in draconic spells out "Behold, the Empire of the Sun! From here one can see the truth."

If a player steps within the sun, their eyes begin to glow with strong enchantments. They gain the effects of a *see invisibility* as long as they remain within the circle. This will be important later. Any creature that has seen the effects of the sun or has stepped within it can make a **DC 15 (Intelligence) Arcana check** to realize what it does.

Upon defeating the enemies summoned by the first part of the puzzle, at least 1 body must be brought to the sun circle, at which point it will start glowing and open the last lock of the gate, fully opening it. When it does, you may proceed to the next chapter.

## 3 - MISSING STATUE

Read this:

'Without much observation, you notice that where there should be three statues, one seems to be completely missing, without any sign that it was ripped away or taken.'

The players may analyze the space of the missing statue with a **DC 15 (Intelligence) Investigation check**, realizing it might be arcanic.

A *detect magic* instantly detects an enchantment trace. This can be dispelled as if it were a 7th level spell. If dispelled, the temple begins to shake, and the gate begins to move, as if it were about to move. For the continuation of this chapter, this part of the puzzle is considered as completed and the snake-statue is the only needed part.

If any party member steps within the space of the missing statue, they will hear rumbling, as the gates' central plaque begins to move, but not open just yet. If the party member steps away, the door returns to its original state. A **DC 15 (Wisdom) Insight check** can be made to better understand the mechanism. It is most likely pressure based, but enchanted so that it requires a life from, not just a weight.

This statue spot represents one half of the first step in unlocking the door. If the snake-statue has been fixed and a player is sitting in this spot, it will trigger the Defender Encounter, thus advancing the story.

## 4 - SERPENT STATUE

Read this:

'You notice, broken at the base and leaning against the ground is the large statue of a snake, bits of which seem to be made of gold and other gems.'

The players may analyze the space of the missing statue with a **DC 15 (Intelligence) Investigation check**, realizing it might be arcanic.

A *detect magic* instantly detects an enchantment trace in the base, but not in the broken body. This enchantment connects to the door, most likely. This can be dispelled as if it were a 7th level spell. If dispelled, the temple begins to shake, and the gate begins to move, as if it were about to move. For the continuation of this chapter, this part of the puzzle is considered as completed and the missing statue is the only needed part.

**GM NOTE:** It is very likely that the players notice they need to fix the statue and put it back up, but just in case they don't, be sure to give them a few extra hints, such as saying that the door is likely to be connected to the statues' state.

To put the statue back up, 1 party member must succeed on a **DC 18 (Strength) Athletics check**. On a failure, the party member does indeed put up the statue, but gains 1 point of exhaustion in the process. It must be kept up while one other party member stays within the missing-statue spot (area 3). Each turn the statue is held requires a **DC 14 Strength saving throw** to be kept up, or the statue drops. If ever dropped or left unattended, the statue falls and will require an additional check to prop up. A *mending* spell allows it to stay in place without needing to be held.

This statue represents one half of the first step in unlocking the door. If thos snake-statue has been fixed and a player is sitting in the missing statue spot, it will trigger the Defender Encounter, thus advancing the story.

### 1.3.1 DEFENDER ENCOUNTER

Proceed to this portion of the story only once the puzzle has been solved by meeting requirements or dispelling the enchantments.

Read this:

'You wait for a second, watchful, seeing if the door will open, then begin to hear a strong hissing sound. You look as right above the gate, a gust of air emerges, then, what looked and felt like stone snakes slowly gain a scale-like texture. Even scarier, the waters below you begin to turn and rise, becoming a water elemental. Roll initiative!'

The party must now fight **1 water elemental**, **2 giant constrictor snakes** and **1 invisible stalker**. Sitting in the sun (area 2) will allow them to see the invisible stalker.

Once they are defeated, the snake bodies remain as corpses and can be dragged unto the sun. Once they are dragged into the sun, proceed to the next chapter.

### 1.3.2 THE SUN

Read this:

'As you throw one of the snakes' bodies onto the sun, you hear a magical sound emerge from the gate and you see it slowly open, with a small light coming from the inside of the tomb. Then, you watch as the serpents you had just killed begin to coil and fly, before returning to their initial positions and turning back into statues, almost like they had never fought you at all. The tomb is now open. You may pass inside.'

You may proceed to the next chapter.

## CHAPTER 2. THE TOMB

In which the players explore the Tomb of Emperors.

### CHAPTER 2.1. ENTRANCE

Read this:

'Passing immediately through the door, you find yourself heading straight into a small chamber, with two stone trapdoors on each side. Directly in front, an ornate golden sun, with writing in draconic looping around it.'

The writing around the sun writes "The paths of emperors cannot be walked alone, neither together. They must be apart, yet towards wholeness. Only so can the keys be found. And with keys will the golden gaze be met."

If the players analyze the trap doors with a **DC 15 (Intelligence) Investigation check**, then they'll find that both the trapdoors seem to having a magical trace, which can be identified as being enchantment with a **DC 18 (Intelligence) Arcana check**. A *detect magic* instantly detects the trapdoors.

The trapdoors only open if one person is sitting on top of each. No other way will open them. Once there is 1 person on top of both, the trapdoors will move with extreme speed, than close back up, locking the 2 players in opposite spots. Once the trapdoors have been opened for the first time, any party member with a passive Perception above 16 will hear a continuous clicking sound, like a timer-cog slowly spinning. When this happens, start a 25 minute timer and show it to your players. The party must arrive at the stairs to the second floor before the timer is up, or angry ghosts of the past emperors will arrive and the party must fight **12 ghosts**.

**GM NOTE:** If the timer expires, it should be a TPK. Consider giving them more time if you wish to complete the story. 12 ghosts is too much to handle for most parties. Also, keep the timer going during combat turns. This will prompt speed even more.

From below the trapdoors, the players can only return via teleportation spells or continuing on their path (map 2), which is detailed in the next chapter.

**GM NOTE:** This next chapter and next challenge is meant to force the party to split and work although apart, converging together once all is said and done. Be sure to emphasize that both paths need to be taken by some, in case no one caught wind of that via the clue written in draconic. If they do choose to try their hardest and go together, allow them to do this, the timer should be harsher on them and force them to rethink their decisions. Also worth mentioning, all doors can be open as normally from the opposite side (from area 3 to 1, from 6 to 4, etc.)

Multiple people can sit on the same trapdoor and fall together if you have odd numbers in your party. When all players have gone through a trapdoor, you may proceed to the next chapter.

### 2.2. THE WAY OF EMPERORS

With the party dropping down, they will be split into 2 groups. Group 1 will go through areas 1, 3 and 5 while group 2 will go through areas 2, 4 and 6. Then, they will converge in area 5, before completing the last of their jobs together.

#### AREAS OF THE TOMB

##### 1 - SLUDGE ROOM

Read this:

'The stairs go down into a smelly room, which seems to be filled with a tub of green-black goo. You see a small door at the side of the chamber, which seems to have no keyhole or handle. Then, you hear the goo start to move and bubble over, as it slowly coagulates into a monstrous form.'

In order to complete this first challenge, the group must fight **1 black pudding**, which, when killed, will drop a golden key onto the ground. This is 1 key for the end door.

After the ooze dies, the door to the net room opens.

##### 2 - RUNE ROOM

Read this:

'Immediately as you drop down, you see a skeleton to the side, resting with their hands holding onto a dusty brown-leather notebook.'

They can look inside the notebook. Inside it is written "The sigil says to speak truth, but... what does that mean? Why? It burnt so much, it was just a secret... Why?" A creature can also look at the body and identify the source of death with a **DC 20 (Wisdom) Medicine check** as being from burns..



Then, the party will see the large seal. On the seal is written, in draconic: "Speak the truth once hidden and the flames will cleanse you. Face those flames. Only then." If any creature steps within the sigil and speaks a lie, they will take 8d8 cold damage. If instead they tell a secret they know, a portion of the sigil will begin to light up and they will take 2d6 fire damage. If they step off the sigil, the light stops and must be lit once again. The same creature must stay within the circle and say 5 secrets, taking 2d6 fire damage for each one. Alternatively, multiple creatures can stay in the sigil and say secrets together, each taking 2d6 for each one said.

After the 5 secrets are said, the door will open and a key will emerge from the seal. This is 1 key for the end door.

**GM NOTE:** Although this puzzle is relatively simple, it is a great opportunity for character-building! Some spicy backstory information might be revealed, which is great.

### 3 - ARROW ROOM

Within this narrow hallway, walking forward is the only option. Once someone passes through this door, the pressure-plate linked spike-pusher will push them. They must make a **DC 16 Strength saving throw**, taking 4d6 piercing damage and being pushed 10 feet on a failure and taking half damage and not being pushed on a success. Once the trap has been detected, it can be deactivated with a **DC 16 Thieves' Tools check**. Starting from the square to the left side of the door, each square will trigger an arrow trap. To walk through, a creature must make a **DC 16 Dexterity saving throw**, taking 10d6 piercing damage on a failure and half on a success. Evasion works on this saving throw.

At the end of the hallway there is a key on the ground. This is 1 key for the end door.

### 4 - THORN ROOM

Read this:

'Before you, you see a room filled with branches and thorns, and you watch as some of it rip themselves from the wall and begin to move.'

The entire room is covered in a *spike growth* spell, requiring extra movement and dealing 2d4 damage for every 5 feet walked. Additionally, there are **4 skeletons** made from wood attempting to drag party members away from the door at the end of the room.

The door at the end of this chamber is open and the key is on the ground of the next area (area 6).

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## MAP 2: THE TOMB

### 5 - SNAKEROOM

Read this:

'You look and notice on the central platform seems to be a golden key. Additionally, a hallway rests on the complete opposite side, with the left side of the room from where you are facing has a single door with 7 keyholes in it. On the right from where you are standing, the wall has two doors, both of which no keyholes and one of which is open.'

In this room, if any party member approaches the key, they will trigger the snakes. 4 swarms of small ottyughs (**swarm of poisonous snakes**) will emerge from the ground and must be fought off. The door to the other party's area (area 6) will not open until the snakes are defeated. If the key is picked up with a *mage hand* spell or another spell that does not require the party members to step on the central platform, the door opens without needing to kill the snakes.

The door to area 7 is wide open and the party can enter there whenever they wish.

### 6 - UNDEAD AMBUSH

Read this:

'You look about and find this room strangely empty, with nothing but a door on the side directly opposite yours.'

In this chamber, nothing can be found and the door does not happen. But when the party feels at their safest, a **mummy** comes from the hidden room and attacks them. When it is defeated, it drops a golden key, but the door doesn't open. They must wait for the other side.

**GM NOTE:** If it just so happens that the entire party went this way, then the door opens normally, in order for them to have a chance at continuing.



## 7 - WHIRLPOOL CHAMBER

Read this:

'At the back of this chamber, the only thing you can see is a small pool of water, at the bottom of which is a small golden key.'

When anyone reaches for the key from this chamber, this will summon a **water elemental**. The key can be grabbed from his chest with a **DC 17 (Dexterity) Sleight of Hand check**. Upon grabbing it, the elemental is slowed significantly and it can only use half of its normal movement.

## 8 - HIDDEN GOLDEN STATUE

In order to reach the hidden statue, the party must pass through the hallway. The hallway is trapped, but the trap can be found with a **DC 18 (Intelligence) Investigation check** and disarmed with a **DC 18 Thieves' Tools check**. If not disarmed, the first person to walk within the hallway triggers it, being shot with a poisoned dart. They must succeed a **DC 18 Constitution saving throw** or become poisoned for 1 hour. While poisoned in this way, they become sleepy. At the end of each of their turns, they must roll a d20. If the result is below 5, they fall asleep.

At the end of the hallway there is a door to area 9, which also requires 7 keys. The only reason to get in the hallway is to find the golden statue. If they find it inside its secret chamber, they can pick it up. It is a *statue of the emperor*.

### STATUE OF THE EMPEROR

*Wonderous item, very rare*

While holding onto this statue, a creature can press its head, gaining advantage on all saving throws against spells and magical effects for the next minute. This ability can only be used on the Qilo Isle.

## 9 - LAST CHAMBER

This chamber can only be accessed if the party has all 7 keys. Once they reach this chamber, you can stop the timer, as the stairs reveal themselves to them. They hear the rumbling of the gears stop, as they are now safe.

Once they go down the stairs, you may proceed to the next chapter.

## 2.3. FINAL STEPS

To start off the chapter, bring the players to map 3, right where the stairs descend, then proceed.

Read this:

'You find yourself in a small, rectangular chamber, where a set of golden doors, simple, with handles, await you. From around you, you can hear faint hisses and you feel humidity in the air. You push through the large golden doors to find yourself in another small chamber, where you see 4 item displays, where only 1 golden statue remains.'

This is another *statue of the emperor* which they can choose to use. Then, describe the doors to each side.

Regardless of which side they wish to take, they can all walk together, then they can all continue through one of the 4 doors that unfold in front of them. In each chamber they pass through, they see old, dead beasts, as well as bodies and stains of blood. A **DC 15 (Intelligence) History check** will reveal that it is most likely the party aren't the first to try and raid the tomb. Some might have taken some of its defenders with it. Then, they shall reach the large, golden chamber. When they do, proceed to the next chapter.

## CHAPTER 3. THE GOLDEN MASK

In which the party meet the defender of the golden mask.

### 3.1. THE DEFENDER

Read this:

'You find yourself in a large, golden chamber, at the feet of which rests a coiled serpent, the face of which you see is that of a humanoid. This is a naga. The naga uncoils itself, looking at you with large eyes. "Ah... Worthy ones! Whom have you come to bury? It has been... so long! A joy to see you here! But wait... No body? What is wrong?" The naga looks at you inquisitively and with anger. "Who are you, strangers? What happened to the emperor's guards?" It hisses.'

Talkative at first, the Naga, introducing itself as Juuso ( **guardian naga** ), says it has been the defender of the Emperor's Tomb for hundreds of years, but no emperor has been buried in very long. It will ask of the party what is happening.

### JUUSO

**Information:** This guardian naga has been defending the dynasty for far too long. It never goes above ground and it only spoke to the caretakers that came to speak to it and none have come in very long. It does not know what happened above, that the empire has fallen or so on and so forth. It will get very angry when it discovers this.



The party can talk with the Naga about what has transpired above, but they must make a **DC 18 (Charisma) Persuasion check** to persuade it that they are telling the truth. If it doesn't believe them, it will attack and say "for the Empire!", in which case you should move on to the next chapter. If it does believe them, it looks at them funnily. Proceed normally through this chapter.

Read this:

'Hearing all the information from above, Juuso will begin to coil around. It believes you, yet it remains hesitant. So... If you are here for the blessed mask, I must say, you have reached thus far, so you are worthy. Very well. I shall fight you and see what you are capable of. Kill me if you must. Best of luck, adventurers. I have no use for this world, but to fight for the keeping of this mask.'

It will then prepare for battle. It can be persuaded to not fight with a **DC 22 (Charisma) Persuasion check**, but if not persuaded quickly enough, it will start fighting, proceed onto the next chapter when it does. If it is persuaded to just give them the mask, proceed to the final chapter.

### 3.2. THE FIGHT

As one final encounter in an attempt to retrieve the mask, the party must face Juuso, the Naga. As this is the King's Tomb, Juuso also has the following Lair Actions:

#### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Juuso takes a lair action to cause one of the following effects:

- The waters begin to coagulate into creatures that attempt to defend the tomb. **2d4 steam mephits** appear and aid Juuso.
- The waters fight back against the invaders. Each creature in the room must make a **DC 16 Strength saving throw**. On a failure, a creature takes 18 (3d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled by the waters (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target takes no damage and is safe. A creature can also spend their action to help a grappled creature out of the waters.

Once Juuso is defeated, the golden mask appears from the ground. What also appears are 10000 gold pieces. Proceed to the next chapter.

### 3.3. THE RETURN

Read this:

'A few hours later, with the golden mask in your hands and your pockets filled with gold, you return to the town and to the tribal chief, who thanks you kindly and is forever thankful. You find yourself enriched and not long after, a few weeks, the curse is taken away. The dinosaurs return under the control of the people, nature is tamed and your fame grows even more.'

The end.

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#### MAP 3: NAGA'S CHAMBER



# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

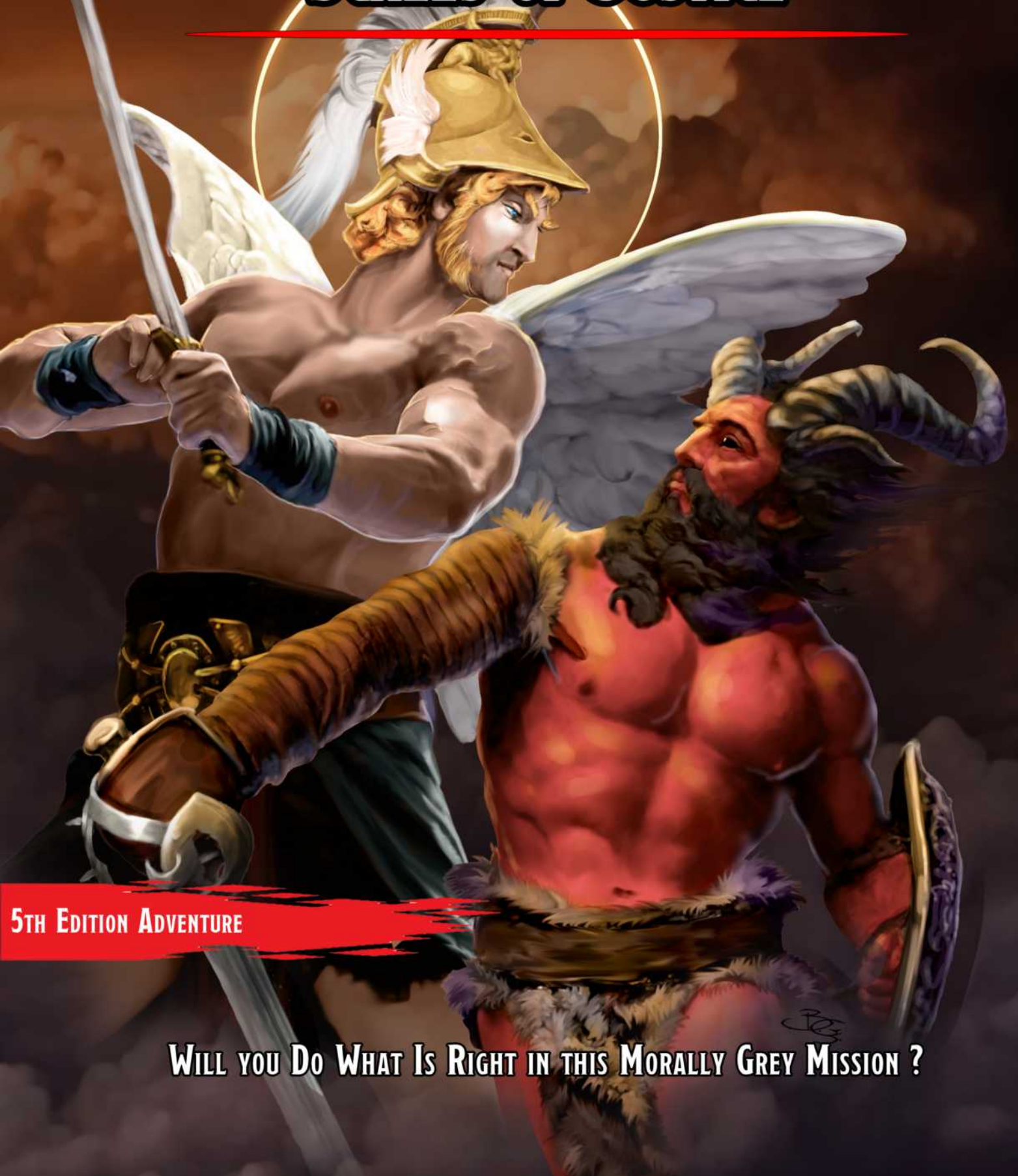
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# SCALES OF JUSTICE

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5TH EDITION ADVENTURE

WILL YOU DO WHAT IS RIGHT IN THIS MORALLY GREY MISSION ?

## SCALES OF JUSTICE

**SCALES OF JUSTICE IS A MORALLY AMBIGUOUS ADVENTURE DESIGNED FOR 3-6 LEVEL 2 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## Plot Hook

Within the port town of Olin, a father by the name of Heron Lestrade has been working his hardest as a shoemaker, saving enough money to keep his daughter, Zoe, within treatment at The Fairview Clinic, a large hospital, as she is suffering from a harsh illness. Recently, he was robbed of his wealth, all the money saved in his house taken. He has posted signs on questboards asking for aid. The party is now in front of his home.

## CHAPTER 1. A ROBBED HOME

In which the party finds out about their assignment, investigate the scene and try to track down the culprit.

### 1.1. NEGOTIATION

Read this:

'Adventurers, you find yourself in the port town of Olin. Though the developing economical structure has done much for the city, life here is still not perfect. Due to its close proximity to the marshes, plenty of disease-spreading insects and sea-brought vermin infest the slums, spreading sickness to unsuspecting people. And it is because of such an illness that a devoted shoemaker by the name of Heron Lestrade has requested your aid. Now, on a rainy day, not too late in the afternoon, you find yourself in his home, having found a small piece of paper requesting aid on a questboard. And here you are.'

First, describe how moments after knocking on the door, the door opens and the party meets Heron Lestrade. Describe him, then proceed by letting the party into the house.

#### HERON LESTRADE

**Information:** An older-looking man, maybe in his mid-to-late forties. His eyes are red and the bags beneath them large. His clothes look ragged and loosely fitted, while looking like not enough to cover the cold winds of Olin. His hairline is far gone and only a patchy head and beard adorn him. He looks ravaged with sadness and exhaustion.

Lestrade will put his hands on his face, wiping away the tears, before welcoming the party into his home, telling them to follow him, but not take their shoes off.

Read this:

'You follow the old man, onlooking the dirty wooden floorboards, as he leads you into a small antichamber, a mix between a kitchen and a living room, with only a wooden table and two wooden stools as furniture, alongside a fireplace and a few sacks in which you spot various foods. He takes a look at you all, before fetching a dark green bottle off the floor. He opens it and smells it, before handing it to you with a sad look. "I'm sorry I don't have any glasses. I don't have much need for them. But this is good wine, I promise. I'd feel ashamed to not treat my guests with anything. In any way... Who are you, might I ask?" He passes the bottle, then looks at the party inquisitively.'

**GM NOTE:** Offer the party time to introduce themselves to him, as well as the other players, in case you are playing this as a one-shot. In case this is the start of a new campaign, consider that maybe the adventurers all saw the paper individually and have all gathered to help. Either way, this is a good spot for players to reveal their characters' appearance and even chat a little.

After he has learned who the players are, Lestrade will explain his situation in more detail. His daughter suffers from a very severe illness, which no clerics or paladins could have cured. She has been admitted into the clinic for the past few months and she is indeed doing better. In order to keep her in the clinic and on her treatment, he has to pay the clinic 300 gold a month, as it is very demanding. Over the past months, he has sold almost everything, including his life savings, and he works 20 hours a day to make enough money to pay up. Shoemaking isn't the best, but it works.

All he has is this small house with 2 rooms and the furniture inside it. But then, 2 nights ago, the house was robbed. The money he had saved up for the next 2 months is gone. Scared, he posted up signs, then sold his cutlery, his coat and a bunch of other things in an attempt to make due. He has gathered 100 gold. He will explain to the party that he had saved up 550 gold before it was stolen. If they find the gold, he'll give them the 100 he doesn't need as recompense. If not, his daughter will be taken out of the clinic and is sure to die. He NEEDS help.

Once the party has agreed to help, he will thank them deeply and ask them to come with, as he moves to a second room. Proceed to the next chapter.

## 1.2. CRIME SCENE

Read this:

'You move back into the hallway, then you are led into a small bedchamber, with only a small, 1 person mattress, a wooden chest and a pile of clothes, alongside a set of cobbler's tools you reckon he uses for his business. Left in the corner, you see a longsword, left alongside a small medal. There might be a few things worth examining around here...'

The party may now investigate the area. Before they do, Lestrade will tell them two days ago it was raining and he did find boot-tracks, which he, as a shoemaker, identified as being pretty large in size, definitively bigger than that of a normal human.

**GM NOTE:** The following investigation is filled with ability checks and it is highly likely that a low level party might miss a few of them. In case they seem to get lost, give them subtle hints through Lestrade, who will not disturb the room in any way, but will await there and aid. This should be enough guidance. Also, remind the players of the Help action, or guidance cantrip, as giving advantage and 1d4 might sometimes be extremely helpful.

First, the party can inspect the room with a **DC 14 (Wisdom) Perception check**. On a success, they will recognize that there seems to be a small cut on the doorframe, where a piece of fabric, mixed with blood, is stuck in a loose strip of wood. Upon finding this, any party member may make a **DC 13 (Wisdom) Insight check**, trying to discern what happened. On a success, they can deduce that someone, most likely wide in size, hit their shoulder against the doorframe, breaking bits of their clothing and leaving their blood behind. The blood in question, color-wise, is a shade of purple. With this information, alongside the footprints being large, the party can deduce with a successful **DC 14 (Intelligence) Nature check** that the culprit is of orcish or half-orcish descent.

Then, having found the fabric, the party may make a **DC 16 (Intelligence) Investigation check** to inspect it. On a success, they will smell the slightest hint of tobacco. They can then make a **DC 15 (Wisdom) Survival check** to look about the room, they will find other small patches of cigarette ashes. These ashes can further be examined with a **DC 16 (Intelligence) Nature check**. On a success, they will smell the ashes and realise that this is a rare tobacco, most likely contraband. Any party member with a criminal background instantly succeeds this check. Upon realising it is contraband, they may make a **DC 17 (Intelligence) History check** to think of possible locations where this type of tobacco is sold. On a successful check, they think of the Snake Skull Saloon. Any character with a criminal background instantly succeeds this check.

**GM NOTE:** If the party recognizes the contraband, but no one can remember the saloon, tell them they can ask around. When leaving the house, and in the next chapter, they can make a **DC 12 (Charisma) Deception, Intimidation or Persuasion check** to ask around, finding the name of the saloon on a success.

The party can also investigate the chest with a **DC 14 (Intelligence) Investigation check**. On a successful check, they'll see the lock was broken off, rather than being picked. Inside the chest nothing is found, except for a small, but instantly noticeable bit of tobacco ash.

## CHAPTER 1.3. OUT AND ABOUT

Read this:

'With the investigation of the house finished, you take your work to the streets, trudging along through the rainy atmosphere of Olin and in search of more clues and maybe, possibly, a culprit.'

**GM NOTE:** This is the perfect place to introduce the check needed for finding the Saloon.

Just in case the party found no immediate clues regarding the saloon, read this:

'You walk through the rain, having not too much to show for yourself, but you slowly hear the trickle start getting louder and louder. Without much pause, the light rain of the town begins to strengthen, turning into a full-on storm, with the only immediate place to hide under the roof of being a nearby wooden building, with a large sign that reads "The Sneak Skull Saloon".

But, in case the party has found clues, read this:

'You walk through the rain, looking eagerly around for what you know to be the saloon in question. As you continue your track, the rain begins to pick up, with thunder roaring in the distance. Soon, a storm will be upon you, and you watch as the townsfolk retreat under their thatched roofs. You also notice, not too far in the distance, the large, imposing building, with a wooden sign that reads "The Sneak Skull Saloon".

With the party approaching the saloon, you may proceed to the next chapter.



## CHAPTER 2. THE SALOON

In which the party learns a little more about where their target comes from.

### 2.1. NOT FROM AROUND HERE

Read this:

'The moment you step in, you notice a motley crowd. The large, open design of the saloon gives way to an elongated bar in the distance. Inside, dressed in blacks and browns, half-orcs, tieflings and a few other races watch you eagerly. At the bar, a snake-like skinned individual, with white hair and yellow, silted eyes, looks at you intently. The orcs all look at you, but then turn away. You get the sense you are not seen too well.'

The party now finds themselves in the saloon, but the atmosphere is still tense. Bring them to map 1, but they cannot access any areas beside the bar just yet.

#### 2.1.1 BOTHERING THE PATRONS

If they approach any table, the patrons will tell them to piss off. If they bother any patrons a second time, this will trigger the combat, as they are attacked by 3 **thugs**, all of which are half-orcs. After this fight, proceed to the next chapter.

#### 2.1.2 BOTHERING THE BARKEEP

If instead the party goes to the bar, introduce them to the barkeep, Zihiss.

#### ZIHISS

**Information:** Not too talkative and very akin to running her own establishment, Zihiss only says what's necessary to keep people off her trail. She's a good friend of most gang leaders within the city, but she doesn't do that by letting outsiders in.

The party may ask for information regarding the tobacco or the theft, but must make a **DC 20 (Charisma) Intimidation, Deception or Persuasion check** to have her cooperate. If they are successful, she will say that she does indeed sell such tobacco, but she doesn't know who stole what, neither is she prone to giving out the name of her clients. A second attempt prompting her to speak will require a successful **DC 18 (Charisma) Intimidation, Deception or Persuasion check**, and she will reveal she does know who is likely to have done it, but won't give the name out herself. Despite this, she knows who might, and she tells the party to go upstairs.

If at any point the party fails a check, she will tell her patrons to rough them up. **3 thugs**, all half-orcs, will approach and tell the party "You're not from around here... so bugged off!" They will then attack the party. After this fight, proceed to the next chapter.

If the party doesn't fail any checks and do not prompt a fight, proceed to the next chapter after they finish the talk with Zihiss.

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### MAP 1: PUB, FIRST FLOOR





## 2.2. LOOKING ABOUT

If the players fought, read this:

'You breathe in deep and watch around. As you fought, none of the patrons seem to have even flinched, in fact, they all drink their drinks, with a slight smile on their faces. Behind you, the bartender claps three times in mocking, before saying. "You've earned your ssssstay. What drink do you want?" She then begins taking out steins for you, as the patrons turn back to their business, no longer bothered. You then hear laughter, as a tiefling figure with black skin looks at you from above. "Hey, you all! Come here for a second!" He then leans back to his table from over the banister.'

If the players didn't fight, read this:

'You watch as Zihiss stretches out her back, before clapping three times. Instantly, all patrons look towards her, keeping on their mean faces. She bellows out. "No problem with these. Treat them like friends of the house, yes boys?" Subsequently, you see almost everyone nod in acknowledgement. Everyone takes their mean looks off and goes back to their business, as if you were here all along.'

Now, the players may access all the areas of the saloon.

### AREAS OF SNAKE SKULL SALOON

#### 1 - POOL TABLE

Players can approach the pool table and choose to play. If they do, they must put 5 gold forward as a starting bet, then make a **DC 14 Dexterity check**. On a success, they win 10 gold. On a failure, they lose their bet gold.

**GM NOTE:** You can also use this table to provide some flavourful interaction to relieve tension or even provide worldbuilding, in case this adventure is part of a larger campaign.

#### 2 - BAR

At the bar, Zihiss will provide the party with drinks. They can also ask around for contraband. If they do, they must make a **DC 14 (Charisma) Persuasion check**. On a success, she'll tell them she has a *potion of healing* and a *scroll of invisibility* for sale. The potion goes for 35 gold, while the scroll goes for 120.

#### 3 - TABLES

At all of the tables, all manner of crooks sit around, drinking and smoking, but none of them are smoking the found contraband tobacco. If any of them are provided with the fabric, they can be persuaded to say who has it with a **DC 14 (Charisma) Persuasion check** or with a 5 gold bribe. If persuaded, they will point to the second level, where "the tiefling" smokes this type of tobacco.

#### 4 - KIND LADIES

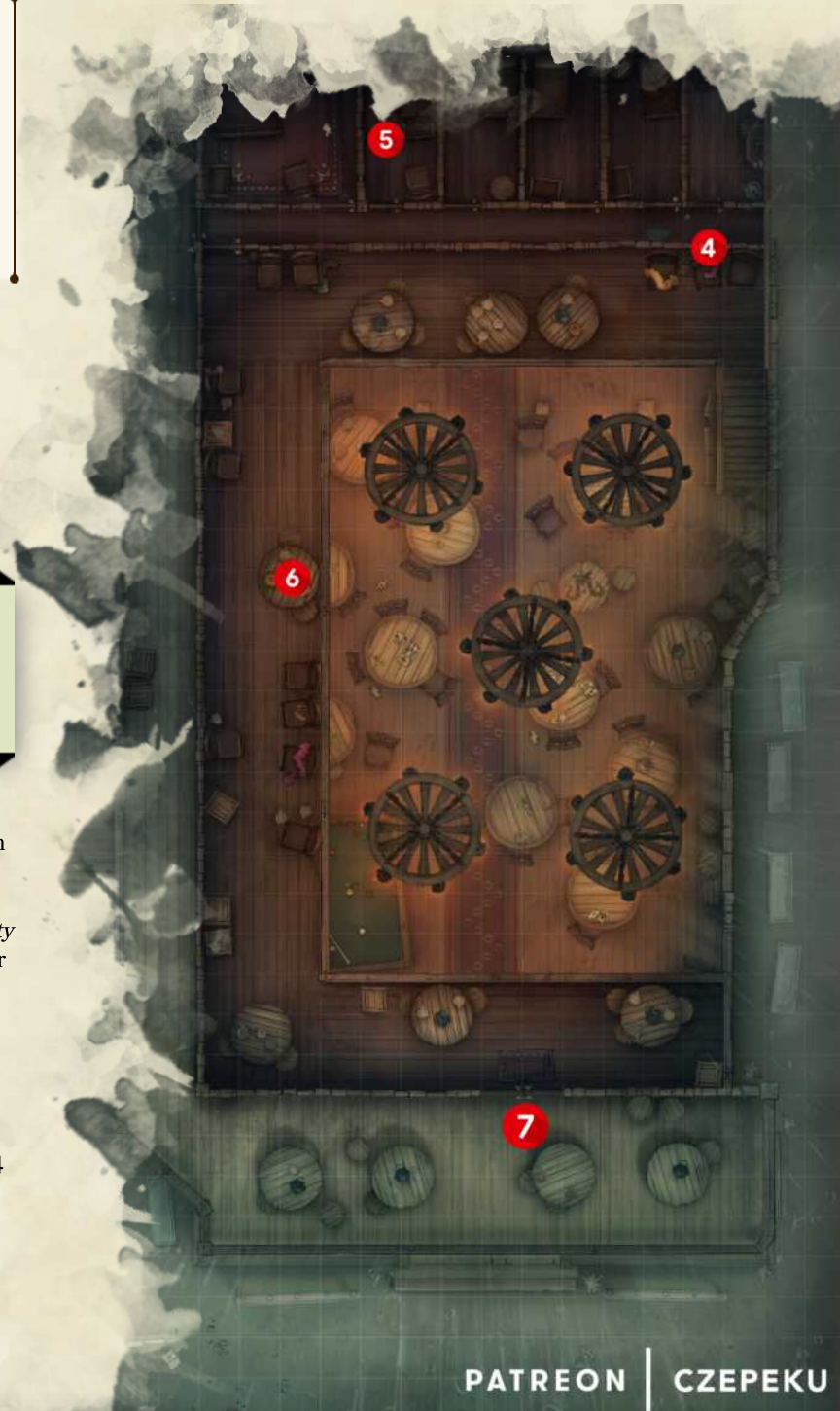
Read this:

'Going upstairs, you immediately notice a few stools, on each of which beautiful women and men of various races await in extravagant clothing, all smiling and winking at you.'

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#### MAP 2: PUB, SECOND FLOOR





**GM NOTE:** If you like extra roleplay flavour to your adventures, consider describing the escort's races! Maybe you'll learn the preferences of a party member. Maybe you can even give these people backstories, motivations and have them be romantic interests.

The party can "enjoy the company" of any of these people for 5 gold, which will then take them through the hallway and towards the bedrooms, into the free bedroom (area 5). While passing by, the players will hear the "sound of company" from the other rooms.

If asked about any information, the escorts will say they'll "only talk while in their room".

## 5 - ROOM

This area can only be accessed if in the company of an escort.

Read this: (the following assumes the chosen escort is a lady)

'Your escort of choice takes you with elegant steps and longing looks over to a small chamber, barely big enough to store a bed, a bedside chamber and a small table. There, she turns around with a smile. "What do you wish for, dear?" She says, with a lascive smile.'

While within the room, the lady will either do her business or can be persuaded to give out information. If they ask about the fabric and/or the tobacco, they'll say that recently, a young half-orc boy who always comes around has been a little restless. His name is Brass around here, although they don't know if that's his real name. He usually moves all around, but he frequently talks to the tiefling known as "Laughter", who sits at the same table all the time.

## 6 - TIEFLING'S TABLE

Read this:

'You approach the table of the dark-skinned tiefling, who begins laughing in between puffs of a cigarette. The smell of his tobacco is familiar, a bit too much so, as he gestures towards the seats of his table. "What can I help you with, friends?" He chuckles, as he's already in the process of rolling another cigarette.'

When the party reaches this table, you may proceed to the next chapter.

## 7 - BALCONY

Read this:

'Partially covered, the balcony is empty despite all of this, since the cold is pretty jarring. Here, you reckon, is where bad deals are made.'

The party can invite Laughter here and he will accept, because he is smug and confident.

## 2.3. A MAN WITH A PLAN

The tiefling introduces himself as Laughter ( **bandit** ).

### LAUGHTER

**Information:** Treating everything as a joke, always calm, always laughing and having no loyalty at all, Laughter has been a crook his entire life. And that's just how he wants to live. What matters is what's best for him.

He's a minor thief and all-around shady person, but he's not particularly loyal. If the party asks him if he knows anything, he'll immediately say he'll help for a price. The price he asks for is 25 gold. A successful **DC 15 (Charisma) Intimidation or Persuasion check** can make him lower his price to 18, but no lower.

The party can now choose to either pay him or attempt to fight him. If they aggress him while inside the bar, a **thug** from another table will come to his aid. Alternatively, the party can take him upstairs, to the balcony, where they can beat him up alone.

**GM NOTE:** Give the thug a 1 or 2 turn delay before approaching, and have Laughter primarily dodge strikes, as to not knock down the party, since it is very likely they are already a little beat up.

If he is paid or if he gets beat up, he'll say he knows the exact person who did, who is a man by the name of Brass. He is a young half-orc with brass tusks. He will also tell the party he is willing to hand Brass in without a shred of loyalty.

If the party wants him to do this, he begins to chuckle. Read this:

'As you tell Laughter that you wish him to hand in Brass, he takes in a big puff of smoke. "Fine by me. Poor by him... Orphan boy... wanted to make a difference. Anyway, I don't care. Meet me in the plaza, near the well, in about an hour and a half. I'll get you the man." He then stands up and begins walking away while laughing lowly.'

If the party instead does not want Laughter to help them, he'll then say "Good luck finding him! He tends to be around the plaza, near the well. I couldn't care less."

You may proceed to the next chapter.

## CHAPTER 3. RAINY DAYS

In which the party meets the culprit, but are faced with a dilemma.

### CHAPTER 3.1. IN THE RAIN

Read this:

'An hour later, you find yourself moving to and fro the main plaza, despite the heavy rain, as you await the coming of this enigmatic figure, who has only been identified by his Brass tusks. You move around, alone, as everyone seems to have retreated from the plaza, which is when you begin to hear faint skitters from beneath the cobble of the well, as large rats begin to come out and look towards you.'

Take the party to map 3. The party now encounters **4 giant rats**, all of which begin attacking them angrily.

After they defeat the rats, describe how a large hooded figure, the tusks of which shine in the rain, begins walking by them, not paying attention. This is indeed Brass. If the party confronts him, he will not fight, but will want to talk.

Proceed to the next chapter.

### CHAPTER 3.2. FOR WHEN IT RAINS

Read this:

'A little flustered and a bit angry, the half-orc looks at you with saddened eyes. He looks courageous and ready for a fight, but contains himself. He breathes in deep. "Listen to me. I know what I didn't ain't good. It's not. But I didn't do it for nothing. Come with me and I'll show you. No tricks, I promise. I'll tell you where we're going now. We're going to the Sugarplum Orphanage. I promise." He then looks at all of you intently, but with honest looks.'

Any (**Wisdom**) **Insight check** will reveal he is indeed telling the truth. If the party still doesn't trust him, he'll say that's where the money is and he'll take them there, as he doesn't want trouble.

If the party accepts to go with him, he will slowly lead them to an orphanage.

Read this:

'You follow Brass as he leads you to a large orphanage building, the windows of which are either broken or barely boarded up, the walls of which are cracked and the chimney of which emits no smoke. From inside, you hear shouts and cries. The atmosphere is almost... dystopian. The children inside are skinny, barely any meat on their bones, they look dirty. Yet the childlike excitement is present, most not realising the horror of their situation, or perhaps choosing to ignore it. Brass looks at the windows with a saddened gaze. "I haven't given them the money yet. I was freaking... hesitating. I was scared Sister Asra was gonna ask questions about how I got it. If you want it, it's in a break in a wall... But I grew up here. And the sisters did everything they could, but it was still hell. I only left two years ago and I'm already on the streets. This money could change their lives, you know? Winter's a few weeks away and they'll freeze, some will die. Some of my friends did. Do what you will... But these kids don't deserve this. This... This is hell for them." He speaks with a choked voice, taking out a cigarette and smoking it as if it were a lifeline. You look upon him and the young boy, no older than 18, suddenly doesn't look like that much of a criminal. He sighs deeply. "Do what you will... I'll find a way. I'm worth more aid to them free than in a prison." He says, as he walks towards a crack in the wall, takes out a small bag of gold, takes some out and tosses it at your feet. "You have 100 inside it now. You can take it and walk away from this, the rest goes to these kids and you let me walk. Or you can fight me if you want it all, since I'm not gonna back down from the life of these kids. They deserve it. I don't give a damn who had it before them." He says, as he steadies himself.'

Proceed to the next chapter.

### 3.3. MAKE IT RAIN

First off, if the party wishes to reclaim the rest of the 450 gold, they can choose to fight **Brass** for it. Once brought to below a fourth of his maximum hit points, he'll stop fighting, spit some blood and give the party the money. He'll say "I'm worth more to them alive", before walking away.

As they now have the money, the party can choose to "make it rain". They have three options, all of which will lead to different endings.

**GM NOTE:** There is also a fourth option! In case this adventure is used as part of an on-going campaign (even as a first session!) or the party takes particular liking to all characters, they may attempt to find money in different ways, turning this adventure into a first major goal for the party, because nobody likes a trolley problem (The barkeep could have a job for them for example).





### CHAPTER 3.3.1 KEEP IT ALL!

If the party keeps it all, they are the worst. Well, aside from that, they also gain 550 gold. You can end the adventure by telling them that Lestrade's daughter is dead within a few weeks, then he dies too. The fate of the children in the orphanage? Some don't survive the winter, most end up in gangs and on the streets, as the system cannot take care of them.

### CHAPTER 3.3.2 FOR THE ORPHANAGE

In this option, the party does not fight Brass, but walks away. A few days later, Lestrade ( **veteran** ) finds them with anger and weapons, telling them he figured out what happened and he must fight them, as they didn't help them, but left him hanging.

Once brought to below a fourth of his maximum hit points, he'll stop fighting, spit some blood and let the party go. He'll say "I'm worth more to her alive", before walking away.

## BRASS

Medium humanoid (half-orc), chaotic neutral

**Armor Class** 15 (leather armor)

**Hit Points** 59 (7d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Orcish Made.** Brass can add his Constitution modifier in place of his Dexterity modifier to determine his AC.

## Actions

**Multiattack.** Brass makes a wrestle attack followed by three punch attacks. Or he can make a wrestle attack, two punch attacks and on the move.

**Punch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Wrestle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Creature is grappled or knocked prone, at Brass' choice.

**On The Move.** Brass gains 10 (1d8 + 6) temporary hit points.

## Reactions

**Stay Here!** When a creature provokes an opportunity attack from Brass, Brass can use its reaction to make a wrestle attack followed by a punch attack against that creature.

The children are clothed, fed and taught at new standards and they all become happier, before fully integrating themselves within society. Zoe, Lestrade's daughter, is dead within weeks.

### CHAPTER 3.3.3 FOR ZOE

In this option, the players give the money to Lestrade, who pays them, then gives the rest to Zoe's treatment, who fully recovers. He is ever-thankful to them.

The fate of the children in the orphanage? Some don't survive the winter, most end up in gangs and on the streets, as the system cannot take care of them, feed them, or clothe them.

Regardless of what option they choose, this is where the adventure ends. Brass remains on the streets, Laughter dies, as snitches do get stitches after all, and life goes on...

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### MAP 3: ALLEY



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A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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