



WIZARDS OF THE TOAST

3RD, 7TH, 12TH LEVEL
THEY WANT YOUR DOUGH



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INTRODUCTION

Wizards of the Toast is a satirical (but entirely deadly) 5th edition hunt for **four characters** with an average party level of **3, 7, or 12**. Characters who complete this hunt should earn enough experience to progress one-half, one-third, and one-half of the way to 4th, 7th, and 13th level, respectively. Adventurers must investigate a corporate entity of draconic greed and end its tyrannical claim to the world's favourite food: toast.

The right to make toast has been revoked. Bakers' lives are being ruined. The Wizards of the Toast and their evil, corporate overlord, Hasbrodeus, have reneged on a decades-old promise to not revoke the very license that made toast so fantastic. Wrongly believing the success of toast is theirs alone, WotT aim to force the draconian requirements of their new license on bakers the world over using tricky legal documentation and bread-based golems. The ability to produce water will be very useful in helping make bread soggy in this adventure.

This adventure is written in British English (we 'prove' bread rather than 'proof' it), uses unique formatting to highlight things like **conditions** and **saving throws**, and uses a revamped statblock.

BACKGROUND

Two decades ago, toast took the world by storm. A clandestine group known only as 'Wizards of the Toast' (WotT) had perfected the art of heating and drying bread at the ideal rate to elicit prime golden crispiness. In a fit of mercantile prowess, their leader, Sir Rye'on d'Ancey shared their secrets with bakers everywhere, enshrining their copyrighted techniques in the Open Baking License 1.0(a) (OBL 1.0a). This license conferred a perpetual, worldwide, royalty-free, non-exclusive license allowing any baker, forevermore, to toast all manner of breads, and assured that WotT's cookbook, the *Toaster's Handbook*, would never stray from the bestseller shelf.

So began the golden age of toast. Paninis were pressed, crôque monsieurs cooked, and the market price of avocado soared as it was mashed onto sliced wholemeal toast by youngsters everywhere. Kobolds invented a printing press and published many tomes guiding other bakers in their crafts. Pathfinders toasted lambas bread to add flavour to their forays into untravelled lands. Even Heliana herself tried her hand at magical toast, after defeating a loaf* of bread golems.

One fateful day some six years after releasing the 5th edition of the *Toaster's Handbook*—which, thanks to the thriving third-party baker community, went multi-platinum—the Wizards of the Toast found themselves under the sway of a member of the pastryarchy, a Lawful Evil entity known only as Hasbrodeus. He appointed Pumpernax the Wrye, a bread dragon with a painfully stale sense of humour, as the new CEO of Wizards of the Toast.

Blind to the success that third-party bakers had brought to the wizards, Pumpernax commanded that WotT renege on their promise and deauthorise OBL 1.0(a). In a move many claimed to be illegal and fall foul of anti-trust laws, Pumpernax struck down the license and replaced it with a draconian revision: OBL 1.1. No more would unique toasting recipes be protected, nor toast-making be royalty-free.

Every baker had to report their toast recipes to WotT, who could copy them without accreditation or remuneration. In retaliation for the mere act of speaking out against the license (or writing satirical stories about WotT themselves), a baker could have their right to make toast revoked. All bakers had to report their toast-based income, and pay WotT a royalty of twenty-five percent of any earnings over 750 gp (or twenty percent if sold in WotT's preferred retailer, Kickbacker). Worst of all, WotT could change any aspect of this license they wished, for any reason, at any time.

How could any business hope to grow and thrive in such a draconian corporate landscape!?

In rebellion, the third-party bakers banded together and wrote a strongly worded letter, inciting mighty warriors and lovers of toast alike to rise up against this tyranny. Writers sent irate messengers via tweeting bluebirds; druids transmitted impassioned and well-edited speeches using the tree-based communication, *yew-tube*; and bakers everywhere sought to create their own baking license. But this was not enough, and soon bread golems were knocking down doors and dragging off bakers that could not pay the inconceivable twenty-five percent tax.

Pumpernax has made her lair in a barren area of the Lotof's End Desert known as The Oven. Both she and her lair, the Breadsmithy, must be destroyed to bring peace, order, and toast to the realms once more.

*The collective noun for bread golems is a 'loaf'.

SUMMARY

Here's a quick summary of the vital information about this hunt:

- ♦ **Which Monster?** The bread dragon, Chief Executive Officer of Wizards of the Toast, Pumpernax the Wrye.
- ♦ **Monster's Motivation.** To establish a toast-based monopoly.
- ♦ **Monster's Previous Actions.** Fraudulent claims of perpetual open licenses, revoking said licenses, and bullying bakers with bread golems and SLAPP* lawsuits.
- ♦ **Where's the Monster?** Within her factory—the Breadsmithy—situated in The Oven, a baked expanse of desert.

*Strategic Lawsuits Against Public Participation. These damaging suits inhibit free speech and healthy debate by targeting those who speak out on issues of public interest. SLAPPs silence and harass critics by forcing them to spend money to defend these baseless suits; their filers don't go to court to seek justice. Rather, SLAPPs intimidate those who disagree with them or their activities by draining the target's financial resources.

ADVENTURE HOOKS

Below are a few examples of ways to get your characters hooked onto this hunt and ready to face the Toastpocalypse.

- ♦ **Curiosity: Bread-Based Warfare.** Golems made of bread? Preposterous! Tales of yeast-powered, delicious-smelling, hard-shelled creatures with the strength of ten mortals surely require investigating. Humperdink of the Loot Tavern* is enthused with what this could mean for the future of his two favourite hobbies: biomancy and breadmaking. He needs samples!
- ♦ **Morality: Corporate Bullies.** No one likes being trodden upon by wealthy giants, least of all gnomes who've had it "up to here" with sizeism. Theft of intellectual property, enforced reporting of creations and income, royalties on earnings, termination of the license for any reason, and a lopsided changeable contract—Heliana* won't stand for it. She begs adventurers to end this corporate greed.
- ♦ **Compensation: A Pot of Altruistic Gold.** Fairy Berry has had enough. Baking should be free to all, with no restrictions. The baking community is what made toast great and, by the gods, she will not see the community fractured by the greed of Pumpernax. She offers gold aplenty to any that can bring her the head of this corporate enemy, or finish them in court. Whatever's easier.

*Not playing in the Loot Tavern? No problem! Replace this with another educated, baking-oriented patron.

FAIRY BERRY

An aged and altruistic fey named Fairy Berry promised an enormous pot of gold to any that would bring her its head. Whichever hunt hook the party follows, the contact always directs them to Fairy Berry, who has researched the Wizards' unfair legal practices and is spearheading the counterattack.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
3rd	375 gp	900
7th	1,400 gp	3,400
12th	4,250 gp	11,000

*Includes all monsters, traps, and puzzles, averaged for a party of four.

FAIRY BERRY

Fey, bakers' rights activist, she/her

Personality. Kind and grandmotherly, but very stern when someone is rude.

Appearance. An animate ice cream sandwich that wears an overly large witch's hat.

Desire. To bring the delights of license-free baking to every corner of the world.

Fear. That her digital arthritis will prevent her from kneading bread.

"I hate corporations. They truly are the soggy bottom of society!"



THE OVEN

Within the Lotof's End Desert is a vast flat expanse; a long-desiccated lake bed known as The Oven. Hemmed in on all sides by moisture-defying mountains, the ground's cracked skin is decorated only by the sun-bleached bones of foolhardy travellers. It is within this inhospitable kiln that Hasbrodeus has located the lair-factory of its CEO: The Breadsmithy. The dry heat is perfect for baking bread golems, and the freezing nights ensure an impenetrable finish to the crust.

TRACKING

Finding The Breadsmithy is difficult and dangerous. The Oven is infamous for creating distracting mirages that draw the unwary off navigable paths, leading to slow deaths through dehydration. After leaving the village of Suala, a party requires two successes and three checks to find the Breadsmithy, with each check taking **8 hours**.

Dehydration. When travelling through The Oven, a creature needs three times as much water as usual when travelling during the day, and two times as much when travelling at night.

UNIQUE FLORA & FAUNA

Very little lives in The Oven. The scalding days and freezing nights permit only the hardiest of organisms, such as the endemic mirageweed and saltworms, to exist. Paper imps are the most recent addition, caused by the presence of the lair of the Fiend Hasbrodeus.

Mirageweed. This translucent, shimmering plant preys upon unwary travellers by altering its pigmentation to appear like oases, small children, or distant inns. Unfortunate observers may take these visuals at face value and leave their set route to investigate, usually resulting in desiccation, death, and a nutrient-rich feed for the weed.

Paper Imps. Where Legalese is widely spoken, paper imps can often be found. Formed of tightly coiled rolls of parchment, these creatures offer incredibly one-sided contracts to creatures in dire need. Fortunately, they're not very smart, and a creature with even a rudimentary understanding of Legalese can often find loopholes (or, more often, typos) in the contract, absolving them of any liability and retaining their soul.

Saltworms. These annelids live most of their lives near underground aquifers, hundreds of feet below The Oven's parched surface. Prior to mating, they break this dry crust at dawn and dusk, seeking to suck the salt off of passing, sweaty creatures. In his instructional manual, *Mud, Sweat, and Beers*, Bear Frylls notes that the best way to distract a ravenous saltworm is to pee on the ground and then flee quickly. The saltworm will be attracted to the minerals in the pee, giving you a head start on your escape.

KNOW THY ENEMY

On approaching The Oven, the party passes through Suala, a small village on the Olong River famed for its fish toasties. The villagers successfully passed a bylaw temporarily limiting the jurisdiction of the Wizards of the Toast, after which they attacked nearby bread golems in an act of legal self-defence. Looking over what's left of the golems can reveal clues that will be helpful in the fight to come. The following information can be garnered from these encounters:

- Bread golems are weak to water; it makes them soggy.
- Fire and radiant damage make bread golems more dangerous.
- Hasbrodeus uses Legalese—a rare and powerful language—to tie creatures into semantic knots.

As the party approaches Suala, you can read aloud the following:

Children's laughter can be heard on the breeze, which carries the cloying scent of burning bread. Nearing the village, a sign reads "Welcome to Suala. Pursuant to Bylaw 12.3.1, Hasbrodeus' anticompetition licenses are no longer in effect within village limits. Toast away!"

CLUE 1: SOGGY BOTTOM

Bread golems are very tough, especially when crafted using raw peas. However, a small amount of water leads to the dreaded 'soggy bottom' and slows them, making them much easier to hurt.

Local children can show the party the remains of a bread golem on the river bank. Its head and torso are submerged in the water and have almost turned entirely into mush, much to the delight of the ducks that feed on it. The portion above the water is still hard and dry.

USING THE CLUE

Any spell or effect that creates water (like the *create or destroy water* spell) or uses water as a weapon (see *water cannon* and *water whip*, Appendix B) can trigger the bread golems' Soggy Bottom trait. Alternatively, a creature can use an action to make a **Strength (Athletics)** or **Dexterity (Acrobatics)** check contested by the creature's **Strength (Athletics)** or **Dexterity (Acrobatics)** check to upend a container of water it is holding onto a creature within **5 feet** of it. If the creature with the canteen wins the contest, the golem's Soggy Bottom trait is activated.

CLUE 1. SOGGY BOTTOM



CLUE 2: TOASTED BUNS

When the bread golems attacked, Rifika, the village priest, tried to fight off the golems with his radiant blade and fire magic. However, this only made the golems hardier and more lethal. A wounded Rifika sits next to the corpse of a blackened bread golem. Inspecting the golem reveals that it has grown some jagged, charcoal spikes where it was burnt.

USING THE CLUE

Talking with Rifika or a successful **VDC Intelligence (Arcana, Investigation, or Nature)** check reveals that these changes occurred after he slashed them with his radiant sword and used fire magic on them. He recommends avoiding these damage types.

CLUE 2. TOASTED BUNS



LEGALESE PROVIDES DEFENCE AGAINST GOLEMS AND CORPORATE DEVILS.



CLUE 3. SLEAZY LEGALESE

CLUE 3: SLEAZY LEGALESE

Knowing the language of the law—Legalese—is essential for escaping the mire of word trickery that WotT and Hasbrodeus employ in their licenses. Creatures that can understand Legalese have advantage on some of the saving throws forced by Hasbrodeus' actions and ambient actions. Furthermore, a clever character can try to incapacitate bread golems (dough golems, breadnoughts, and chargoyles) by speaking in Legalese.

Rifika explains that it was only after casting the *tongues* spell on himself was he fully able to understand the golems and quickly pass a bylaw to outsmart them.

USING THE CLUE

Learning Legalese. Spells or magic items that allow a creature to understand other languages (like *comprehend languages* or *tongues*) can be advantageous against Hasbrodeus. A merchant in Suala has **1d4** scrolls each of *comprehend languages* and *tongues* available for sale.

Linguist. In addition, the merchant sells a book, *Legalese for Dummies* by Noah Lott, for 20 gp. A creature that spends **8 hours** reading the book within a 24 hour period and succeeds on a **DC 15 Intelligence** check can speak and understand Legalese for **24 hours**. A creature that succeeds on this check 30 or more times within a year learns the language permanently.

Confusing the Golems. A creature that can speak Legalese can use an action to talk to a bread golem, making an **Intelligence** check contested by the bread golem's **Intelligence** check. On a success, the bread golem is **incapacitated** for **1d4** rounds.

THE BATTLE AHEAD

The Breadsmithy is visible from a great distance away, affording a party ample opportunity to rest and prepare for the battle ahead. The battle against the inhabitants of The Breadsmithy is divided into three consecutive phases called waves. When the party is close enough to see the factory, you can read aloud the following:

Cracked and parched hexagons cover the ground in all directions, like the scales of an impossibly large white dragon. A plume of rapidly evaporating steam breaks the horizon, emanating from a rectangular building visible only as a speck at this distance. The faintest sounds of churning machinery and roaring beasts echo through the still, sweltering air, which seems to drain the moisture from your tongue with each breath.

If the party approaches at night, read aloud the following instead:

The glowing lights of a distant building pick out the ridges of the cracked and warped plates of the dried white clay beneath you. Despite being but a distant speck on the horizon, the bustle of activity is evident as workers pass in front of the windows, causing the lights within to flicker. The faintest sounds of churning machinery and roaring beasts echo through the still, freezing air, which seems to drain the moisture from your tongue with each breath.

Helping Hand. At any point during the battle, Fairy Berry can help the party by zipping by and sprinkling magic dust on them, granting creatures of her choice a flying speed of **60 feet** for **1 minute**.

THE BREADSMITHY

Like a zit on alabaster skin, this red-brick building rises up a good three stories and is the hub of bread golem production for Wizards of the Toast. Due to the mostly indestructible nature of the Breadsmithy's edifice, the only entrance into the factory is the ground floor door to the east. It is shut, but not locked.

Within the factory are a huge furnace (near the east) and a large contraption that produces steam (mid-west) to keep the humidity high enough to prove the bread. The factory has three floors, though the combat herein occurs only on the lower two floors.

GENERAL FEATURES

These general features are prominent throughout all areas of the Breadsmithy unless otherwise noted in an area's description.

Ceilings, Floors, Walls, & Windows. There are three stories, and each floor is approximately 12 feet high. The ceilings, floors, walls, and windows are magically reinforced (and well insured); a 5-foot section is only destroyed if it takes 100 damage in a single instance.

Doors. The factory's doors are built of black, carbonised bread. Locked doors can be opened with a successful **DC 15 Dexterity (thieves' tools)** check or forced open with a successful **DC 15 Strength (Athletics)** check. Each door has AC 15, 18 hit points, and **immunity** to poison and psychic damage. Pouring at least 1 gallon of water on a door reduces its AC by 5.

Lights. The main furnace sheds bright light in a 30-foot radius and dim light for an additional 30 feet. There are no other lights, although large windows allow plenty of illumination during the day.

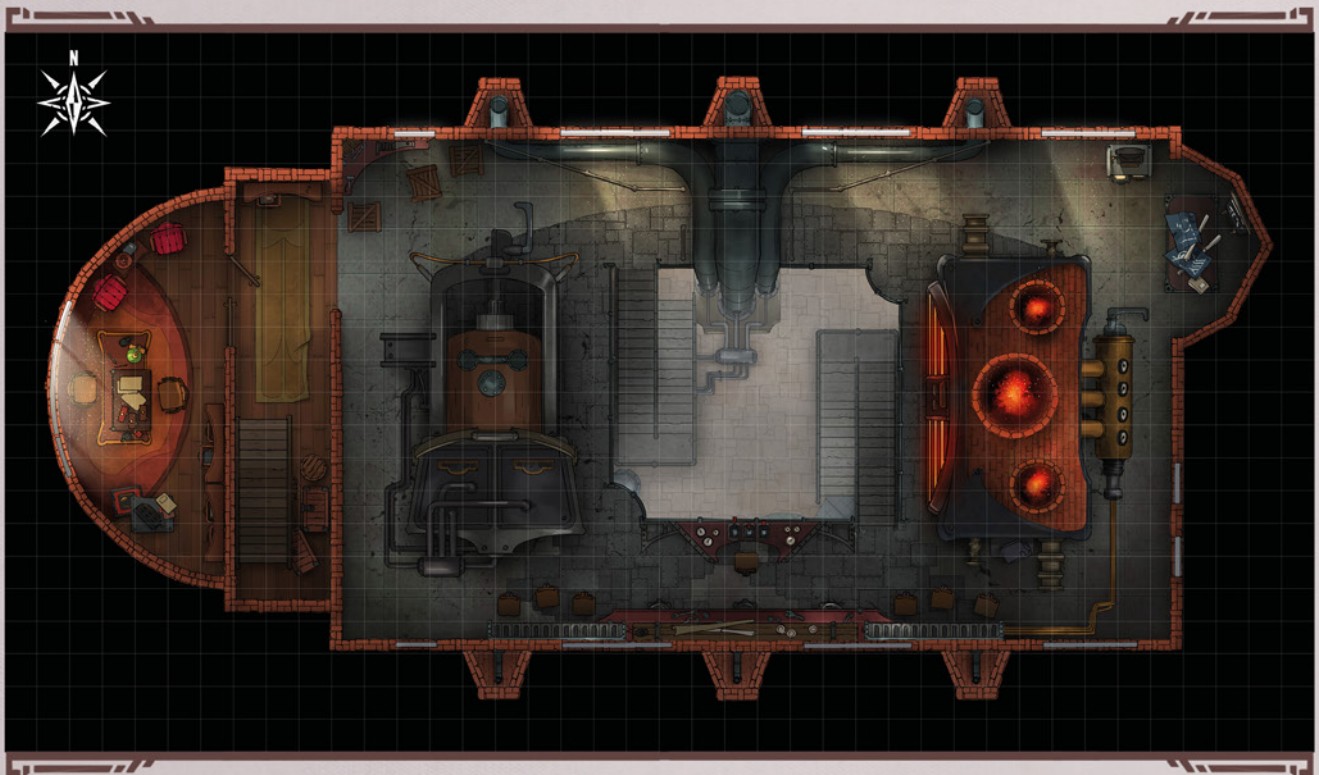
Barrels & Crates. The barrels on Map 1. The Breadsmithy (page 8) contain 120 gallons of water each. The various crates contain flour, salt, and dried yeast.

Hazard: Airborne Flour. If a crate is damaged, roll a **d6**. On a **1-4**, a plume of flour with a **10-foot radius** centred on the crate lasts until initiative count 20 of the next round (winning ties). If the damage that triggered the release of the flour was fire damage, or an open flame is in or moves into the affected area, the area immediately explodes. Each creature in the area must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failure, or half as much damage on a success.

Hazard: Furnace. A creature that enters the furnace for the first time on a turn or starts its turn there takes **3 x Vdam** fire damage.



MAP 1. BREADSMITHY GROUND FLOOR



MAP 2. BREADSMITHY SECOND FLOOR

1 SQUARE = 5 FEET

CARTOGRAPHER: CZE & PEKU

WAVE 1: CRUMBS

Entering onto the ground floor, the party encounters the workers of the factory—bread golems. They are each busy making dough from the ingredients in the crates and barrels, sculpting the dough into golems, or baking those golems in the huge furnace. If no attempt at stealth is made, the golems attack immediately. You can read aloud or paraphrase the following when the party enter the factory:

The crackle of burning coals, the scent of hot metal, and the thick humid air hits you like a wall. Picked out by the red light of an enormous furnace, hulking figures sculpt dough into large, humanoid forms, drawing fresh ingredients from the crates and barrels that crowd the room. As you watch, two of these figures slide another into the sweltering furnace, releasing the hearty scent of baking bread as the door swings open. Mechanical apparatuses line the red brick walls, and two metal staircases lead to the floor above.

A successful **DC 10 Intelligence (History or cook's utensils)** check recalls that air must be humid for bread to prove, and so there must be water sources within the factory.

ENEMIES

The enemies in this wave are the factory's workers.

Level 3. At 3rd level, the wave 1 combatants are:

- 2 **dough golems*** (CR 1)
- 4 **swarms of crumblings*** (CR 1/4)

Level 7. At 7th level, the wave 1 combatants are:

- 3 **breadnoughts*** (CR 3)
- 3 **dough golems*** (CR 1)

Level 12. At 12th level, the wave 1 combatants are:

- 3 **chargoyles*** (CR 6)
- 3 **breadnoughts*** (CR 3)

*See Appendix C

TACTICS

The Constructs swarm the players with little tactical awareness other than to use their high strength to grapple creatures and put them into the furnace. They attack without any sense of self preservation.

END OF WAVE

When the last Construct is defeated, wave 1 ends.

Wave 2 begins at the start of the next round.





WAVE 2: RISING BREAD

This wave sees Pumpernax wake from her slumber atop the furnace and attack the party. Pumpernax can be described as “A golden-brown dragon-like creature adorned with conical horns, wings of sliced bread, and a carbonised club at the end of its tail.” Once the second wave begins, read aloud the following:

Following a roar like a ravenous lion tearing into a stale baguette, a muffled, crusty voice calls out, “Ah. Bakers seeking to prove themselves, is it? Thinking they can *rise* to the occasion and become the toast of the town?” The whole factory shakes as a quadrupedal creature with a long tail made of dangerously stale-looking croissants lands on the second floor’s walkway. “Well, I ryegret to inform you that your plan is *half-baked!*” the creature bellows, as the piping throughout the building rattles and fires out jets of steam.

ENEMIES

The enemies in this wave are Pumpernax the bread dragon and, at higher levels, a bread Construct.

Level 3. At 3rd level, the wave 2 combatant is:

- 1 **young bread dragon*** (CR 4)

Level 7. At 7th level, the wave 2 combatants are:

- 1 **adult bread dragon*** (CR 9)
- 1 **dough golem*** (CR 1)

Level 12. At 12th level, the wave 2 combatants are:

- 1 **ancient bread dragon*** (CR 16)
- 1 **chargoyle*** (CR 6)

*See Appendix C

TACTICS

Pumpernax descends to the second floor to attack the party through the stairwell. If there is a golem in the wave, it is operating the machinery to the south of the second floor.

Pumpernax. Pumpernax initially positions herself in one corner of the stairwell, such that she can target enemies with her Breadth Weapons as they come up the stairs to the second floor. She has total cover from creatures directly below her as well as from those in adjacent quadrants on the floor below. She has half cover from creatures in the opposite quadrant on the floor below. She can lean her head over the railing to target creatures with her Breadth Weapons in any quadrant other than the one directly below her.

Golem. As an action on the golem’s turn, it can operate the machinery to cause a spray of steam or a piston (GM’s choice) to fire towards one adventurer. The character must make a **VDC Dexterity saving throw**, taking **Vdam** fire or bludgeoning damage (GM’s choice) on a failure, or half as much damage on a success.

END OF WAVE

When Pumpernax is defeated, wave 2 ends, Hasbrodeus teleports into the office to the west of the second floor, and wave 3 immediately begins.

WAVE 3: CORPORATION UNLEASHED

Hasbrodeus (and any corporate goons mentioned) has teleported to the office in the second floor of the Breadsmithy and emerges with all (metaphorical) guns blazing. Hasbrodeus can be described as “a lifeless, corporate suit; a humanoid lump of mould and bread wearing a ragged pinstripe three piece.” Once the third wave begins, read aloud the following:

“Cease. And. Desist!” commands a faceless voice from the west. “You are infringing on WotT copyri- excuse me. Trespassing on WotT property. You will sign an NDA, hand over 25% of all gold pieces above 750, and submit all your toast recipes for processing. Or... you will die... of old age after I file several sequential injunctions.”

ENEMIES

In the final wave, the enemy is Hasbrodeus and, at higher levels, one or two corporate goons.

Level 3. At 3rd level, the wave 3 combatant is:

- 1 Hasbrodeus (**Count of Capitalism***, CR 5; Mythic CR 5)

Level 7. At 7th level, the wave 3 combatants are:

- 1 Hasbrodeus (**Marquis of Misery*** CR 9; Mythic CR 9)
- 1 **breadnought*** (CR 3)

Level 12. At 12th level, the wave 3 combatants are:

- 1 Hasbrodeus (**Duke of Disinformation***, CR 13; Mythic CR 13)
- 2 **chargoyles*** (CR 6)

*See Appendix C

TACTICS

Hasbrodeus is extremely good at identifying the strengths and weaknesses of potential enemies; for the purposes of tactics, it knows the saving throw modifiers of all the creatures. It targets low-intelligence martial enemies with its SLAPP action and uses its Revoke Contract legendary action against threatening melee combatants, teleporting them high up so they fall through to the ground floor. It uses its reaction as often as possible to prevent especially threatening actions and counterspells. Hasbrodeus can use the lair actions of Pumpernax. It isn't very wise and doesn't know when to back down, attempting to flee only when reduced to one-tenth of its hit points or fewer.

END OF WAVE

The wave ends when Hasbrodeus is defeated. You can read aloud the following:

In sputtering breaths, Hasbrodeus declares “I thought I was fair. Lawful. I was voted Most Just Corporation, putting its... stakeholders... first...” and evaporates into particles of greed, self-interest, and thinly veiled hatred for its customers.



OPTIONAL ENDING: PA'IZO THE GREAT

If you run this as a one-shot hunt, you may wish to create an overly dramatic event when Hasbrodeus is finally defeated. In this case, you can have the great sand wyrm, Pa'izo, be drawn to the ruckus the fighting has made and devour the factory. You can read the following:

After a brief silence, a low hum fills the air, emanating from every direction. It grows into a crescendo of shaking, brick dust showering down from above. With a sudden last gasp, Hasbrodeus reforms from thin air, and exclaims "Pa'izo! It will consume us and become stronger. What have I doooooone?" There's a thunderous crack as the roof's main beam gives way; the building is collapsing!

There are three rounds of environmental effects. The effect takes place on initiative count 20 of each round (losing ties).

Round 1: Tremors. The ground shakes, tools fall off shelves, and cracks appear in walls and windows. Each creature on the floor must make a **VDC Strength saving throw** or be knocked **prone**.

Round 2: Malfunction. The furnace and the steam apparatuses (the two big mechanical devices on the ground floor) explode. Each creature within **20 feet** of them must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failure or half as much on a success.

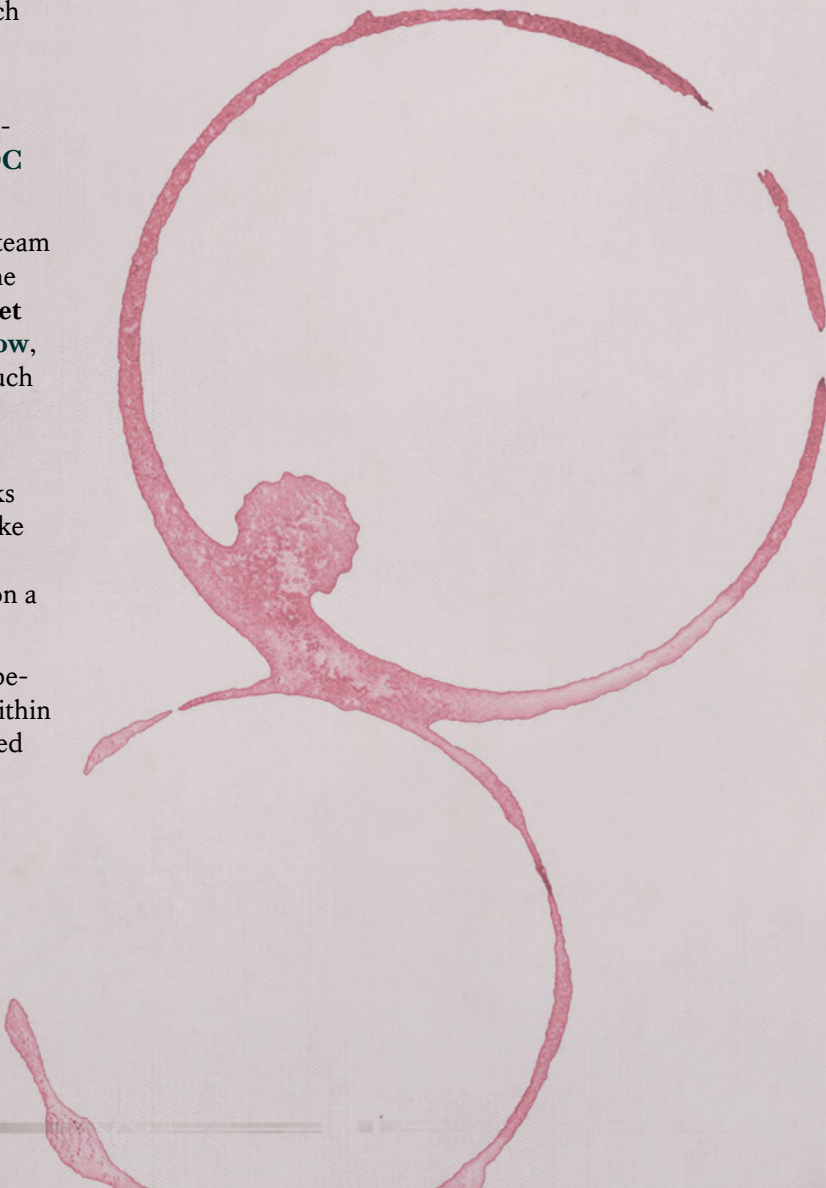
Round 3: Collapse. Debris begins to fall from above, all the windows shatter, and the floor cracks and warps. Each creature in the building must make a **VDC Dexterity saving throw**, taking **Vdam** bludgeoning damage on a failure or half as much on a success. The floor becomes difficult terrain.

At the end of the third round after this ending begins, the factory is devoured, and each creature within it takes **20d6** bludgeoning damage and is swallowed by Pa'izo.

AFTERMATH

Here are some additional developments that can occur after this hunt:

- Humperdink invents a new product: the self-portable sandwich. He biomances miniaturised bread golems that follow their owner around, asking to be eaten.
- Wizards of the Toast become a co-operative, owned by their diligent, creative, and entirely-not-to-blame employees, who agree to a truly open baking license. They are welcomed back into bakeries across the world with open arms and the toast-based collaborations are spectacular.
- With her final mission complete, Fairy Berry joins a band of roving bards, judging baking contests that bring wholesome delight to all.
- Pa'izo loves the taste of bread, and creates a new license with the help of the half-orc, Heliana, giving royalty-free, perpetual, and irrevocable access to toast recipes for all.



TREASURE

In the second floor office, is a treasure chest marked “*For use in case of strike action—buy off the ringleaders*”. Attached to the underside of the desk is a long package wrapped in sticky cloth. A note attached to the package reads “*In case of riots: use this and flee*”. This contains *buzzkill*, a magical sword (see Appendix A). The rarity of this item increases with the hunt’s level.

BREADSMITHY TREASURE CHEST

Hunt Level	Coins	Gems	Buzzkill
3rd	1d6 x 50 gp	1d4 x 25 gp	Uncommon
7th	2d6 x 10 gp	1d4 x 100 gp	Rare
12th	3d6 x 200 gp	1d4 x 500 gp	Very rare

The corpse of the bread dragon and Hasbrodeus can be harvested for components that can be crafted into unique items. Use the rules in *Heliana’s Guide to Monster Hunting* for Harvesting and Crafting.

CRAFTING

The following items can be crafted from the components harvested from the bread dragon and Hasbrodeus.

CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value (gp)*
<i>Emberink Stationery</i>	Wondrous item	Rare	Required	<i>Phial of corporate cerebral fluid</i>	<i>Robust</i>	2,500
		Very rare			<i>Potent</i>	10,000
		Uncommon			<i>Frail</i>	520
<i>Heart of Stone</i>	Wondrous item	Rare	Required	<i>Calcified corporate heart</i>	<i>Robust</i>	2,200
		Very rare			<i>Potent</i>	8,000
<i>Wafer Shield</i>	Wondrous item	Rare	Required	<i>Bread dragon crust</i>	<i>Robust</i>	3,000

*This is the ‘off-the-shelf’ purchase cost and can vary significantly from the crafting cost.

HARVESTING

The following unique components can be harvested from a bread dragon, in addition to those normal for a Construct.

BREAD DRAGON UNIQUE HARVEST TABLE

Component DC	Component
15	<i>Bread dragon crust</i> (3)

The following unique components can be harvested from Hasbrodeus and other corporate devils, in addition to those normal for a Fiend.

HASBRODEUS UNIQUE HARVEST TABLE

Component DC	Component
15	<i>Calcified corporate heart</i> (1)
20	<i>Phial of corporate cerebral fluid</i> (5)

APPENDIX A - MAGIC ITEMS

BUZZKILL

Weapon (any sword), rare (requires attunement)

Component: Beast (swarm of bees) eggs

The waxen tunnels of this sword's hilt are home to a swarm of industrious bees, which toil away relentlessly to produce sweet, magical honey. The sword vibrates with the indignant buzz of these loyal insects whenever it's held by one not attuned to it.

This sword has **4 charges** and regains **all** expended charges daily at dawn. Whenever you make an attack roll with this weapon without being attuned to it, you take **1d4** piercing damage as bees sting you.

Honey Coating. As an action while holding this sword, you can spend **1 charge** to launch a spray of sticky honey in a **20-foot cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or be covered in honey until the end of its next turn, when the honey dissolves. A creature covered in honey has **disadvantage** on attack rolls and Dexterity saving throws, and its speed is halved.

Sugar Rush. While holding this sword, you can spend **1 charge** to cast the *sugar rush* spell. When you cast the spell in this way, it has a range of touch, as you feed some of the sword's honey to the target.

Uncommon variant: Reduce the charges to 2, and the **DC** to 13.

Very rare variant: Increase the charges to 6, and the **DC** to 16. The item has the Honeyed Words property.

Honeyed Words. As an action, you can spend **1 charge** and consume a portion of the honey, gaining **advantage** on **Persuasion** checks for **1 hour**.

EMBERINK STATIONERY

Wondrous item, very rare (requires attunement)

Component: phial of corporate cerebral fluid

Filtered from fiendish blood, this pot of fiery orange ink melts most mundane quills that dare to dip into its contents. Only its compatriot, the enchanted *pitbat quill* which forms part of the stationery, can contain the lava-like liquid. An *emberink stationery* is often used as a training tool for new devils, promoting teamwork and the virtues of adhering to a contract.

Charges & Charging. An *emberink stationery* can hold a maximum of **4 charges**, contains **1d4** charges when found, and regains charges when the ink pot is used to capture a Fiend's blood. As Fiends' bodies disappear from the Material Plane on death, fiendish

BUZZKILL



blood must be extracted while the Fiend is still alive. You can use an action to extract blood from a living Fiend within your reach. If the Fiend is unwilling, the Fiend must be restrained or incapacitated and be below half of its maximum hit points. When blood is extracted in this way, the stationery regains a number of charges equal to a roll of one of the Fiend's Hit Dice, and once it regains charges, it can't do so again until the next dawn.

Contractual Obligation. As an action, you can use the stationery to write on the skin of a willing Humanoid. The ink burns into the flesh of your target, raking a cauterised scar, while an identical burn appears in a similar place on your own body. Both you and the creature take 1 fire damage. Choose one of the following glyphs and expend the appropriate number of charges; for 1 hour, you are both subjected to the associated magical effects.

- **Ward (1 charge).** While you and the creature are within 30 feet of one another, you both have a +1 bonus to AC. While you are more than 30 feet apart, you both suffer a -1 penalty to AC.
- **Warp (2 charges).** While you and the creature are within 30 feet of one another, each affected creature can choose whether it is enlarged or reduced, as per the *enlarge/reduce* spell. An affected creature can use its action to return to normal size, or to enlarge or reduce itself if it's already normal size. While you are more than 30 feet apart, both

creatures return to their normal size.

- **Wrath (1 charge).** While you and the creature are within 30 feet of one another, you both gain a +1 bonus to attack and damage rolls. While you are more than 30 feet apart, you both suffer a -1 penalty to attack and damage rolls.

Once the stationery has been used to sign a glyph, the ink turns dark and it can't be used again until the current contract is complete (i.e., the hour has elapsed).

Rare variant: Reduce the maximum number of charges to 2.

HEART OF STONE

Wondrous item, rare (requires attunement)

Component: calcified Fiend heart

When a Fiend dies near this fist-sized lump of obsidian, its soul is incarcerated within its inky confines. A creature that attunes to this petrified devil's heart learns the name of any soul imprisoned within it and can drain the soul's life force to create powerful magic. However, with each interaction, there is always a chance that the Fiend can break free of this stony jail.

The heart can be used as a spellcasting focus for your spells.

EMBERINK
STATIONERY

HEART OF STONE

Soultrap. When a Fiend of CR 12 or lower dies within 10 feet of the heart and the heart doesn't already have a soul trapped within it, the Fiend's soul becomes trapped within the heart. The heart gains a number of charges equal to the maximum number of Hit Dice the Fiend possessed. If all these charges are expended, the soul is shredded and destroyed.

While you hold the stone, you can communicate telepathically with the imprisoned soul, if it is willing. You can release an imprisoned soul back to the Lower Planes as an action.

Soulshred. While you hold the heart, you can expend charges from it to cast the following spells (**save DC 15**): *bane* (1 charge), *bestow curse* (3 charges), *calm emotions* (2 charges), *enrage** (2 charges), *remove curse* (3 charges).

After you cast a spell in this way, you must make a **Charisma** check contested by the imprisoned Fiend's. On a failure, the Fiend's soul escapes and is released back to the Lower Planes, and the heart loses all its remaining charges. If a soul escapes or is released while you're on one of the Lower Planes, the Fiend can immediately materialise with all of its hit points in an unoccupied space within 10 feet of the heart.

Uncommon variant: Reduce the Fiend's maximum CR to 6 and the DC to 13. Remove *bestow curse* and *remove curse* from the list of spells.

Very rare variant: Increase the Fiend's maximum CR to 18 and the DC to 16. Add the *stoneskin* spell (4 charges) to the list of spells. When this spell is cast using this item, the target's skin resembles the obsidian of the heart.

*See Appendix B

WAFER SHIELD

Shield, rare (requires attunement)

Component: bread dragon crust

Contrived as a means of quickly navigating the Grand Bakery of Babaganoush, wafer shields, surfing on their torrents of hot chocolate, have become an increasingly common occurrence.

While attuned to this shield, you can doff it and mount it as a bonus action. Whilst mounted, you ignore nonmagical difficult terrain, can move across the surface of liquids, and your movement speed becomes 40 feet. If you take damage while mounted, you must succeed on a **Dexterity saving throw** or fall off the shield, landing **prone**. The DC for the saving throw equals 10 or **half the damage taken**, whichever is higher. You can dismount the shield and don it again as a bonus action.

Once on each of your turns, if you move 20 feet in a straight line, you can whip the shield in a cool move (no action required), splashing hot chocolate all over one creature within 5 feet of you. The creature must make a **Dexterity saving throw**, taking 2d8 fire damage on a failure, or half as much damage on a success. The DC for the saving throw equals 8 + **your Dexterity (Acrobatics)** modifier.

WAFER SHIELD



APPENDIX B - SPELLS

BREADSKIN

2nd-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (some uncooked dough)

Duration: Concentration, up to 1 hour

Class: Bard, Ranger, Sorcerer, Tamer, Wizard

You touch a willing creature, causing a layer of spongy bread to grow from its skin, quickly forming a hard, golden outer crust which lasts for the spell's duration. Until the spell ends, the target reduces each instance of bludgeoning, piercing, or slashing damage it takes from nonmagical attacks by 2. The spell ends early if the target is ever submerged in water or has 5 or more gallons of water poured on it.

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

ENRAGE

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet (20-foot-radius sphere)

Components: V, S, M (a red handkerchief)

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each Humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

HASBRODEUS' BINDING LAWSUIT

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an ornate briefcase worth at least 25 gp)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Wizard

You gesture at a creature within range, causing ethereal red tape to attempt to bind the target. When you cast the spell, and at the end of each of the creature's turns for the spell's duration, the creature must make an **Intelligence saving throw** or become **restrained** by the red tape until the end of its next turn.

A creature that starts its turn restrained in this way must succeed on a **Charisma saving throw** or be teleported to a pocket dimension within your briefcase. A creature in your briefcase can use its action to make an **Intelligence** check, adding its proficiency bonus if it can speak or understand the language of Legalese. On a successful check, or if the spell ends while the target is in the briefcase, the target reappears in the nearest unoccupied space to the briefcase.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

OBJECTION

4th-level enchantment

Casting Time: 1 reaction, which you take when you see a creature within the spell's range taking an action, bonus action, or reaction.

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Bard, Paladin, Tamer, Wizard

"*Objection!*" you cry, gesturing at a creature within range. That creature must succeed on a **Wisdom saving throw** or be unable to take the action, bonus action, or reaction it was going to take until the end of the current turn. For example, if the creature was a monster taking the Multi-attack or Cast a Spell action on its turn and failed the saving throw, it would have to take a different action that turn. Similarly, a creature taking a legendary action that fails this saving throw can't take a legendary action on that turn. A creature whose level or CR is 12 or higher automatically succeeds on its saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the CR or level at which a creature automatically succeeds on this saving throw increases by 4 for each slot level above 4th.

PAPERWORK

1st-level conjuration

Casting Time: 1 action
Range: 60 feet (5-foot-diameter sphere)
Components: V, S, M (a sheet of paper)
Duration: Concentration, up to 1 minute
Class: Bard, Wizard

You call forth a flock of flying paperwork—memos, letters, and paper planes—in a **5-foot-diameter sphere** within range. The paperwork can occupy the space of another creature. A creature who starts its turn in the paperwork's space must make a **Dexterity saving throw**, taking **1d8** slashing damage on a failed save, or half as much damage on a success.

As a bonus action, you can move the sphere up to **30 feet** to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d8** for each slot level above 1st.

SUGAR RUSH

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (some candy)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its walking speed by the end of its turn, it then develops a stomach ache and is **poisoned** until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.

SUMMON CRUMBS

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (some stale bread)
Duration: 1 round
Class: Bard, Sorcerer, Tamer, Wizard

You conjure some irritating crumbs in an inconvenient location within the garb of a creature you can see within range, such as inside their sock, down the front of their shirt, or in their hair. The creature must succeed on a **Wisdom saving throw** or be distracted until the start of your next turn. While distracted, the creature has **disadvantage** on **Wisdom (Perception and Insight)** checks.

The number of creatures that you can simultaneously target with this spell increases by 1 when you reach 5th level (2 creatures), 11th level (3 creatures), and 17th level (4 creatures).

WATER CANNON

2nd-level conjuration

Casting Time: 1 action
Range: Self (1-foot-wide, 50-foot-long line)
Components: V, S, M (a length of pipe)
Duration: Instantaneous
Class: Cleric, Paladin, Sorcerer, Warlock

You conjure 20 gallons of water which erupts forth from you as a high-velocity jet, forming a line 50 feet long and 1 foot wide. Each creature in the area must make a **Dexterity saving throw**. On a failure, a creature takes **2d8** bludgeoning damage and, if the creature fails the saving throw by 5 or more, the creature is knocked **prone**. On a success, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each slot level above 2nd.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 4 pints. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the creature is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the source of water on a failure.

The spell's damage increases by 1d6 and the distance it can pull a target increases by 5 feet when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).

APPENDIX C - CREATURES

BREAD GOLEMS

Iron is tricky to shape, clay is brittle, and flesh is... messy. As far as substrates from which to make a golem, bread is surely the most ubiquitous and easy to shape. Bread golems are loyal, strong creatures that follow their internal programming to a fault.

Invention. As every self-respecting golemancer knows, the instructions which give a golem purpose must be written on the same substance as that which is used to craft the golem itself. Tattooed skin for a flesh golem, engraved metal for an iron golem, and chiselled marble for a stone golem. The secret to bread golems' creation was the invention of toasting; with this technology, written instructions could be placed onto bread, allowing the easy creation of large numbers of strong workers. The Wizards of the Toast guard this secret litigiously, suing any that come near they patented processes.

Bakomancy. Mix ingredients, knead dough, form into desired shape, leave to prove in a humid environment, and then insert a magically infused bread-based substance (typically flatbread) etched with toasted, legally binding instructions into the dough golem's head. Blast it with a pulse of biomantic energy and voilà! You have a functioning dough golem. For extra longevity, be sure to fire the golem in a hot oven. This ensures a thick, protective crust, a slight increase in mobility, and a marginal gain in mental faculties.

Heat and Humidity. For such robust creatures, bread golems are surprisingly susceptible to changes in their environment. Water is their greatest enemy: too little and they become stale, too much and all internal structure becomes a soggy mush. Fire, on the other hand, can char and blister their exterior, producing dangerous and unsightly carbonised spikes.

BREADNOUGHTS

Breadnoughts comprise the mainstay of WotT's enforcement squads. Their thick crust provides defence against angry bakers, and their increased mobility lets them chase down fleeing royalty-avoiders.

BREADNOUGHT

Large Construct, Neutral

Armour Class 15 (natural armour)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	4 (-3)	6 (-2)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages Legalese

Challenge 3 (700 XP)

Proficiency Bonus +2

Charrable. If the breadnought takes fire or radiant damage, its attacks deal an additional 2 (1d4) slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the breadnought comes into contact with 1 or more gallons of water in a single round, its speed is halved and its AC is reduced by 5 until the end of its next turn, or until it takes cold or fire damage.

ACTIONS

Multiattack. The breadnought makes two melee attacks.

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



CHARGOYLES

Flying bread golems infused with elemental fire, chargoyle are the dangerous elite of the bread golems. First crafted as an accident when a wizard set their imp-powered alarm for 4 a.m. rather than 4 p.m., chargoyle are exceedingly difficult to make. They must be baked at a high heat with low oxygen which typically yields nothing but piles of black dust. However, with a great enough suffusion of biomantic magic and *volatile motes of fire*, an exceedingly light golem capable of flight can be formed. This process is extra dangerous, as the instructions the golem follows can sometimes erode during the extreme baking, leading to rogue individuals with a burgeoning sentience.

CHARGOYLE

Large Construct, Neutral

Armour Class 17 (natural armour)

Hit Points 95 (10d10 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	3 (-4)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Legalese

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Heated Body. A creature that touches the chargoyle or hits it with a melee attack while within **5 feet** of it takes **7 (2d6)** fire damage.

Heated Weapons. Any metal melee weapon the chargoyle wields deals an extra **3 (1d6)** fire damage on a hit (included in the attack).

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

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

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

Soggy Bottom. If the chargoyle comes into contact with **1** or more gallons of water in a single round, its speed is halved and its AC is reduced by **5** until the end of its next turn, or until it takes cold or fire damage.

ACTIONS

Multiattack. The chargoyle makes three melee attacks: two with its Fists and one with its Tail, or it makes two Hurl Flame attacks.

Fist. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* **11 (2d6 + 3)** bludgeoning damage plus **3 (1d6)** fire damage.

Tail. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* **10 (1d10 + 4)** bludgeoning damage plus **3 (1d6)** fire damage.

Hurl Flame. *Ranged Spell Attack:* **+7** to hit, range 60 ft., one target. *Hit:* **11 (2d10)** fire damage.

DOUGH GOLEMS

Dough golems are unfired bread golems. Slower, less well-armoured, and less intelligent than breadnoughts or chargoyles, these creatures make for excellent factory workers. In addition, the savings garnered by omitting the firing step more than make up for any decrease in speed.

DOUGH GOLEM

Large Construct, Neutral

Armour Class 8

Hit Points 45 (6d10 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	14 (+2)	2 (-4)	4 (-3)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages Legalese

Challenge 1 (200 XP)

Proficiency Bonus +2

Charrable. If the golem takes fire or radiant damage, its attacks deal an additional 2 (1d4) slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the golem comes into contact with 1 or more gallons of water in a single round, its speed is halved and its AC is reduced by 5 until the end of its next turn, or until it takes cold or fire damage.

ACTIONS

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

SWARM OF CRUMBLINGS

Medium swarm of Tiny Constructs, Neutral

Armour Class 8

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages understands Legalese but doesn't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Charrable. If the swarm takes fire or radiant damage, its attacks deal an additional 2 (1d4) slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the swarm comes into contact with 1 or more gallons of water in a single round, its speed is halved and its AC is reduced by 5 until the end of its next turn, or until it takes cold or fire damage.

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

ACTIONS

Stabs. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

BREAD DRAGONS

Wizards Weekly, Dr. Stein's favourite monthly magazine (they miss a lot of issues), did a feature on bearded dragons after a group of five terrified adventurers brought back a specimen from a tropical island. Dr. Stein misread this name and, when he tried to create something similar himself, produced a decidedly more doughy version. Thus was born the breaded dragon, which has produced such famous individuals as Jörmungluten, Flourfnir, and Doughroboros, as well as all sorts of crusty subspecies like the ryevern and ryedra.

Habitat & Lifecycle. To properly age and moult, a breaded dragon needs both humidity and fiery heat. For this reason, they love volcanic islands in tropical locations. To grow, a dragon must shed. After moulting, a breaded dragon must lounge in high humidity, allowing its flesh to prove, before firing itself beside the heat of red hot magma to develop a nice thick crust. If a breaded dragon does not prove sufficiently, it comes out of the whole process feeling a bit deflated.

Legally Adept. Bread dragons are born with an innate understanding of legal jargon and the ability find holes in almost any discussion. They are masters of pedantry, possessing a supernatural ability to "um actually..." almost any conversation to death. As with most purveyors of the law, bread dragons seek riches, and are especially partial to ostentatious pastries like gold-leafed croissants and jewel-encrusted muffins.

A Bread Dragon's Lair. A bread dragon lairs where heat meets humidity. This could be the urban jungle beneath a steamworks, a damp subterranean cave near magma chambers, or natural hot springs.

LAIR ACTIONS

The magic of Legalese weaves complex, magical threads throughout a bread dragon's lair. The saving throw DC and damage of the lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
3rd	12	+4	3 (1d6)
7th	14	+6	7 (2d6)
12th	16	+8	14 (4d6)

Lair Actions. On initiative count 20 (losing initiative ties), Hasbrodeus uses a lair action; he can't use the same effect two rounds in a row:

It Was Just a Draft. The magic of Legalese tries to re-write history and indicate any agreements were 'just drafts'. Each creature of the bread dragon's choice that is in the lair must make a **VDC Wisdom saving throw** or be **charmed** by the bread dragon and his bread golems until initiative count 20 of the following round (winning ties) or it takes damage.

Paperwork. A flock of tiny paper planes animates, lacerating creatures as they zoom by. Each creature of the bread dragon's choice in a **30-foot-radius sphere** centred on a point in the lair must make a **VDC Dexterity saving throw** taking **Vdam** slashing damage on a failure, or half as much damage on a success.

Red Tape. Up to three **15-foot cubes** within the lair become filled with ethereal red tape. A creature that starts its turn in the area or enters the area for the first time on a turn must succeed on a **VDC Intelligence saving throw** or become **restrained** by the tape. The restrained creature, or a creature that has proficiency in History or that can speak Legalese within reach of a restrained creature, can use its action to make a **VDC Intelligence (History)** check, freeing the restrained creature on a success. A creature that can speak or read Legalese has **advantage** on this saving throw and check.

Each creature that is restrained by the tape on initiative count 20 of the next round (winning ties) gains 1 level of **exhaustion**, after which the tape disappears and the creature is freed.

REGIONAL EFFECTS

The region containing a legendary bread dragon's lair is warped by the dragon's magic:

- Bread within 6 miles of the lair spoils remarkably slowly.
- Fog banks of hot steam can spontaneously appear within 1 mile of the dragon's lair, making navigation difficult and increasing the amount of water creatures must drink to stay hydrated.
- All humidity in the area dissipates, and the ground dries and cracks like a tiger loaf.

If the dragon dies, these effects fade over the course of **1d10** days.



BREAD DRAGON DOUHLING

Medium Construct, Lawful Neutral

Armour Class 12 (natural armour)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +2, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +2

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, Legalese

Challenge 1 (200 XP) **Proficiency Bonus** +2

Charrable. If the dragon takes fire or radiant damage, its attacks deal an additional 2 (1d4) slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the dragon comes into contact with 1 or more gallons of water in a single round, its speed is halved and its AC is reduced by 5 until the end of its next turn, or until it takes cold or fire damage.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Breadth Weapon (Recharge 5–6). The dragon uses one of the following breadth weapons.

Garlic Breadth. The dragon exhales foul-smelling gas in a 15-foot cone. Each creature in the area must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Gluten Breadth. The dragon exhales thick, sticky gluten in a 20-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can use its action to make a DC 11 Strength (Athletics) check, freeing itself or a creature within its reach on a success.

YOUNG BREAD DRAGON

Large Construct, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 85 (10d10 + 30)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities poison, psychic

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Legalese

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charrable. If the dragon takes 5 or more fire or radiant damage in a single instance, its attacks deal an additional 2 (1d4) slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the dragon comes into contact with 5 or more gallons of water in a single round, its speed is halved and its AC is reduced by 5 until the end of its next turn, or until it takes 5 or more cold or fire damage in a single instance.

ACTIONS

Multiaction. The dragon makes two attacks: one with its Claws and one with its Tail.

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

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

Breadth Weapon (Recharge 5–6). The dragon uses one of the following breadth weapons.

Garlic Breadth. The dragon exhales foul-smelling gas in a 30-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Gluten Breadth. The dragon exhales thick, sticky gluten in a 40-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw or be restrained for 1 minute. A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or a creature within its reach on a success.

LEGENDARY ACTIONS

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

Prove. The dragon gains 5 (2d4) temporary hit points.

Rise. The dragon moves up to its flying speed.

Tail Attack (Costs 2 Actions). The dragon makes a Tail attack.

ADULT BREAD DRAGON

Huge Construct, Lawful Neutral

Armour Class 16 (natural armour)

Hit Points 149 (13d12 + 65)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, Legalese

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Charrable. If the dragon takes **10** or more fire or radiant damage in a single instance, its attacks deal an additional **3 (1d6)** slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the dragon comes into contact with **10** or more gallons of water in a single round, its speed is halved and its AC is reduced by **5** until the end of its next turn, or until it takes **10** or more cold or fire damage in a single instance.

ACTIONS

Multiattack. The dragon makes two attacks: one with its Claws and one with its Tail.

Claw. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* **12 (2d6 + 5)** slashing damage.

Tail. *Melee Weapon Attack:* **+9** to hit, reach 15 ft., one target. *Hit:* **11 (1d12 + 5)** bludgeoning damage.

Breadth Weapon (Recharge 5–6). The dragon uses one of the following breadth weapons.

Garlic Breadth. The dragon exhales foul-smelling gas in a **60-foot cone**. Each creature in the area must make a **DC 17 Constitution saving throw**, taking **35 (10d6)** poison damage on a failed save, or half as much damage on a successful one.

Gluten Breadth. The dragon exhales thick, sticky gluten in a **60-foot line** that is **10 feet wide**. Each creature in that line must succeed on a **DC 17 Dexterity saving throw** or be **restrained for 1 minute**. A creature can use its action to make a **DC 17 Strength (Athletics)** check, freeing itself or a creature within its reach on a success.

LEGENDARY ACTIONS

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

Prove. The dragon gains **9 (2d8)** temporary hit points.

Rise. The dragon moves up to its flying speed.

Tail Sweep (Costs 2 Actions). The dragon swings its tail in a wide circle. Each creature within **15 feet** of it must succeed on a **DC 17 Dexterity saving throw** or take **11 (2d10)** bludgeoning damage and be knocked prone.

ANCIENT BREAD DRAGON

Gargantuan Construct, Lawful Neutral

Armour Class 17 (natural armour)

Hit Points 280 (16d20 + 112)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	16 (+3)	13 (+2)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Perception +11, Stealth +5

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, Legalese

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Charrable. If the dragon takes **15** or more fire or radiant damage in a single instance, its attacks deal an additional **3 (1d8)** slashing damage on a hit until it finishes a long rest.

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

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

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

Soggy Bottom. If the dragon comes into contact with **20** or more gallons of water in a single round, its speed is halved and its AC is reduced by **5** until the end of its next turn, or until it takes **20** or more cold or fire damage in a single instance.

ACTIONS

Multiattack. The dragon makes three attacks: two with its Claws and one with its Tail.

Claw. *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 14 (**2d6 + 7**) slashing damage.

Tail. *Melee Weapon Attack:* **+12** to hit, reach 20 ft., one target. *Hit:* 13 (**1d12 + 7**) bludgeoning damage.

Breadth Weapon (Recharge 5–6). The dragon uses one of the following breadth weapons.

Garlic Breadth. The dragon exhales foul-smelling gas in a **90-foot cone**. Each creature in the area must make a **DC 20 Constitution saving throw**, taking 49 (**14d6**) poison damage on a failed save, or half as much damage on a successful one.

Gluten Breadth. The dragon exhales thick, sticky gluten in a **90-foot line** that is **10 feet wide**. Each creature in that line must succeed on a **DC 20 Dexterity saving throw** or be **restrained** for **1 minute**. A creature can use its action to make a **DC 20 Strength (Athletics)** check, freeing itself or a creature within its reach on a success.

LEGENDARY ACTIONS

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

Prove. The dragon gains 13 (**2d12**) temporary hit points.

Rise. The dragon moves up to its flying speed.

Tail Attack. The dragon makes a Tail attack.

Tail Sweep (Costs 2 Actions). The dragon swings its tail in a wide circle. Each creature within **20 feet** of it must succeed on a **DC 20 Dexterity saving throw** or take 22 (**4d10**) bludgeoning damage and be knocked **prone**.

CORPORATE DEVILS

With the invention of centralised trading platforms, esoteric derivatives, and gullible pension funds, corporate devils have flourished. These Fiends hide behind layers of bureaucracy, using insider trading to crash stocks, cause suffering, and create a desperate populace seeking safety. For the mere price of one's soul, these devils can assure financial security for the rest of one's days.

Above all else, corporate devils desire control; they prefer to exploit others with devious contracts and capitalise on desperate bargains rather than simply eliminate those they view as competition. They routinely plot against respected humanoids of the Material Plane, specifically targeting the most innovative visionaries, seeking to undermine their success and replace it with chaos, anxiety, instability, and dread.

Pyramid Schemes. Corporate devils' first foray into the Material Plane involved the building of pyramids. The tiered business structure involved promising unrealistic returns on investment for the construction of these edifices, and used the investment of later investors to pay off the earlier ones. This gave the impression of a successful enterprise, and, when it all

finally collapsed, provided the devils with a swathe of souls which had been promised as collateral. Now, theorists the world over postulate wild hypotheses as to the prevalence and significance of these enormous monuments.

HASBRODEUS

Hasbrodeus is known by many titles: Count of Corporatism, Lord of Legalese, Hated of the Homebrewers, Slayer of Fandoms, Waller of Gardens, Transactor of Microns, the Deauthoriser, Colin Robinson. Halflings call it The Pinstripe Pursesnatcher, dwarves, the Corroder of Gold, and even the elves of the Monastery of Hardheaded Singlemindedness revere Hasbrodeus' ability to listen and learn *nothing*.

Hard Headed. Notoriously, Hasbrodeus refuses to solicit input from others (even its own allies) with regards to its plans. It believes its personal experiences and ideas are superior and more than sufficient for executing its schemes, despite the warnings it receives in response to leaks. This leads to severe, even fatal, consequences—both for itself and for those it sought to manipulate.



HASBRODEUS, COUNT OF CAPITALISM

Medium Fiend (devil), Lawful Evil

Armour Class 16 (natural armour)

Hit Points 71 (13d8 + 13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	18 (+4)	6 (-2)	10 (+0)

Saving Throws Dex +3, Con +4, Wis +1

Skills Arcana +7, History +7, Perception +1

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal, Legalese, telepathy 120 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Decaying Weapons. Hasbrodeus' weapon attacks are magical. Hasbrodeus deals an extra 5 (2d4) necrotic damage when it hits with a weapon attack (included in the attacks).

Legendary Resistance (2/Day). If Hasbrodeus fails a saving throw, it can choose to succeed instead.

Venture Capital (Recharges after a Short or Long Rest). If Hasbrodeus would be reduced to 0 hit points, it summons spectral investors and its current hit point total instead resets to 71 hit points, it recharges its SLAPP, and it regains any expended uses of Legendary Resistance. Additionally, Hasbrodeus can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 1,800 XP (3,600 XP total) for defeating Hasbrodeus after its Venture Capital activates.

ACTIONS

Multiattack. Hasbrodeus uses SLAPP, if available, and then makes two attacks with its Corporate Lash.

Corporate Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 5 (2d4) necrotic damage.

SLAPP (Recharge 4–6). *Saving Throw:* DC 15 Intelligence, range 60 ft., one creature. *Failure:* 7 (2d6) psychic damage and the target is **restrained** by legal bonds that manifest as ethereal chains. A creature restrained in this way gains 1 level of **exhaustion** at the end of each of its turns. The restrained creature, or a creature that has proficiency in History or that can speak Legalese within reach of a restrained creature, can use its action to make a DC 15 Intelligence (History) check, freeing the restrained creature on a success. A creature fluent in Legalese has **advantage** on this saving throw and check.

REACTIONS

Alter Contract. After a creature that Hasbrodeus can see within 30 feet of it takes an action, Hasbrodeus can re-write the rules. That creature can't take that action again on its next turn.

Cease and Desist (2/Day). Hasbrodeus casts *counterspell* using Intelligence as the spellcasting ability.

LEGENDARY ACTIONS

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

Whip. Hasbrodeus makes one Corporate Lash attack.

Revoke Contract. Hasbrodeus targets one creature it can see within 15 feet of it. The creature must succeed on a DC 15 Charisma saving throw or be teleported to an unoccupied space of Hasbrodeus' choice that it can see within 30 feet of it. Until the end of that creature's next turn, it can't move or be moved within 15 feet of Hasbrodeus. A creature that can speak or read Legalese has **advantage** on this saving throw.

MYTHIC ACTIONS

If Hasbrodeus' Venture Capital trait has activated in the last hour, it can use the options below as legendary actions.

Intellectual Theft (Costs 2 Actions). Hasbrodeus chooses one action or bonus action a creature took during the previous turn and takes that action or bonus action. If this was the Cast a Spell action, Hasbrodeus casts the same spell using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks). If the action involved a weapon attack, Hasbrodeus summons a copy of that weapon to make the attack. If the action involved a class feature, Hasbrodeus uses that same class feature. The GM has great latitude in deciding how this works mechanically.

Mass Injunctions (Costs 2 Actions). Hasbrodeus targets any number of creatures that it can see within 30 feet of it, conjuring ribbons of ethereal red tape and forcing each creature to make a DC 15 Intelligence saving throw. On a failure, a creature takes 9 (2d8) psychic damage, it is afflicted by the confusion spell, and its speed is halved until the end of its next turn. On a success, a creature takes half as much damage and its speed is halved until the end of its next turn. A creature that is confused can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that can speak or read Legalese has **advantage** on this saving throw.

HASBRODEUS, MARQUIS OF MISERY

Medium Fiend (devil), Lawful Evil

Armour Class 17 (natural armour)

Hit Points 130 (20d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	20 (+5)	8 (-1)	12 (+1)

Saving Throws Dex +4, Con +7, Wis +3

Skills Arcana +9, History +9, Perception +3

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal, Legalese, telepathy 120 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Decaying Weapons. Hasbrodeus' weapon attacks are magical. Hasbrodeus deals an extra 7 (2d6) necrotic damage when it hits with a weapon attack (included in the attacks).

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

Venture Capital (Recharges after a Short or Long Rest). If Hasbrodeus would be reduced to 0 hit points, it summons spectral investors and its current hit point total instead resets to 104 hit points, it recharges its SLAPP, and it regains any expended uses of Legendary Resistance. Additionally, Hasbrodeus can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 5,000 XP (10,000 XP total) for defeating Hasbrodeus after its Venture Capital activates.

ACTIONS

Multiattack. Hasbrodeus uses SLAPP, if available, and then makes two attacks with its Corporate Lash.

Corporate Lash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 7 (2d6) necrotic damage.

SLAPP (Recharge 4–6). *Saving Throw:* DC 17 Intelligence, range 60 ft., one creature. *Failure:* 10 (3d6) psychic damage and the target is **restrained** by legal bonds that manifest as ethereal chains. A creature restrained in this way gains 1 level of **exhaustion** at the end of each of its turns. The restrained creature, or a creature that has proficiency in History or that can speak Legalese within reach of a restrained creature, can use its action to make a DC 17 Intelligence (History) check, freeing the restrained creature on a success. A creature fluent in Legalese has **advantage** on this saving throw and check.

REACTIONS

Alter Contract. After a creature that Hasbrodeus can see within 30 feet of it takes an action, Hasbrodeus can re-write the rules. That creature can't take that action again on its next turn.

Cease and Desist (2/Day). Hasbrodeus casts *counterspell* using Intelligence as the spellcasting ability.

LEGENDARY ACTIONS

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

Whip. Hasbrodeus makes one Corporate Lash attack.

Revoke Contract. Hasbrodeus targets one creature it can see within 15 feet of it. The creature must succeed on a DC 17 **Charisma saving throw** or be teleported to an unoccupied space of Hasbrodeus' choice that it can see within 30 feet of it. Until the end of that creature's next turn, it can't move or be moved within 15 feet of Hasbrodeus. A creature that can speak or read Legalese has **advantage** on this saving throw.

MYTHIC ACTIONS

If Hasbrodeus' Venture Capital trait has activated in the last hour, it can use the options below as legendary actions.

Intellectual Theft (Costs 2 Actions). Hasbrodeus chooses one action or bonus action a creature took during the previous turn and takes that action or bonus action. If this was the Cast a Spell action, Hasbrodeus casts the same spell using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). If the action involved a weapon attack, Hasbrodeus summons a copy of that weapon to make the attack. If the action involved a class feature, Hasbrodeus uses that same class feature. The GM has great latitude in deciding how this works mechanically.

Mass Injunctions (Costs 2 Actions). Hasbrodeus targets any number of creatures that it can see within 30 feet of it, conjuring ribbons of ethereal red tape and forcing each creature to make a DC 17 Intelligence saving throw. On a failure, a creature takes 13 (3d8) psychic damage, it is afflicted by the confusion spell, and its speed is halved until the end of its next turn. On a success, a creature takes half as much damage and its speed is halved until the end of its next turn. A creature that is confused can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that can speak or read Legalese has **advantage** on this saving throw.

HASBRODEUS, DUKE OF DISINFORMATION

Medium Fiend (devil), Lawful Evil

Armour Class 17 (natural armour)

Hit Points 172 (23d8 + 69)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	23 (+6)	9 (-1)	14 (+2)

Saving Throws Dex +5, Con +8, Wis +4

Skills Arcana +11, History +11, Perception +4

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Infernal, Legalese, telepathy 120 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Decaying Weapons. Hasbrodeus' weapon attacks are magical. Hasbrodeus deals an extra 9 (2d8) necrotic damage when it hits with a weapon attack (included in the attacks).

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

Venture Capital (Recharges after a Short or Long Rest). If Hasbrodeus would be reduced to 0 hit points, it summons spectral investors and its current hit point total instead resets to 172 hit points, it recharges its SLAPP, and it regains any expended uses of Legendary Resistance. Additionally, Hasbrodeus can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 10,000 XP (20,000 XP total) for defeating Hasbrodeus after its Venture Capital activates.

ACTIONS

Multiattack. Hasbrodeus uses SLAPP, if available, and then makes two attacks with its Corporate Lash.

Corporate Lash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 9 (2d8) necrotic damage.

SLAPP (Recharge 4—6). *Saving Throw:* DC 19 Intelligence, range 60 ft., one creature. *Failure:* 14 (4d6) psychic damage and the target is **restrained** by legal bonds that manifest as ethereal chains. A creature restrained in this way gains 1 level of **exhaustion** at the end of each of its turns. The restrained creature, or a creature that has proficiency in History or that can speak Legalese within reach of a restrained creature, can use its action to make a DC 15 Intelligence (History) check, freeing the restrained creature on a success. A creature fluent in Legalese has **advantage** on this saving throw and check.

REACTIONS

Alter Contract. After a creature that Hasbrodeus can see within 30 feet of it takes an action, Hasbrodeus can re-write the rules. That creature can't take that action again on its next turn.

Cease and Desist (3/Day). Hasbrodeus casts *counterspell* using Intelligence as the spellcasting ability.

LEGENDARY ACTIONS

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

Whip. Hasbrodeus makes one Corporate Lash attack.

Revoke Contract. Hasbrodeus targets one creature it can see within 15 feet of it. The creature must succeed on a DC 19 **Charisma saving throw** or be teleported to an unoccupied space of Hasbrodeus' choice that it can see within 30 feet of it. Until the end of that creature's next turn, it can't move or be moved within 15 feet of Hasbrodeus. A creature that can speak or read Legalese has **advantage** on this saving throw.

MYTHIC ACTIONS

If Hasbrodeus' Venture Capital trait has activated in the last hour, it can use the options below as legendary actions.

Intellectual Theft (Costs 2 Actions). Hasbrodeus chooses one action or bonus action a creature took during the previous turn and takes that action or bonus action. If this was the Cast a Spell action, Hasbrodeus casts the same spell using Intelligence as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks). If the action involved a weapon attack, Hasbrodeus summons a copy of that weapon to make the attack. If the action involved a class feature, Hasbrodeus uses that same class feature. The GM has great latitude in deciding how this works mechanically.

Mass Injunctions (Costs 2 Actions). Hasbrodeus targets any number of creatures that it can see within 30 feet of it, conjuring ribbons of ethereal red tape and forcing each creature to make a DC 19 Intelligence saving throw. On a failure, a creature takes 18 (4d8) psychic damage, it is afflicted by the confusion spell, and its speed is halved until the end of its next turn. On a success, a creature takes half as much damage and its speed is halved until the end of its next turn. A creature that is confused can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that can speak or read Legalese has **advantage** on this saving throw.



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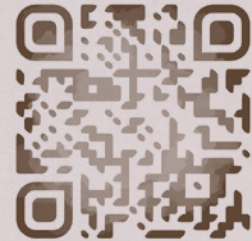
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