



DRAGON'S HOARD 3

A COMPILATION OF WAYYYYYYYY TOO MANY HOMEBREWS

PLAYER OPTIONS

SUBCLASSES

BARBARIAN: PATH OF THE HELLRAGER

At the peak of the invasion of Hell on the Material Plane, civilizations were getting desperate and tried everything for a chance at fighting back. Hellragers are the product of that despair. Experimented on, willingly or not, they were injected with devilish energies to try and repurpose the devils powers. These soldiers were then unleashed on the battlefield, losing themselves in their demonic hatred, blurring the line between human and monster.

DEVIL WITHIN

At 3rd level, your devilish energy seeps out of you, altering people's perception of you. You can make Intimidation (Strength) checks instead of Intimidation (Charisma) checks, and gain proficiency in intimidation checks.

In addition, when you enter a rage, you unshackle the devilish energy inside you, empowering and twisting you. Your appearance changes and looks more akin to of a devil, for example growing a forked tail, your skin turning red, or infernal markings covering your body. You gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- You have advantage on saving throws against spells and other magical effects
- Your creature type becomes fiend (devil) and you have resistance to fire damage.

FEAR AURA

Starting at 6th level, your sheer presence breaks the will of any who dare defy you. While raging, any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is frightened of you until the start of its next turn. If a creature's saving throw is successful, the creature is immune to your Fear Aura for the next 24 hours.

INFERNAL FLAMES

At 10th level, you can coat one weapon you wield with the fires of Hell at will (no action required), if you do so, your attacks with it deal an additional amount of fire damage equal to your Constitution modifier. This effect ends early if you dismiss it (no action required) or if you let go of the weapon. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Alternatively you can unleash the fires of Hell in a burst. Once per short rest, you can cast the *fireball* spell centered on yourself at a level equal to a third of your level in this class (rounded up), you are immune to the damage it deals, and can cast it even while raging. Constitution is your spellcasting modifier for this spell. If you cast the spell in this manner, you can't coat your weapon in flames until you take a short or long rest.

HELLISH WINGS

Beginning At 14th level you gain greater control over the fiendish energy inside you. As a bonus action, while raging, you can sprout a pair of leathery devil wings, giving you a flying speed equal to your walking speed. This effect ends when you dismiss it as a bonus action or if your rage ends or if you fall unconscious.

Beware those who walk the path of the hellrager, lest you be swallowed by their burning hatred

A FALLEN SOLDIER

BARBARIAN: PATH OF THUNDERSTORMS

You are born of the storms, maybe they struck you while training or hunting, maybe you adore them and let them infuse you. Regardless of the reason, barbarians who walk the path of thunderstorms are indissociable from the raging element they embody.

LIVING THUNDERSTORM

At 3rd level, you can infuse yourself with the powers of the storm while raging, once per turn on your turn, you can choose one of the following skills to use:

- **Thunderous Strike:** When you deal damage with a weapon you can choose to force the creature to make a Strength saving throw (DC: 8 + your proficiency bonus + your Constitution modifier) or be pushed back 10ft.
- **Lightning Streak:** When you hit a creature, you can cause an arc of lightning to jump from your foe to another within 10 feet, it takes lightning damage equal to 1d6 + your proficiency bonus.
- **Hurricane Step:** You can use the dash action as a bonus action, if you so you gain an additional 10ft of movement while dashing.

At 11th level you can use this ability twice per turn, but can't choose the same skill twice on any given turn.

EYE OF THE CYCLONE

Beginning at 6th level, you are the embodiment of thunderstorms. As an action you can cause impossibly strong winds to swirl in a 10 feet radius around you for 1 minute. The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures of your choosing.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

You can use this ability a number of times equal to your Constitution modifier, and regain all uses after a long rest.

WHISPERS IN THE WIND

From 10th level, you learned to whisper in the thunder and winds, carrying your messages throughout the world. You can cast the *sending* spell a number of times equal to your Constitution modifier, and regain all uses after a long rest. Constitution is your spell casting modifier for this spell.

AWAKENED THUNDERSTORM

At 14th level, you are one with the storms. Your living thunderstorm ability improves, when you choose one of the skills it gains additional benefits:

- **Thunderous Strike:** When a creature fails their saving throw against that skill, you knock the wind out of them, their speed becomes 0 until the start of your next turn.
- **Lightning Streak:** The arc of electricity can now hit 2 different creatures within 20 feet of the foe you strike. Roll damage for each.
- **Hurricane Step:** You can choose to teleport the dash distance instead of walking it.

Note: A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

CLERIC: CORRUPTION

DOMAIN

Cleric of the corruption domain believe in the ultimate cleansing of the earth, everything should be twisted and corrupted to reveal its true nature. Cleric of that domain know that the loving mother is only a facade for a devouringly possessive witch, that the competent father is only hiding his tyrannical nature. They vow to corrupt and twist those they encounter until their true nature is revealed.

CORRUPTION DOMAIN SPELLS

Cleric Level	Spells
1	<i>charm person, command</i>
3	<i>suggestion, detect thoughts</i>
5	<i>enemies abound, hypnotic pattern</i>
7	<i>charm monster, phantasmal killer</i>
9	<i>dominate person, modify memory</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

CORRUPTING TOUCH

Your touch has the power to corrupt. At 1st level when a creature within 5 feet of you takes damage, you can use your reaction to corrupt the mind of the creature. It must succeed a wisdom saving throw, or subtract 1d6 to its attack rolls or on its next saving throw until the start of your next turn. This becomes 1d8 at level 9 and 1d10 at level 14.

WARPED MIND

Also at level 1, if a creature stays within 5 feet of you for 1 minute, you can force it to make a Wisdom saving throw, on a failure their most vile desire is revealed to you as an image in your mind. You can use this ability a number of times equal to your Wisdom modifier before needing to take a long rest.

CHANNEL DIVINITY: DEPRAVED HEALING

Beginning at 2nd level, you can hold your holy symbol and as a bonus action, can let its evil power run rampant. For 1 minute, Your healing spells of 7th level or lower deal necrotic damage equal to the amount they should heal. In addition if the range of one such spell is touch, roll double the number of dice to determine the damage.

VILE MIASMA

Corruption lies within you, at 6th level you gain resistance to necrotic damage.

In addition, you radiate a corrupting miasma in a 5 feet radius around you. Creatures of your choice that enters the aura for the first time or start their turn there take necrotic damage equal to your proficiency modifier.

NECROTIC BLOWS

Starting at 8th level, once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an additional 1d4 necrotic damage and reduce the targets speed by 10 feet until the end of their next turn, as their mind gives in to the corruption.

This damage increases to 2d4 at 14th level, and the speed reduction increases to 20 feet.

ENGULF IN CORRUPTION

You gain the power to corrupt absolutely. At 17th level, as an action, you can make a melee spell attack on a creature within 5 feet of you. On a hit, you put both your hands on them and pour out the corruption held within your soul, the creature takes 6d10 necrotic damage, and their alignment becomes Evil if it wasn't before. This effect cannot be cured short of a Wish spell.

Once you used this ability successfully you can't use it again until you take a short or long rest.

FIGHTER: BLOOD ARCHER

An Blood Archer studies a unique and cursed method of archery that weaves blood into attacks to produce supernatural effects. They collect various forms of blood, whether in vials or in their body directly. Blood Archers are some of the most elite warriors known to the world. They stand watch, guarding their own against trespassers and using blood-infused arrows to defeat monsters and invaders before they can cause harm.

BLOOD SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn three Blood Shot options of your choice (see "Blood Shot Options" below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have a number of uses of this ability equal to 1 + your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest.

You gain an additional Blood Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

BLOOD ARCHER MYSTICISM

At 3rd level, you learn blood theories and magic – typical for practitioners of of this martial tradition. You gain proficiency in the Arcana skill.

In addition once you've fought a creature, you can relentlessly track it, sensing the blood of your prey. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find a creature you've dealt damage to, if it has blood.

MAGIC ARROW

At 7th level, you gain the ability to infuse arrows with magic. While you fire a nonmagical arrow from a shortbow or longbow, it becomes magical for the purpose of overcoming resistance and immunity, the magic then fades.

In addition once per turn, when you use your Blood Shot feature, you can add your intelligence modifier to the damage roll of the effect.

CURVING SHOT

At 10th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with an arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

EVER-READY SHOT

Starting at 15th level, your blood archery is available whenever battle starts. If you roll initiative and have no uses of Blood Shot remaining, you regain one use of it.

BLOOD SHOT OPTIONS

The Blood Shot feature lets you choose options for it at certain levels. The options are presented here in no specific order. They are all magical effects.

If an option requires a saving throw, your Blood Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

BEWITCHING ARROW

You infuse fey blood to causes this arrow to temporarily charm its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of its allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it considers this ally as an enemy until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

BLOODBILLY ARROW

Fiendish blood is infused in this devilish arrow that you fire. The arrow detonates in a cloud of ignited blood after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage as their body start burning. This fire damage ignores resistances.

The fire damage increases to 4d6 when you reach 18th level in this class.

BLOODSHARD ARROW

You transform your arrow into a thread of sharp blood. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

CONSTRAINING ARROW

When this arrow strikes its target, blood tainted by Oozes creates grasping and sharp tendrils of blood, which wrap around the target. The creature hit by the arrow takes an extra 2d6 acid damage, its speed is reduced by 10 feet, and it takes 2d6 acid damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the tendrils with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the tendrils last for 1 minute or until you use this option again.

Both acid damages increase to 4d6 when you reach 18th level in this class.

EXILING ARROW

You use celestial blood to try to temporarily banish your target to a harmless location in the Celestial Plane. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 radiant damage when the arrow hits it.

HUNTING ARROW

Using ancient bestial blood, you grant your arrow the ability to seek and hunt any foe, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

The piercing damage increases to 2d6 when you reach 18th level in this class.

SHADOWBLOOD ARROW

You weave threads of shadows from the blood of your foe, causing it to obscure the battlefield. The target takes an additional 2d6 necrotic damage and its blood forms a dark red mist that rises in a 10 foot radius around the target, this magical darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. It lasts until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

THUNDERBLOOD ARROW

You imbue your arrow with forceful energy drawn from the blood of giants. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target takes 2d6 thunder damage and is pushed back 15 feet, in addition it must succeed a Strength saving throw or be knocked prone.

The thunder damage increases to 4d6 when you reach 18th level in this class.

WITHERING ARROW

You weave cursed undead blood into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

FIGHTER: GRAVITY KNIGHT

Weaving the gravitational fields around them, gravity knights are tremendous fighters. Known for being able to switch in and out of aggressive and defensive styles of fighting, they represent a formidable foe. Their formation requires peering into the endless void to grasp its powers, altering their being.

MANIFEST POTENTIAL

You learn to manipulate the gravity field around you. Starting at 3rd level as a bonus action choose one of the power described below, it affects you for 10 minutes.

- **Decrease Gravity:** Your jump distance is tripled, you ignore difficult terrain, have advantage on dexterity saving throw and your AC increases by 1 as you are more nimble.
- **Increase Gravity:** You have advantage on athletics checks for grappling and your attacks are heavier, when you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition the area in a 5ft radius centered on you is considered difficult terrain.

You can use this ability twice per short rest. At level 10 you use this ability 3 times per short rest.

GRAVITATIONAL ATTRACTION

At 7th level, You have a control over the gravity surrounding you, allowing you to walk freely along any solid surface. You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gains a climbing speed equal to its walking speed.

RELENTLESS FIELD

You've learned to exercise greater control on the gravity around you. At 10th level, each power of your Manifest Potential ability is altered as described below.

- **Decrease gravity** Your jump distance is multiplied by 6, you ignore difficult terrain and fall damage, have advantage on dexterity saving throw and your AC increases by 2. In addition once per use of this ability, as a reaction when you are about to take damage from a weapon attack, you can diminish the impact it has on you, reducing the damage by an amount equal to 2d10 + your proficiency bonus.
- **Increase gravity** You have advantage on athletics checks for grappling, when you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition the area in a 15 feet radius around you difficult terrain, and any hostile creature that starts their turn in that area must succeed a Strength saving throw (DC: 8 + your Constitution Modifier + your proficiency bonus) or take bludgeoning damage equal to your proficiency modifier, as the gravity crushes them. Once per use of this ability, as a reaction to dealing damage with a melee weapon attack, you can augment the damage dealt by 2d10 + your proficiency bonus.

In addition you can now switch between each power using a bonus action.

GRAVITY PULSE

At 15th level, as part of using action surge, you can force all creatures of your choice in a 30 feet radius around you to succeed a Strength saving throw (DC: 8 + your Constitution Modifier + your proficiency bonus) or be pulled in a straight line in an empty space adjacent to yours.

ANNIHILATION

Beginning at 18th level, you can unleash the power held within you. Choose a point of impact on the ground that can see within 120 feet of you. You leap in the air 300ft and crash down speeding past terminal velocity. All creatures other than you in a 30 feet radius centered on the point of impact must succeed a Dexterity saving throw or take 8d10 bludgeoning damage, or half as much on a success, as you crash in a fashion akin to a meteor.

You can use this ability once per short rest.

SORCERER: PALE PROPHET

Beings cursed with immortality, pale prophets carry within their bones memories that hold on to the experiences they had in previous lives, these fragments of the past come to aid them in battle, as wailing and mourning spirits. Every time they die, they reborn anew, it might take a year or a thousand, but the body will be reborn, a new soul inhabiting it and memory of the previous life will be forever erased. This curse shortens the life of any soul that claims this body, and prevents them from ascending to the higher planes upon death, the souls forever locked in the bones. The current owner often experiences sudden sadness when their body remembers something that they never could.

CURSED BODY

Your body has been hardened by its curse, your bones are tough and your flesh solid, at 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Your curse also allows you, as an action when you aren't wearing armor, to summon and unsummon a bone armor, giving you AC equals 13 + your Dexterity modifier.

In addition upon dying, your body will come back to life after 1d10000 years, with a new soul guiding it and losing all previous memories and experiences. Even if entirely disintegrated, the body will be reborn, cursed bones forming anew amidst the earth.

PROTECTIVE SPIRITS

Also at 1st level, as a reaction you can summon a trapped spiritual ancestor to guard you, giving you advantage on a saving throw or giving an opponent disadvantage on their current attack roll against you. You can use this ability a number of times equal to your Charisma modifier per long rest.

OSSEOUS RESILIENCE:

Your mastery over the cursed body deepens and renders you more resilient. Starting at 6th level, as a bonus action, you can expend one sorcery point to gain resistance to your choice of bludgeoning, piercing or slashing damage for one hour. You can use this ability multiple times.

IMMATERIAL GUARD

Also at level 6, you can protect one of your allies instead of yourself. As a reaction to an ally taking damage, you can expend two sorcery point and send one of your spirits to guard them and reinforce their flesh with bones, halving the damage they took from the attack.

CURSED SHARDS

You have learned to fracture the spiritual bones within you to curse your foes. At 14th level, once per turn, when you damage a target, you can try to affix one shard of your bones to them by expending three sorcery point. If you do so, they have disadvantage on all their attack rolls until the start of your next turn or disadvantage on their next saving throw. You can expend one additional sorcery point to give them both effects.

WRATHFUL SPIRITS

The accumulated anger in your spirits is palpable. At 18th, You gain an additional reaction every turn, that you can only use for your Immaterial Guard ability, in addition you can cause the bones created to strike back. When you use your Immaterial Guard ability to reduce the damage of an attack, the attacker takes damage equal to 4 times your Charisma modifier in piercing damage.

SORCERER: SHARD OF ATTRACTION

Born with the potential of graviturgic within them. These sorcerers see the shackles that gravity puts on the world and are able to alter them. Wielding their innate powers they can free themselves and others from this burden, and inflict pain upon those who get in their way.

GRAVITURGIC SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Shard of Attraction Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a evocation or a transmutation spell from the sorcerer, warlock, or wizard spell list.

SHARD OF ATTRACTION SPELLS

Sorcerer level	Spells
1st	feather fall, magnify gravity
3rd	spider climb, levitate
5th	fly, pulse wave
7th	gravity barrier*, gravity sink hole
9th	telekinesis, wall of force

GRAVITY FIELD

At 1st level, you can cause the gravity around you augment brutally. As a bonus action, choose a creature within 30 feet of you, you can cause the gravity around them to be brutally augmented. The creature has disadvantage on their ranged attack rolls until the start of your next turn and must succeed a Strength saving throw or fall prone, crushed by gravity.

You can use this ability a number of times equal to your Charisma modifier before needing to take a long rest.

FUGITE OMNIS

Also at 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off of the ground. You can ascend and descend as part of your movement. You can't hover a foot or more above the ground, and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

In addition you learn the Heavy spell Metamagic, it doesn't count against the number of metamagics you know.

INOXERABLE ATTRACTION

At level 6, as an action, you can generate a powerful gravity well. Choose a creature within 60 feet of you, it must succeed a Strength saving throw, or be pulled in a straight line to a point within 60 feet of it that you can see. If it ends this movement on a solid surface it takes 1d6 bludgeoning damage for each 10 feet traveled, and falls prone. If creatures are on the gravitational path of your target, they must succeed a Dexterity saving throw against your spell save DC, or take 1d6 bludgeoning damage and be knocked prone.

You can use this ability once per short or long rest, or until you expend a 2nd level spell slot to use it again.

UNSCHACKLED BODY

At 14th level, you can perfectly control the effect that gravity exerts on your body. You can ignore fall damage and your movement speed increases by 15 feet. In addition you gain a flying speed equal to your walking speed.

BLACK HOLE

Beginning at 18th level, You learn the spell *ravenous void*, it is a sorcerer spell for you and it doesn't count against against the number of sorcerer spells you know. In addition you can cast the spell by expending 11 sorcery points, if you do so you can select any number of creatures of your choice to escape the shackles of gravity and not be affected by the spell (yourself included).

METAMAGIC OPTIONS

HEAVY SPELL

When you cast a spell that deals damage, you can spend 1 sorcery point to force one creature affected by it to make Strength saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn.

You can use heavy spell even if you have already used a different metamagic option during the casting of the spell.

WIZARD: OSTEOMANCER

Osteomancers are powerful wizards who understood the power that can be harvested from bones. Often said to be cursed and talked about under the cover of night, this sort of magic makes the uneducated shiver and the scholars morbidly curious. Those who have the cunning, bravery or simply foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These are the souls that are known as Osteomancers.

BRITTLE BONE ARMOR

At 2nd level you learn the basics of Osteomancy, using it for protection. Once per short rest, as a bonus action, if you're not wearing any armor or shield, you can force a frame of bones out of your body to protect you, granting you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance the slashing and piercing damage and your AC increases by a number equal to a third of your level in this class (rounded down).

ANATOMICAL EXPERT

Your pursuit of Osteomancy has required many hours studying the anatomy of all creatures. Also at 2nd level, you gain proficiency in Wisdom (medicine) checks and they are considered Intelligence (medicine) checks for you. In addition when this check concerns a creature that possesses a skeleton, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

BONE PUPPETRY

Beginning at 6th level, as an action you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength Saving throw against your spell save DC, on a failure, you take control of its skeleton. You control what the creature does on its next turn, at the end of which it regains control over its body. If you make it attack its allies it has disadvantage on attack rolls, in addition its allies have advantage on saving throws from effects caused by the creature under your control, as it resists your command.

You can only have one such creature under your control at the time use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SKELETAL SERVANT

Starting at 10th level, when you kill a creature, you can magically force the skeleton of the creature to be ripped off from the flesh and reshaped to your will. When you kill a creature with a skeleton, you can cause its bones to rise as a Minotaur Skeleton. Roll initiative for the Minotaur skeleton, which has its own turns. It obeys your mental commands, it gains a bonus to its attack rolls equal to your Intelligence modifier (minimum of +0), and a number of temporary Hit points equal to half your wizard level.

The Skeleton Minotaur remains in your service until the end of your next long rest, or until it is more than 500 feet away from you, at which point it crumbles to dust. Once you summon a Skeleton Minotaur with this feature, you can't do so again until you finish a long rest.

IMPROVED BONE PUPPETRY

Finally, at level 14, when you use your bone puppetry ability, you gain control of the creature for 1 minute instead of one round. The creature can't resist your command, it doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once under your control, you can choose to sacrifice one use of the feature to give the creature disadvantage on the save, you must decide to do so before seeing the result of the roll.

FEATS: FOR THE SINNERS

You are no stranger to sin, you've met it and accepted it in your heart, no matter how twisted. Each individual has a different experience with sin, but yours is deeper than most.

ENCOUNTERING SIN:

Each of the feat listed here requires the player to succumb to one of the cardinal sins, the exact details of how one succumbs are left to the GM.

LUSTFUL

Prerequisite: Having succumbed to Lust

You embody lust, exuding what many desire but don't express, you gain the following benefits:

- Your Charisma score increases by 1 to a maximum of 20.
- When you gain this feat choose your preferred type of humanoid (human, dwarf, elf, Dragonborn, etc...), you can add 1d4 to any Charisma (persuasion) checks you make with members of that race.
- You learn the *charm person* spell, and it is always prepared for you, not counting against your other spells, Charisma is your spellcasting modifier for it. When you cast this spell the creature has no idea it was charmed when the spell ends.

GLUTTONOUS

Prerequisite: Having succumbed to Gluttony

Your devouring hunger knows no end, you gain the following benefits:

- Your Constitution score increases by 1 to a maximum of 20.
- You have advantage on saving throws against ingested poisons.
- Once per short or long rest, you can spend 1 minute devouring the corpse of a humanoid or undead, you regain a number of hit points equal to 5 times your proficiency modifier, and any excess health gained that should be wasted becomes temporary hit points instead.

GREEDY

Prerequisite: Having succumbed to Greed

Your hoard rivals that of ancient dragons, or so you dream it, you gain the following benefits:

- Your Wisdom or Intelligence score increases by 1
- You can tell at a single glance whether any money or items of monetary value is counterfeit or not, in addition you have advantage on Dexterity (Sleight of Hand) checks made to steal.
- You are greedy even when fighting, while you have all your spell slots and are not concentrating on a spell, and you cast a cantrip, you can reroll any number of the damage dice, once you reroll a dice you must use the new result.

SLOTHFUL

Prerequisite: Having succumbed to Sloth

Your apathy has no equal, it sometimes seems that nothing can move you out of your constant indifference, not even the world itself.

When you are required to make a saving throw, you can choose to not bother with it. You can choose to succeed it, ignoring any effect or damage if you do so, and reducing your speed to 0 until the end of your next turn. You must choose to do so before seeing the result of the roll. Once you've used this ability you can't use it again until you take a long rest.

WRATHFUL

Prerequisite: Having succumbed to Wrath

Maddening anger takes control of your body, unleashing your devastating emotions on the battlefield, you gain the following benefits:

- Your Strength or Dexterity score increases by 1 to a maximum of 20.
- You can enter a maddening anger, while in this state of anger, you cannot be charmed or frightened, and if you are already charmed or frightened the effect ends. Designate a creature, for 1 minute you gain a bonus to attack and damage rolls against the creature equal to your proficiency bonus. In exchange you have disadvantage on attack rolls against any other creature, and must subtract your proficiency bonus to any damage roll against them. This effect ends early if the creature dies before the end of the duration. You can use this ability once per long rest.

ENVIOUS

Prerequisite: Having succumbed to Envy

You are envious of your neighbors and covet their possessions, which are rightfully yours, it is all rightfully yours. You gain the following benefits:

- When an enemy damages you, you can steal their power. As a reaction to taking damage you can get resistance to it, and claim its power. The next time you deal damage to that creature you inflict additional force damage equal to the damage you have taken. You can use this ability once per short or long rest.
- When deceiving someone to claim what's theirs, or haggle, you have advantage on the Charisma (Deception) check.

PRIDEFUL

Prerequisite: Having succumbed to Pride

You know that you are a cut above the rest, you are better than them and you know it, you gain the following benefits:

- You consider yourself as mighty as the gods, filling you with pride. While at full health you can add 1d6 bonus to any ability checks you make. You can use this ability a number of times equal to your proficiency bonus before needing to take a long rest.
- The first time you take damage while at full health you laugh at the effort, you have resistance to the first instance of damage you take during a day.

SPELLS

Osteomancy is not a school of magic per se. Many magically gifted individuals have tried to grasp it in its entirety, to no avail. As more and more arcane runes were unearthed from cursed grounds, and the magic within them revealed, scholars saw that Osteomancy was found in all aspects of magic, a more twisted and dark version of arcane magic. Many of the treaties regarding that magic forbidden to the general public, only studied by carefully selected researchers.

SPELLS DESCRIPTION

The spells are listed here from lowest to highest level and by alphabetical order.

CANTRIPS

HAMMER

conjunction cantrip

(cleric, druid, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You summon the mightiest of osteomantic spells, the hammer, famed for its ability to shatter bones. Make a melee spell attack roll, on a hit you deal 1d10 bludgeoning damage to the target, and knock them back 5 feet. In addition you carve in their minds your mighty magical powers.

At higher levels: This spell's damage increases by 1d10 when you reach 5th Level (2d10), 11th level (3d10), and 17th level (4d10).

1ST LEVEL SPELLS

BONE CLAWS

1st level transmutation

(druid, warlock, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a phalangeal bone)

Duration: Concentration, up to 1 minute

Choose a creature within range, their nails grow into elongated claws, their unarmed attacks now deal an extra 1d4 slashing damage

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases to 1d6 at 2nd level; 2d4 at 3rd level; 2d6 at 4th level; and 3d4 and 5th level.

BONE SHIELD

1st level abjuration

(druid, ranger, warlock, wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S

Duration: Instantaneous

You manifest a barrier of shattered bones that protects you. You reduce the incoming damage by 6 and if the attacking enemy is within 10ft of you, deal 6 slashing damage to them, as the bone shield explodes.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, both the damage reduction and the slashing damage increase by 6 for each slot.

OSSEOUS SHELL

1st level transmutation

(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a porcupine's carapace)

Duration: Concentration, up to 10 minute.

You touch a creature, forcing bone spikes to grow from its body, piercing their skin. They take 1 point of piercing damage and every time another creature hits them with a melee attack that creature takes 2d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt to attacking creatures increases by 1d4 for each slot level above 1st. When cast using a spell slot of 5th level or higher the spell no longer requires concentration.

PHALANGEAL GROWTH

1st level evocation

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 5 feet wide and 30 feet long line

Components: V, S

Duration: Instantaneous

You point your fingers forward, your phalangeal bones are fired outwards and regrow immediately leaving your hands unscathed. All creature in a 5 feet wide and 30 feet long line in front of you must succeed a Dexterity saving throw or be pierced by the bones and take 2d6 piercing damage.

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

2ND LEVEL SPELLS

BONE SPEAR

2nd level evocation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 40 feet
Components: V, S, M (a calcified bamboo stick)
Duration: Instantaneous

You fire out the bones of your forearms through your hands, healing the wound instantly. Creatures in a 30ft long and 1 foot wide line in front of you must succeed a Dexterity saving throw or take 3d6 piercing damage and if they are Large or smaller, be pushed back in the space 30 feet in front of you, by the impaling spear. On a success they take half the damage and aren't pushed back.

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.

CALCIFIED MEMORIES

2nd level divination
(warlock, wizard)

Casting Time: 1 action (Ritual)
Range: Touch
Components: V, S
Duration: Instantaneous

You touch the bones of a deceased creature. When you do, a ghostly grey illusion of the fallen creature appears above its corpse to reenact the last 6 seconds of its life. The illusion only shows the creature's actions and reactions, such as reacting to an unseen monster or trying to extinguish the flames of a fiery trap, but does not show the monster or effect causing the actions or reactions. This spell has no effect on undead creatures. Once a corpse's death has been revealed in this way, it cannot be shown again for 24 hours.

EXOSKELETON

2nd level transmutation
(druid, wizard)

Casting Time: 1 action
Range: Touch
Components: V, S, M (A turtle shell)
Duration: Concentration, up to 1 hour

You touch a willing creature that isn't wearing heavy armor. Until the spell ends, the target's skin is reinforced with bony structures and protrusions, animated by magic, increasing their AC by 2 and giving them advantage on all Strength checks and saving throws.

JOINT LOCK

2nd level enchantment
(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small fossilized joint)
Duration: Concentration, up to 1 minutes.

You target a creature within range. It must succeed a Strength saving throw or have its joints magically be locked together, it becomes restrained for the duration. Creatures without bones are immune to this effect. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

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. The creatures must be within 30 feet of each other when you target them.

ROLLING BONES:

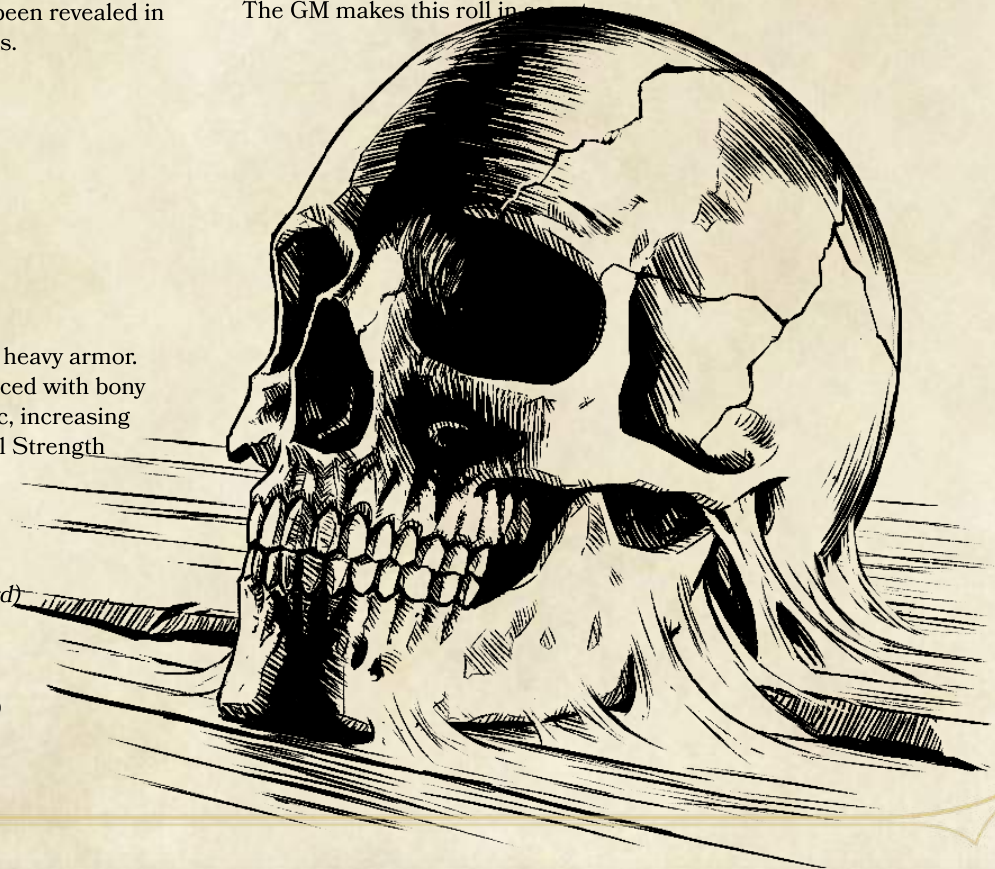
2nd level divination
(cleric, druid, warlock, wizard)

Casting Time: 1 minute (ritual)
Range: Self
Components: V,S,M (1 gp worth of bones of a small mammal)
Duration: Instantaneous

You roll bones, allowing fate to give you an omen of the future. Roll 1d6.

- On a roll of 5 or 6 you know if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour, and if yes, what the type of enemy you will fight will be.
- On a roll of 2, 3 or 4, you learn if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour.
- On a roll of 1, the material components of the spell are consumed, and you take 1 psychic damage as fate rebels, you don't learn any information and you can't cast this spell again until you take a short rest.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a false reading. The GM makes this roll in secret.



RUPTURE

2nd level evocation
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of humanoid cartilage worth at least 5 gp)

Duration: Concentration, up to 1 minute

You focus your magic to shatter a target's body. Choose one creature within range, they must succeed a Strength saving throw or take 3d6 piercing damage, and be knocked prone on a failure. On subsequent turns, as a bonus action, you can force the target to make another saving throw, taking 3d6 piercing damage and being knocked prone on a failure. If they fail the save against this spell three times, their walking speed halved until their next long rest and the spell ends. If a creature succeed any of the saves, the spell ends early.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 2d6 for each spell slot level above 2nd.

SKELETAL TAIL

2nd level conjuration
(cleric, druid, warlock, wizard)

Casting Time: 1 action

Range: self

Components: V, S, M (a lizard's corpse)

Duration: 1 minute

You grow a long, lizard-like tail made of sharpened bones. As a reaction on to an enemy moving in a 20 feet radius around you, you can use the tail to try and pierce that creature. It must succeed a Dexterity Saving throw, or take 2d4 piercing damage as the tail pierces them, the tail then retracts and pulls the creature in a space adjacent to yours.

At Higher Levels. When you cast this spell using a spell slot 3rd Level of or higher, the damage increases by 2d4 for every slot level above 2nd.

3RD LEVEL SPELLS

CALCIFIED BOND

3rd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A magnetized bone splinter)

Duration: Instantaneous

You designate two creatures within range that within 30 feet of one another. Their skeleton enter in resonance, attracting the two creatures together. Choose one creature and make a check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature in the space of the other at high velocity. The impact causes the high velocity creature to take 2d6 bludgeoning damage for each 5 feet traveled and to fall prone, while the other creature takes half as much damage and doesn't fall prone.

At Higher Levels. When you cast this spell using a spell slot 4th level of or higher, the damage increases by 1d6 for every two slot levels above the 3rd.

DISPLACING MAW

3rd level conjuration
(warlock, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Your rib cage opens up violently, trying to devour an enemy in range. The creature must succeed a Strength saving throw or be devoured by the maw formed by your rib bones, taking 4d8 piercing damage and be transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success they take half as much damage and are not transported.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the teleportation range by 10ft for each slot level above 3rd.

OSSEOUS CAGE

3rd level conjuration
(druid, warlock, wizard)

Casting Time: 1 action

Range: Self (10 feet radius)

Components: V, S

Duration: 10 minutes

You force a cage of elongated bones to erupt from the ground that surrounds a 10-foot radius area centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. You, and any others you designate, can pass through the cage at will. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again whilst already having a cage summoned, the previous cage turns to dust.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the cage's hit point total increases by 20 per spell slot level above 3rd.

OSSEOUS IMPALEMENT

3rd level conjuration
(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a calcified bamboo stick)

Duration: Concentration, up to 1 minute

Massive bone spikes sprout under up to 4 creatures on the ground of your choice within range. They must succeed a Dexterity saving throw, or take 3d10 piercing damage and be impaled by the spike and restrained 10 feet in the air. A creature restrained in this way takes 1d10 piercing damage at the start of each of their turn and can try to break the bone spike restraining them as an action by making an Athletics check contested by your spell save DC, breaking free on a success.

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

RUBBER BONES

3rd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature. It's bones becomes soft and can elongate. Their reach becomes 5ft longer than normal on melee attacks, they can expend 5 feet of movement to escape any grapple without requiring an ability check. In addition they have advantage on dexterity saving throws, and resistance to bludgeoning damage.

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.

SUMMON SKELETAL HOUND

3rd level conjuration
(druid, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the charred skull of a hound)

Duration: Concentration, up to 10 minutes.

You call forth a hellish spirit from its remnants. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Skeletal Hound stat block below. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise takes no action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the hound assumes the higher level for that casting wherever it uses the spell's level in its stat block.

SKELETAL HOUND

Medium undead, Same alignment as the caster

Armor Class 11 + the level of the spell (natural armor)

Hit Points equal the hound's Constitution modifier + your spellcasting ability modifier + ten times the spell's level

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands the languages you speak and Infernal but can't speak it

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

Multiattack The hounds makes a number of attacks equal to half this spell's level (rounded down).

Bite. *Melee Weapon Attack:* +3 + the spell's level to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level piercing damage.

Fire Breath (once per casting of the spell) The hound exhales fire in a 15-foot cone. Each creature in that area must succeed a Dexterity saving throw against your spell save DC, taking 3d6 + twice the spell's level fire damage on a failed save, or half as much damage on a successful one.

4TH LEVEL SPELLS

BONE MAIDEN

4th level conjuration
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a virgin's carpal bone)

Duration: 10 minutes

A target in range must succeed a Charisma Saving Throw or be banished inside an iron maiden formed of bone that appears in its space. They are considered restrained and incapacitated, immune to all damage coming from the outside, and take 3d6 piercing damage at the start of each of their turn, as spikes of bones dig in their body. At the end of each of their turn a trapped creature can repeat the saving throw, escaping on a success. The bone maiden has AC 14, 80 hit point, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed the creature trapped inside is freed.

CORRUPTED BONE BERRY

4th level conjuration
(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bone berry, that the spell consumes)

Duration: Instantaneous

You summon a corrupted bone berry in your hand. This berry looks like a regular bone berry, a survival check contested by the caster's spell DC will reveal its true nature. It doesn't emit any magic. Once someone put the berry in their mouth, it expands instantly, forming bony spikes that attempt to pierce the skull of the target. They take 10d6 piercing damage, and are unable to speak until they, or an ally, manages, as an action, to remove the berry with a successful Athletics check contested by your spell save DC.

In addition, at any point after summoning the berry and whilst holding it, as an action you can try to charm a target and compel them to swallow the corrupted berry. Choose one creature within 30 feet of you, they must succeed on a Wisdom saving throw, on a failure, on their next turn, they will use their movement to get next to you, and if they do, use their action to take and swallow the berry, suffering the effects. If they can't get next to you, the charm end, and they can continue their turn as they see fit.

The berry loses its potency if it has not been consumed within 8 hours of the casting of this spell.

BONE BERRIES

Normally found in nature, in areas close to swamps, these berries have the appearance and taste of blueberries, but are a bit crunchier, and whiter in appearance, hence their name. Osteomancers have tempered with them for nefarious deeds.

FEMORAL FLUTE:

4th level illusion
(bard, warlock, wizard)

Casting Time: 1 action

Range: 30 feet radius

Components: V, S, M (A flute made of a femur worth 50gp)

Duration: Concentration, up to 1 minute

You blow in your flute, creating a horrifying melody that creates the illusions of bones breaking. All creatures of your choice in a 30 feet radius centered on you must succeed a Wisdom saving throw or become frightened for the duration. While frightened by this spell, a creatures movement speed becomes 0 and it falls prone, its legs giving out due to fear. If the affected creature takes damage in a round, at the end of its turn, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

GRAVITY BARRIER

4th level evocation
(Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minute

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

OSTEOPOROSIS

4th level necromancy
(bard, warlock, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minutes

You whisper forbidden words that corrupt the very essence of a creature, weakening it to incoming attacks. You choose a creature within range, it must succeed a Wisdom Saving throw or become afflicted by your spell, giving it vulnerability to slashing, piercing and bludgeoning damage for the duration, and reducing its movement speed by 10 feet. An afflicted creature can repeat the Wisdom saving throw every time after it takes damage, ending the effect on a success.

At Higher Levels. If you cast this spell using a spell slot of 5th Level or higher, the Duration is Concentration, up to 10 minutes. If you use a spell slot of 7th Level or higher, the Duration is 8 hours. If you use a spell slot of 8th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 8th Level or higher grants a Duration that doesn't require Concentration.

5TH LEVEL SPELLS

ANCESTRAL BOND

5th level divination

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (The bone of a humanoid, which the spell may consume)

Duration: Concentration, up to 10 minute

You touch the bone of a humanoid, and visions of its descendants come to you, as ephemeral spirits that scour the world. As part of casting this spell you learn how many living relatives the humanoid left behind, and if they have any living descendants.

In addition upon learning that information you can choose to select one of the person whose existence you can feel through the spell. They must succeed a Wisdom saving throw, on a failure the spell consumes the bone, and you learn their exact location, no matter where they are. On a successful save, the bone isn't consumed, the target isn't affected, and you can't use this spell against it again for 24 hours.

FOREST OF DREAD

5th level conjuration

(warlock, wizard)

Casting Time: 1 action

Range: 20 feet radius

Components: V, S

Duration: Concentration, up to 10 minute

You touch the floor under you, 20 feet tall tree like bones sprout from the ground in a 30 feet radius around you. All creatures of your choice in that radius must succeed a Dexterity saving throw or take 4d8 piercing damage on a failure, or half as much on a success. In addition once sprouted, the trees remain in place as long as you concentrate on the spell.

The area they cover is considered difficult terrain and when a creature moves into or within the area, it takes 2d8 piercing damage for every 5 feet it travels, you are immune to that effect. The forest of dread provides three-quarter cover to any creatures inside it.

WALL OF BONES

5th level conjuration

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, (a calcified egg shell)

Duration: Concentration, up to 10 minutes

A grim wall of fractured bones appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It must rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, and creatures can't pass through it. The wall has AC 15, 150 hit points and immunity to poison and psychic damage. Reducing it to 0 hit points destroys it.

When the wall appears, each creature in its area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, and it is pushed to the first available free space. On a successful save, it takes half as much damage but is still pushed.

Until the spell ends, you can use an action to summon a Minotaur skeleton with a murderous killing intent from the wall by sacrificing 20 hit points from the wall. The creature appears in a space of your choice adjacent to the wall. When you summon a Minotaur Skeleton in this way, designate a creature you can see within 60 feet of it, it becomes the sole enemy of the summoned creature that will try to kill it in any way, it is immune to charms and doesn't listen to orders you issue, only attacking its target. Once its target is dead, it vanishes in a pile of dust.

You can have a maximum of 3 summoned creatures by this spell at once.

Don't mind the slaughter in the background, these nobles had it coming. Seriously who do they think they are looking down on me like that. They don't believe Osteomancy is a powerful enough form of magic for me to join their ranks. Well, i bet they are regretting that decision now.

ARCADII USENKO

7TH LEVEL SPELLS

AMPUTATE

7th level evocation
(druid, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Instantaneous

You coat your hand with powerful osteomancy, make a melee spell attack roll against a creature, on a hit you deal 10d8 slashing damage. In addition you rip off one of the creature's limbs (leg or arm).

A creature is immune to this effect if it is immune to slashing damage, has legendary actions, or the GM decides that the creature is too big for its limb to be cut off with this spell. Such a creature takes an additional 5d8 slashing damage instead.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the primary damage increases by 2d8, and the secondary damage by 1d8 for each slot level above 7th.

9TH LEVEL SPELLS

ASPECT OF DEATH

9th level conjuration
(warlock)

Casting Time: 1 action

Range: self

Components: V, S, M (the skull of a fallen hero, worth at least 4000 gp)

Duration: Concentration, up to 1 minute

You focus threads of magical energy around you which coalesce into the aspect of death, an avatar made of bones which surrounds you and fights on your behalf. The avatar is large, occupies its space, is centered on you, and moves with you. While it is summoned it protects you from foes, you are considered behind three-quarters cover at all times, have resistance to all damage, and no other creature can enter the space of the avatar.

In addition, while active, you gain a +1 bonus to spell attack rolls and saving throws and when you cast a spell that deals piercing, slashing, bludgeoning or necrotic damage damage, it is considered as if casted with a spell slot of 2 levels higher than the one expended.

THUNDERBLIGHT AXE

Legendary Weapon: Great Axe; requires attunement by a blue dragonborn

The legend tell the tales of a mighty axe forged from the blood of a blue dragon so powerful, he threatened the gods in their ascent.

THRAK SEABORNE

BONDED WEAPON

Once this weapon is attuned to a creature, it can only become attuned to another one if its current owner dies. This weapons shows more power as its owner gains levels, feeding on the energy coursing through their veins.

CHARACTER LEVEL 1

This weapon has 1 charge that it regains daily at dawn. You can expend one charge to gain the following effect:

Lightning's fury (1 charge). You infuse your inner lightning in the axe for one minute, losing your resistance to lightning damage to do so. While infused, It deals an additional 1d4 lightning damage on a hit.

CHARACTER LEVEL 4

The wielder gains a +1 bonus to attack and damage rolls made with this weapon. In addition this weapon now has 2 charges that it regains daily at dawn, and when you them to use the Lightning's fury ability, you don't lose your resistance to lightning damage.

CHARACTER LEVEL 8

While attuned to this weapon you have resistance to thunder damage. In addition this weapon now has 3 charges that it regains daily at dawn, and you can use some charges in a different way:

Overcharge (2 charges), you infuse yourself with electric energy, while this effect is active, you can use a bonus action on each of your turns to teleport up to 15ft. In addition when a creature damages you, you can use your reaction to make a weapon attack against that creature.

3 rounds after activating this effect, at the end of your turn, the ability ends and you take 2d8 lightning damage and are stunned until the end of your next turn, as the electricity escapes your body. Ignore this effect if you are immune to lightning damage.

CHARACTER LEVEL 12

The wielder gains a +2 bonus to attack and damage rolls made with this weapon.

This weapon now can hold up to 5 charges that it regains daily at dawn. In addition when you use the lightning's fury ability of the weapon the bonus damage becomes 1d8 instead of 1d4.

CHARACTER LEVEL 16

The wielder gains a +3 bonus to attack and damage rolls made with this weapon. While holding this weapon you are immune to lightning damage.

This weapon now can hold up to 7 charges that it regains daily at dawn. In addition you can spend 3 charges to gain the following benefit:

Reverberating jump (3 charges). You teleport to a point that you can see within 120 feet. This creates a line of thunderous energy between your point of origin and arrival. All creatures within 10 feet of that line must succeed a DC 19 Constitution saving throw or take 4d8 thunder damage and be pushed back 10ft. They take half as much damage on a success, and are not be pushed back. The thunder can be heard from up to 300 feet away.

MONSTERS

ICE WALKER

They never stopped.

Despite their wounds, despite the cold, despite the death surrounding them. She told them to protect her, and they would sacrifice everything to that end, even their own life, even their own soul.

TARGAL BEARKIN

ORIGIN:

The Ice Walkers were created by corrupted hags thousands of years ago as a form of protection against dwarfs and humans who were walking and destroying their territory. The Ice Walkers were originally humans themselves, before being captured by the hags, killed by hanging in the frigid waste, and resurrected as cursed beings. Since this first ritual Ice Hags continue to create more of them to expend their protection, when the ice walker themselves don't spread the curse further.

BEHAVIOR:

Not quite as mindless as regular zombies, ice walkers listen entirely to orders given to them by ice hags, devoting their bodies and souls to their mistress. Regardless of the possible harm they put their body in, they follow orders, their loyalty lying beyond human understanding.

ICE WALKER

Medium humanoid (undead), neutral evil

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

Skills Athletics +4, Survival +2

Damage Resistances cold

Condition Immunities poisoned

Senses passive Perception 8

Languages Draconic

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the ice walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the frozen zombie drops to 1 hit point instead.

Frozen Curse. If the ice walker kills a humanoid, it raises as a new ice walker 1d4 minutes later.

Actions

Multiattack. The ice walker makes two melee attacks one with its bite and one with its claw

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 or have their speed slowed by 10 feet for one minute as ice encases them. If the targets speed reaches 0, they are fully enveloped by ice and are considered petrified but can still be damaged by the frozen zombie. Exposing the creature to a source of heat (campfire, chimney,...) for 1 minute frees them from this condition.

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

HYPNOSPHERIX

Beware traveler, for these dreams are real indeed.

ORIGINS

Sometimes sphinxes have offspring that grow unsupervised, left to their own devices these creatures don't always turn into paragon of truth like their forefathers. Instead some, pushed by malicious intent, or perhaps simple infantile greed, warp their magic to bend the world to their will. Weaving illusions to lure in unfortunate individuals or sometimes entire villages in endless reveries, these hypnosphinxes then take everything from their victims.

THE PRICE OF GREED

Due to their vicious intention, their body, although similar in appearance to that of a normal sphinx sworn to truth, has been affected by the corruption in their heart, and has weakened. They are less strong and resilient, their wings don't function well, but they hide these fact behind powerful illusions that they bring to life. Elder hypnosphinxes have found a way around their weakness, using illusions to empower their body.

HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Con +6, Wis +6
Skills Arcana +5, Perception +6, Religion +8
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 5 (1,800 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Living Illusions. The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature its modelled after. It vanishes if the sphinx loses concentration.

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

Spellcasting. The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*
1st level (4 slots): *command, detect evil and good, detect magic*
2nd level (3 slots): *mirror image, zone of truth*
3rd level (3 slots): *dispel magic, hypnotic pattern, major image*
4th level (1 slots): *hallucinatory terrain*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ELDER HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Con +8, Int +8, Wis +8

Skills Arcana +8, Perception +8, Religion +12

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages All

Challenge 12 (8,400 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Dream Devourer. The illusions that the elder hypnosphinx creates empower it. While it is concentrating on an illusion spell, it gains a +2 bonus to AC and saving throws. In addition any target affected by an illusion spell that it has casted loses 2d10 hit points at the beginning of their turn and the elder hypnosphinx regains that many hit points.

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

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*

1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *mirror image, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, major image*

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

5th level (2 slots): *dream, mislead*

6th level (1 slot): *mental prison*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (2d8 + 5) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 16 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 16 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WAX ELEMENTAL

SPARK OF GENIUS

Unlike most elementals, wax elementals possess an intellect similar to that of a human being, making them the perfect creations for infiltration missions. Devoted to their creators, gnomes were sure of wax elemental's loyalty, unlike the one granted by paying for the services of shapechangers.

FAILED EXPERIMENT

This intellect was also the downfall of the gnomes who created them. Realizing that they were used against their will, wax elementals rebelled, and thanks to the sheer number of them that was created, did so successfully, earning their freedom, choking their masters to death in the process.

ROAMING VAGABONDS

Wax elementals now roam the lands, disguised as any possible humanoids, staying away from the fires that would reveal their true nature. Their existence is one of misery, as they can never truly feel emotions that renders life so humane, aware of their own limitations, some move forth. Some of them lose self control, and go rampant, devouring all life that they encounter to fuel their endless hunger for life. These Consuming Wax Elementals represent a far bigger threat, and shouldn't be taken lightly, although most are not made aware of their presence before it is too late.

NOTE:

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

Creatures choking refers to that rule

Yes, I know of wax elementals, or how I like to call them, gnomish inventions gone wrong...

SERAPHINE RHIMMY

WAX ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	11 (+0)	7 (-2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages Gnomish

Challenge 5 (1,800 XP)

Coated Strikes (activates after taking fire damage). For 3 rounds after taking fire damage, the wax elemental melee weapon attacks deals an additional 2d4 fire damage with each hits (included in the stat block) and each times it strikes a creature, that creature must make a DC 14 Dexterity saving throw or be affected by the *slow* spell until the end of its next turn. For the duration the elemental sheds bright light in a 20-foot radius and dim light in an additional 20 ft. The elemental also takes 2d4 necrotic damage at the start of each of its turn, and its speed is halved.

Malleable Body. The wax elemental can use its action to polymorph into a medium humanoid or smaller, 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 or takes fire damage.

Wax Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) bludgeoning damage and starts choking as the wax fills its lungs. A creature can escape the space of the Wax elemental by expending 15 feet of movement, if it does so, it can breath again.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active.

CONSUMING WAX

ELEMENTAL

Medium elemental, neutral

Armor Class 17 (natural armor)

Hit Points 117 (18d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	14 (+2)	7 (-2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages Common, Gnomish

Challenge 7 (2,900 XP)

Coated Strikes (activates after taking fire damage). For 3 rounds after taking fire damage, the wax elemental melee weapon attacks deals an additional 2d4 fire damage with each hits (included in the stat block) and each times it strikes a creature, that creature must make a DC 15 Dexterity saving throw or be affected by the *slow* spell until the end of its next turn. For the duration the elemental sheds bright light in a 20-foot radius and dim light in an additional 20 ft. The elemental also takes 2d4 necrotic damage at the start of each of its turn, and its speed is halved.

Magic Weapons. The elemental's attacks are magical.

Malleable Body. The wax elemental can use its action to polymorph into a medium humanoid or smaller, 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 or takes fire damage

Wax Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) bludgeoning damage and starts choking as the wax fills its lungs. A creature can escape the space of the Wax elemental by expending 15 feet of movement, if it does so, it can breath again.

Actions

Multiattack. The elemental makes three attacks, only one of which can be Devour.

Devour. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active. In addition if the target is size Medium or smaller it must succeed a DC 15 Strength saving throw or that creature is swallowed. While swallowed, the creature is blinded restrained and starts choking on wax, it has total cover against attacks and other effects outside the elemental, and it takes 7 (3d4) fire damage at the start of each of the elemental's turns if the Coated Strike ability is active. If the elemental takes 20 damage or more on a single turn from a creature inside it, the elemental must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the elemental. If the elemental dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone. The elemental can only have one devoured creature at a time.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active.

You have a debt to pay, and he's here to collect it.

THE GRIM HUNTER

Medium undead (elf), lawful evil

Armor Class 19 (natural armor)

Hit Points 129 (14d8 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	15 (+2)	17 (+3)	22 (+6)

Saving Throws Dex +11, Wis +8

Skills Deception +11, Insight +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

Senses darkvision 300 ft., passive Perception 13

Languages Common, Elvish, Infernal

Challenge 15 (13,000 XP)

Partial Magic Immunity. The hunter can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The hunter weapon attacks are magical.

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

At will: *detect thoughts, misty step, mage hand, minor illusion*

3/day each: *detect magic, invisibility, suggestion, darkness*

1/day each: *dominate person, fly, plane shift, synaptic static*

Grim Strikes. The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

Actions

Multiattack. The hunter makes three attacks

Longbow. *Ranged Weapon Attack:* +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Hail of Arrows (Recharge 6). The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The hunter makes one weapon attack.

Teleport. The hunter teleports up to 30 feet to an unoccupied space that he can see.

Infused Strike (Costs 2 actions). The hunter uses his Grim Strikes ability and then makes one weapon attack.

In the distance you hear an ethereal voice: *"The king has sent me after you, you have a debt to pay, either you come with me, either you'll pay in blood."* He chuckles. *"Oh and one thing, a proof of the seriousness of the request, here this is for you"* as he throws something wrapped in linens. As you open it, you realise with horror its the severed hand of someone. *"This one belongs to your brother, if you don't want to find his head in a similar wrapping, I suggest you follow along, but I beg you, please resist, it only makes the hunt more fun for me."* he says chuckling.

ADVENTURES



 **MONKEYDM**

ENDLESS REVERIE



5TH EDITION ADVENTURE

UNVEIL A CRUEL WEB OF LIES AND ILLUSIONS

THE ENDLESS REVERIE

THE ENDLESS REVERIE IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 4 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK:

The small community of Misaal is rarely heard about. It's a place where elves live off the land, mostly calm and unbothered. Recently, local government has tried to integrate the community within the infrastructure, hoping to one day even turn it into a full-on village or town. They originally agreed to giving some of their crafts and crop to the kingdom, but then they started complaining about it. Although they gave very little. Recently, the entire grain supply of the community has stopped. And nearby settlements are scared. Of course, they were a little tucked away and a little solitary in nature, always talking about how elves should live off the land. They might have turned the wheel around, becoming a full-on cult. You've been directed towards a dwarf who might have more information.

0. LIEUTENANT TYLIN BLACKBOOTS

As your party approach the dwarf he turns around to angrily greet them.

He is the person in charge of receiving the shipments, a dwarven lieutenant (**Veteran stats**) by the name of Tylin Blackboots, he will pay the party handsomely (200 gp per head) if they take care of the village, telling them the empire is not to be messed with.

TYLIN BLACKBOOTS

Information: Tylin is an angry old chap, with black leather boots with soles of pure iron and spikes at the tips, with which it is said he kicked people in the bits during combat. His hair is tied into a long and messy series of ginger-brown braids, which look filled with all sorts of beads and bobs. His beard is just the same in color and design.

1. THE COMMUNITY OF MISAAL

1.1. SINUOUS PATH

Read this:

'Going towards the community, the journey takes quite a good while. It's nestled away in between a vast canopy of large pines and oaks, so it is difficult to track.'

Choose an expedition leader, they must succeed a **DC 13 Wisdom (survival) check**, on a failure the party gets lost in the forest. This will lengthen the journey by a full day, requiring to sleep outside. If they do, roll 1d4, during the corresponding shift (1 on the die equals to 1st shift and so on) **1 Nightmare** will attack the party.

Read this:

'After a bit of messing about on the way there, the track becomes almost clearer due to the occasional marking on the trees in elvish. It's quite obvious that the community has tried its best to hide itself from the rest of the world. The pathway isn't the greatest.'

If they examine the surrounding nature with a either a **DC 18 Intelligence (Nature) or Intelligence (investigation) check**, they'll notice that some of the leaves look unnatural, almost illusory. All of these leaves happen to be out of reach. If the party does touch them, they are indeed illusions.

1.2. SLEEPY VILLAGE

After a bit more traveling, read this:

'Only when you reach the village, the reason for the hiding feels quite understandable. The entire common is incredibly beautiful, prosperous and well-built and although you can't say it looks opulent, it does look devoid of poverty. The only issue is that, for the most part, the village is deserted. There seems to be no one... Anywhere'

The village has beautiful wooden houses with moss rooves, small and large alike. Wherever players go, the doors seem to be open, but the homes look minimalist in design on the inside. In every house, seated on small tatami mats, there are elves, fast asleep in their trance. Shaking them, harming them or even healing them has no effect. They are in an endless trance.

Players who are proficient in can try to succeed **DC 15 Intelligence (investigation) check**. On a success, wherever the party looks, the entire village seems to be picked clean. There's no food, no findings, nothing. It's almost like everyone got up and left, and yet they are all entranced, not moving, not eating, in stasis.

Regardless of the outcome, after the party investigates a few houses and rattle about, making noise, they will hear shouting from a small house. A scraggy old man starts approaching them. He's smiling, and his eyes are white, quite obviously blind. This is Rajlin the Old. He looks shamanesque and does a bow when he sees the party. He will be kind to the party and answer any of their questions.

RALJIN THE OLD (DRUID)

Information: Rajlin seems to be unnaturally slim, even for an elf. His skin has darkened and grown old, with plenty of wrinkles and pockmarks. His hair is scraggy and thin, but goes all the way down to his ankles. He wears very few clothes, and a lot of his skin is marked by paint, looking half-way dried. His eyes give off a stifled intensity, although taken away by age, but he does have a sage-like aura. You reckon he's most likely been alive close to 700 years or so.

Read this:

'I KNEW I HEARD SOMEONE! Welcome, welcome... You see, in elvish, we say Ish-nu-ala!' Rajlin laughs. 'Of course, I understand not everyone speaks elvish... Some of our own didn't before they got here. They were estranged from their own kind you see. No matter, now. Everyone left me, I think. I can tell by your smell you are not of our own. You see, I'm the only one who hasn't ascended to the great dream.'

Rajlin explains that the community had lived beautifully, until the kingdom came and started taking food from them. (*Note: That kingdom can be re-flavoured to whatever you wish to*). At some point, distress started spreading. This all stopped when one of the villagers, an elven woman by the name of Latha, suggested they go to the lake of clarity, their main place of worship, to seek guidance. Guidance came to them in the form of elven spirits, which advised them to enter a trance deeper than ever before, by drinking the water of the lake and then entering their trance. They all did except him, because he felt something was off about Latha. He would hear her feet four times, because his hearing is so good. He also smelled her smell was different. He was the only one who didn't trust her.

If the players ask, he can take them to the lake of clarity.

2. THE LAKE OF CLARITY

Read this.

'Slowly but surely, using nothing but a large stick and his smell, Rajlin leads you towards the lake of clarity. It's quite beautiful, with a certain lair of mist around it.'

Once any player moves towards the lake or touches the water.

'You notice a few lights rise from the water, almost like little fireflies at first, but then they begin to grow a little. you see Rajlin begin to smile. He looks at the lights. "I can sense the spirits once more... Maybe they weren't Latha's lies after all." The spirits then begin to crackle with powerful lightning and you begin to feel a little unease. Then the spirits begin to approach.

The spirits are **2 Will-o'-Wisps**. They will begin to attack the party. After the first round of combat, noticing the spirits dislike the players, Rajlin will also attack them, fearing they are "corruptors come to take him away". He will then trip, fall head first in the water, drink some by accident, fall asleep and not wake up, afflicted like the other elves.

After the wisps are killed, the mist begins to dissipate. The lake is now examinable. If the players cast *Detect Magic* or succeed a **DC 15 Intelligence (arcana check)** or higher, they'll discover the lake seems to be in some way magical, Enchantment school of magic mainly, but a faint air of Conjunction can be sensed at the the bottom of it.

If they decide to drink the water, they will instantly feel compelled to go to sleep, or trance in case they are elves. This will bring them into the Dreamland (Chapter 3). If they instead choose to swim to the bottom, they will find a magical gateway, leading them to Chapter 4.

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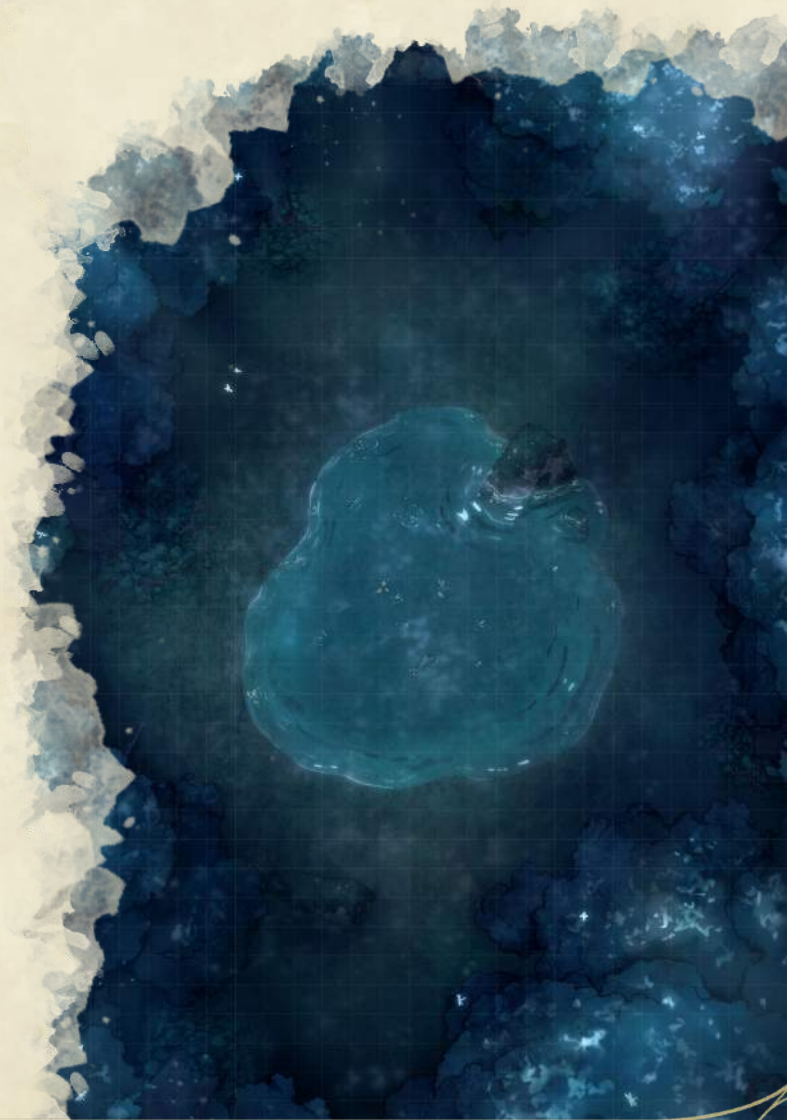
3. THE DREAMLAND

Read this.

'As you slowly drift off to sleep, you feel your body move at unnatural speeds. Your mind begins to quickly drift in between images at an unprecedented rate. You quickly shift and move, your eyes glance off rapidly and then, when you open them, you find yourself in a land of pure utopia. It's oversized, filled with all manner of unnatural beings and everyone around you is filled with joy. Happiness is abound and there is nothing else here. You feel that to be true.'

Right when entering the Dreamland, all players must make a **DC 13 Wisdom saving throw**. If they fail, they are under the effect of a *Geas* spell that says "You must be happy at all times while within the Dreamlands." If all players happen to fail, you can choose one to succeed, in order to keep the adventure going. Once here, players must break out.

MAP 1: THE LAKE OF CLARITY



All the people inside the Dreamland can make anything appear by wishing it. If they wish for gold, it suddenly appears out of the sky. They believe this is an utopian dream, but they are unaware they control it. The players must discover that they can wish anything into existence (for instance, water!), then turn the dream into a nightmare. If they turn the dream into a nightmare for the elves, they break out. There are **4d8 +5 elves** inside in total. If they manage to turn it into a nightmare for all of them, they will summon the wrath of Latha. What is nightmarish for the elves is determined by the DM. If you are uninspired, you can roll on this table:

d6	Dream
1	Spiders
2	Drowning
3	Fiends & Demons
4	Death of loved ones
5	Broccoli
6	One or more Tarrasques

MAP 2: DREAM LANDS

If they ignore the elves, they can only escape by turning it into a nightmare for THEMSELVES. This can also reveal great backstory elements! If a player feels scared of the Dreamland or a nightmare within it, they instantly wake up alone in Map 3.

If either the wrath is triggered or if they wake themselves all up, you can start chapter 4.

4. THE GARDEN OF ABUNDANCE

The players will find themselves in the hall of Latha, a Hypnosphinx who had charmed and profited of the Community. She has filled her lair, hidden away in a parallel dimension, not far off from the village, with all matters of riches and foods.

4.1 IF CHAPTER 3 WASN'T SKIPPED

Read this:

'As you all wake, you find yourself in what must have been a beautiful Zen Garden of sorts. Your body seems sleepy and sore, with your back feeling most of the damage, with your lungs feeling filled with water. You find yourself next to a beat-up, semi-conscious Rajlin.'

MAP CREATED BY [CZEPEKU](#)

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Rajlin will explain he coughed up the water by chance, began to feel something wasn't right and saw you all fall asleep, so he dragged you to the lake to wake you up with water, unfortunately, he dropped you in and you went through the portal. Noticing there is a portal, he dragged you all in, one by one. Once he himself got through, he was assaulted by Latha. She then emerges out of the darkness.

Read this:

'You all see as from the large pagoda in the distance emerges a half-female body, with the lower half baring an almost lion-esque physique. This figure eyes you, angrily chuckling. "You all really thought you could outsmart me. You and your futile kingdoms... I was nice to you, really. I found a way to gather all the riches I would need, without ever bothering anyone outside that community, but then you all... No matter. Adventurers like you will keep coming. And I will keep tricking you and ripping you to shreds." Latha then, without wasting a second, lunges towards you, no moments spared. Roll for initiative.

MAP 3: LATHA'S LAIR



4.2 IF CHAPTER 3 WAS SKIPPED

Read this:

'As you all wake, you find yourself in what must have been a beautiful Zen Garden of sorts. The surroundings are almost unnaturally lush, with all manner of riches and gems everywhere. It looks a little too similar to the forest you were in previously, but it's got a magical tint to it. You all see as from the large pagoda in the distance emerges a half-female body, with the lower half baring an almost lion-esque physique. This figure eyes you angerily, before chuckling. "You all really thought you could outsmart me. You and your futile kingdoms... I was nice to you, really. I found a way to gather all the riches I would need, without ever bothering anyone outside that community, but then you all... No matter. Adventurers like you will keep coming. And I will keep tricking you and ripping you to shreds." Latha then, without wasting a second, lunges towards you, no moments spared.'

5. BOSS FIGHT

Latha is a hypnosphinx, meaning that she uses her illusions to fight, and that she fights dirty, sending her illusions to attack while she stays away, she might even try to use her pitiful flying speed to gain some form of advantage.

If you are running this adventure with 4 players or less, simply play her as written in the statblock.

If you are running this adventure with 5 players, she will start the fight while concentrating on a *major image* spell in the form of a **bulette**.

If you are running this adventure with 6 players, she will start the same as if you had 5 players but she gains this trait: **Cunning Illusionist**. Latha has advantage on concentration checks made to maintain concentration, in addition she can maintain concentration on two spells at once if at least one of these spells is from the illusion school of magic.

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HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Con +6, Wis +6
Skills Arcana +5, Perception +6, Religion +8
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 16
Languages All
Challenge 5 (1,800 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Living Illusions. The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature it's modeled after. It vanishes if the sphinx loses concentration.

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

Spellcasting. The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*
1st level (4 slots): *command, detect evil and good, detect magic*
2nd level (3 slots): *mirror image, zone of truth*
3rd level (3 slots): *dispel magic, hypnotic pattern, major image*
4th level (1 slot): *hallucinatory terrain*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. CONCLUSION

After finishing the boss fight and defeating Latha, you exit the dreamrealm and the goods burst out in a pool at the lake's edge. The villagers are thankful and, due to your intervention, begin cooperating with the empire once more.

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 **MONKEYDM**

RUTHLESS JUSTICE

5TH EDITION ADVENTURE

FIGHT FOR SURVIVAL AND SHINE A LIGHT ON TWISTED JUSTICE

RUTHLESS JUSTICE

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PLOT HOOK

On the path to your next quest, you stumbled into a small village known as Holth. On the sidewalk, you see a crying woman by the name of Sylda. She mentions that her daughter, Methila, was deemed a witch and was taken to her execution on the gallows on the other side of town. She says that her daughter is not human, but she is not at fault for the issues the town has and she can prove it. She asks you to save her and in return she shall give you access to her supply of salves and potions.

1. THE GALLOWES

This section describes the rescue of an innocent girl from the hands of rightfully angry villagers.

1.1. ARRIVING THERE

Read this:

'As you go forward in your rush towards where Sylda had told you to go, you begin to hear a sound in the distance. From this far, it sounds like the song of angry voices, all seemingly booing. You quickly make your way over the hills, before finally noticing the source of these shouts. On the side of a crossroad, you notice gallows. By the gallows, you notice there seem to be 5 or so guards, and a mob of villagers, all angry and stirred. On the gallows, you see a fat human figure, who seems to be quite full of themselves, flanked by a large bodyguard with their face covered, who is holding the chains of a green-haired young lady (Methila), who is looking at the ground.'

MAYOR SARGAL DOORKNOB

Information: Sargal (Noble stats) is a fat and stocky man, short in stature, with quite opulent clothes for the size of the village. He is full of himself, walking with his belly forward and his head held high. His voice is rough and he tries his hand at shitty jokes. He doesn't really care if she's a witch, but he doesn't want the village to turn on him for lack of action.

LORRIS GRUN - THE BODYGUARD / EXECUTIONER

Information: A large goliath bodyguard, who doesn't really care that much for combat. If combat breaks out, he won't engage, but rather he'll move Sargal behind the gallows and hide, telling the guards to attack. He won't, however, let go of the girl.

Read this as Mayor Doorknob:

'Order, please! Order! Order! We have gathered here today, as you all know, to finally rid our good village of the devil that has been haunting it! As you all very well know, over the past months, we have had the displeasure of losing more and more of our citizens due to unknown means. They were unknown until recently, when, following this here witch into the woods, members of our community spotted her by the river, where she'd apparently turned all of our good fishermen to stone. And today she is sentenced for her crimes!'

1.2. SAVING THE GIRL

The party can now choose either to try and talk to them or to intervene. If asked for more proof, the mayor will say that:

- This girl and her mother always asked traveling merchants for Basilisk Oil, saying they needed it for potions, but it is clear they were turning people to stone.
- The mayor will also say some people have accused her of talking to animals, as she knew exactly when the animals they had were sick and the like.

In order to make them doubt themselves, the players will have to roll **2 subsequent DC 18 Charisma (Persuasion), Charisma (Intimidation) or Charisma (Deception)**. You adjust the DC accordingly if the argument they present are extremely convincing. If they succeed on these checks, the mayor will do one of the following:

- If the party succeeded through Persuasion, give up on killing the girl, give the party a chat with her, but will keep her in custody until the party finds the true culprit.
- If the party succeeded through some sort of Deception portraying themselves as some high rank officials, he will hand them the girl.
- If the party succeeded through Intimidation, he will sheepishly say he has other business, move away and then tell the crowd to attack them.

If the party chooses to not talk altogether and fights straight up, or fails the check, the stats are as follows: **5 Guards, 2 Angry Mobs**. For each player above 4, add 1 additional Angry Mob.

Note: If at any point the party severely injures or kills anyone, Methila will shout at them to please stop.

1.3. HAVING SAVED HER

Once the party defeats all enemies, the Mayor will tell his bodyguard to hand them the girl and then he'll run away towards the town. Now the party will talk to Methila.

ANGRY MOB

Huge swarm of Medium Humanoids (human), no alignment

Armor Class 10

Hit Points 75 (10d12 + 10)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	11 (+0)	8 (-1)	11 (+0)

Skills Perception +1

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Area Weakness. The mob takes double damage from area of effects spells.

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

Mob Mentality. Upon reaching half hit points (37), the mob becomes Frightened of its last attacker and attempts to flee to the nearest angry mob. Upon reaching the other angry mob, this mob is removed from play and the other mob gains hit points equal to this mob's remaining hit points. If no other angry mob is visible on the battlefield, the angry mob will attempt to flee and disperse.

Actions

Multiattack. The angry mob makes two attacks, which can be any of its attacks, but it cannot use the same attack twice on a turn.

Pitchforks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 7 (1d6+4) piercing damage if the mob has half of its hit points or fewer.

Stones. *Ranged Weapon Attack:* +4 to hit, reach 30/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the mob has half of its hit points or fewer.

Grab. The angry mob attempts to grab all creatures within 5 feet of it. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or become grappled by the mob.

Apprehend. The angry mob attempts to knock prone all creatures that it has grappled. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

METHILA

Information: Her hair is green and filled with leaves and twigs, while her figure is slim and unnaturally graceful. Her eyes emanate a certain energy, like there is something magical about her. She is strongly against attacking and harming humans, as they are responsible for her life. She'll try to heal any hurt humans.

She'll confess to the party that she is a Dryad and her mother is actually her adoptive mother, who took her into her house when her fey parents were killed by mercenaries. She confesses that she was indeed found amongst the statues, but that she was only trying to save them. She was just going to administer the cure when she was captured by the villagers. She says that she is sure the nearby river is inhabited by Basilisks who are turning the humans into stone.

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MAP 1: SAVING THE GIRL



2. THE STONE GRAVEYARD

The party encounters a very grim sight.

2.1. ARRIVAL

Once the party discusses with Methila, she'll point them towards where all the statues are present, telling them to try and see if the cure is usable.

Read this:

'You undertake on a short journey, no longer than two hours away from the edge of the village. Travelling through a young forest, you begin following the river at a safe distance, watching out for any basilisks.'

Ask one of your players to make a **DC 15 Wisdom (Perception) check**. If they succeed, tell them that through the water, one can see that there are almost no fish to speak of, almost like the entire river has been sucked dry.

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MAP 2: SUMMONING THE DEVIL



Read this:

'You eventually find yourself right below a cliff-side next to the river. In front of you, a monolithic giant of pure stone, a colossus seemingly built to defend this land. All around it, you can see is all manner of soldiers and men, frozen solid in stone, in varying positions, all more scared than the other. For the rest of it, the place seems to look in complete ruins. You begin to feel a certain degree of unease. As you look about, you also notice that directly in front of the colossus, over the river and on a larger out-cropping, connected by a bridge of sorts, is a small platform, surrounded by 7 small basins.'

2.2. INVESTIGATION

The party must now find out how the fishermen managed to summon the creature that petrified them. The party will notice that the colossus has some writing on it. If the players choose to look in closer detail, ask them to make a **DC 14 Intelligence (Investigation) check**. This will reveal the following writings: *'If one wishes to never be hungry again, he should only go on the platform nearby and place a fish in each of the seven bowls.'*

The party must now gather some fish. They can do this with **DC 15 Wisdom (Survival) checks**, or by using spells or other fun and creative means! Once they have placed a fish in each bowl, well see the next part !

2.3. SUMMONING THE DEVIL

Read this:

'With a fish placed in every bowl, you notice as a small glow begins to arise from the basin. Slowly thereafter, you begin to here a low rumble. This rumble goes on for a good while, and then the colossus' mouth opens, out of it pouring a reasonable amount of water. Then, slithering from the same mouth like a scaled tongue, you see a half-snake figure, a Medusa, but with gills and fish-like features, its hair made of eels rather than your usual snakes. The slither it would usually emit is instead replaced by the strong sound of static, as the eels begin to build up lightning charge. Then, with a short incantation, you notice as the fish begin to dry and decay, with small, soul-like globules moving into the nearby statues. The statues then begin to move with small cracks, like the stone was given life once more. Roll initiative.'

2.4. ORYTHEA, THE GUARDIAN OF THE RIVER

The players will now fight against **Orythea, the Guardian of the River**. Along with her, they will fight her **possessed statues**. These have **Skeleton stats**. For 4 players, use 5 statues. For 5, use 7. For 6 or more, use 9.

During the first round of combat, read this:

'No longer will your greedy fishermen torture my brothers! NO LONGER! I shall bring the pain back upon you! For the Queen of the Naga! For the Empire of the Depths!'

ORYTHEA, THE MEDUSA GUARDIAN OF THE RIVER

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks - one with its eel hair and two with its shortsword - or two ranged attacks with its longbow.

Eel Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) lightning damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) lightning damage.

3. THE CONCLUSION

With her last breath, Orythea will let out a shout of anger. Then, in the exact instance, all statues still unharmed will return to their human form, as the stone slowly cracks away. Then, she'll die.

Back in town, Sylva and Methila will leave, now that their secret is hidden, but not before rewarding the players quite handsomely! Award 2 uncommon magic items and 3000 gp.

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 **MONKEYDM**

UNLEASH THE PAIN

5TH EDITION ADVENTURE

TRY YOUR BEST TO SURVIVE A RUTHLESS UNDERGROUND FIGHTING PIT

UNLEASH THE PAIN

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HOOK:

The gangs in Rimaron are rowdy nowadays. So rowdy that they are hiring mercenaries and bodyguards to help them. Your group was personally invited to The Broken Nose tavern by a fellow named Books. Their only catchphrase is: "I need to read a novel!"

Give one of your players a note with the catchphrase.

CITY OF RIMARON

The city of Rimaron is a coastal city full of gangs and corruption ruled with an iron fist by the military, everyone is part of the underworld, one way or another, from the innocent baker that pays for protection to the guard captain that personally knows all mob bosses. No one is out of reach when it comes to the violence and grime of life in Rimaron. While some try to live honest lives, they are still paddling in muddy waters infested with crocodiles.

MAP 1: THE BROKEN NOSE TAVERN

1. BROKEN NOSE TAVERN

The Broken Nose, known around Rimaron as the place where people of shady undertakings meet, runned and owned by a stout dwarf named Dunaran, Dun as the regulars call him. The name of the inn is after the fact that Dun had his nose broken in a tavern fight when he first opened up.

Characters with an urban or criminal background know that this inn is used by **Books** and his gang as a base of operation. The guards that usually get in the tavern, greet Dun and if the table in the corner is in use, the older man sitting there before leaving without doing a proper inspection, the guards being on the payroll.

DUNARAN THE INNKEEPER

Dunaran is a middle aged dwarf that runs the inn with an iron fist. Some people say that he and Books once got into a fight when the tavern first opened and Dun had his nose broken and healed in a crooked way. He is hearty and pretty cheerful, nobody in the tavern ever questions him or makes him angry. Some say that Books keeps everyone in check, some say that Dunaran can hold his own and there is no need for him to be helped.

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The players will interact with Dunaran first, he will dispense information before meeting Books.

“What can I getcha, grasshoppers? Ale? Some moonshine? Made it myself! Or maybe some food for ya bellies? A game of cards or a game of drinking?” - **Dunaran the Barkeep**

ENCOUNTER 1:

A short card game or drinking game.

- If the players choose the card game, they can play it out with two DC 14 Dexterity (Sleight of Hand) checks.
- If the players choose a drinking game, they need to make three DC 16 Constitution Saving Throw.

On two successful checks they win the game and Dunaran lets them drink for free. Upon failing they'll have to pay up 2gp.

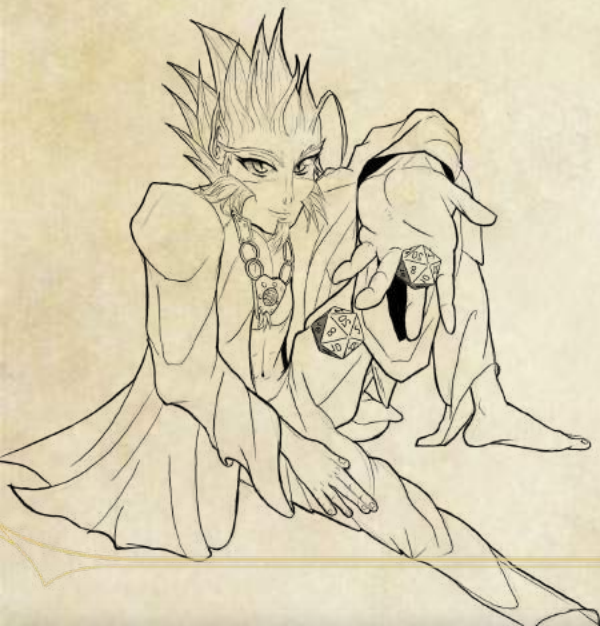
Dunaran can be easily persuaded during conversations with either coins or favors, sharing to the players all kinds of information. The only questions that he will dodge or flat out ignore are the ones about his crooked nose and about Books, unless he the catchphrase is said to him. If the catchphrase is said, Dunaran will point them to Books.

BOOKS, GANG LEADER

Books is a middle aged man, one eye missing, an eye patch on his missing eye, dressed in a beautiful black attire that is surrounded by books with no one around him, he is smoking hand rolled cigarettes. He is stylish, cold and calculated, talks slowly and deliberately.

As the players approach, he points to the chair at the table.

“Sit, please, I was expecting you! I hope old Dunaran there was not giving you a hard time, he is one of the more cautious players in the game.” - **Books**



Books talks to the players about the books around him, art books, economy, politics, until he changes the subject slowly towards a protege of him, Snake, a half orc enforcer that is currently trying to secure the square near the pier of Rimaron from a rival gang, saying that he needs to be protected and helped.

Books offers the player a substantial reward in gold and a favor that would be owed to each of them.

ENCOUNTER 2:

A tavern brawl

After a short chat, a brawl breaks out and Books points out that he needs this to stop.

“Now, I would highly appreciate to see what you are capable of, Snake is going in to be attacked from all sides and I need him alive and well. Prove your mettle, deal with this for me and then let's talk business!” - **Books**

The players have to incapacitate or defeat **3 to 5 scoundrels** in order to prove to Books that they are capable of fulfilling the mission. Incapacitate, not kill. Roll Initiative.

After the fight, they are offered a room to sit tight for a couple of hours before going to see Snake and help him deal with this issue.

2. FAIR OF RIMARON

As they exit The Broken Nose tavern, they are greeted by 4 figures, one of which stands out a little more. A gruff looking half-orc with tusks covered in a shimmering brass sheen smoking a cigarette extends a hand in the cold night air. He is decently clothed, but has a violent aura about him, he is wild and roaring, willing to do anything for the gang.

“The name's Brass Tusks, but people 'round here call me Snake, I heard you are the muscle Books hired to help me, here's the mission. Make sure my arse is safe and I come back alive, we need to gain control of this street before the sun comes up. I will be looking for Joss, keep up or get trampled. We are going towards the center of the fair, Joss is around waiting for us.” - **Snake**

The players move with Brass towards the center of the fair, fighting along the way with **3 groups consisting of 2-3 veterans**. Roll Initiative.

2.1. STREET BRAWL

Near the middle of the fair, they find Joss, an elf with slicked back, blond-greyish hair, is shooting his crossbow into the crowds fighting on the streets as the players see Snake taking his jacket off and rushing into the fight.

The players need to move towards the Rival gang leader with Brass, protecting him.

DM Note: Joss, the enemy gang leader, controls a group of 3 to 4 veterans that listen to his commands. Use the veterans as meat shields while shooting from afar with Joss.



MAP 2: FAIR OF RIMARON

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2.2. BRAWL MECHANICS

- On initiative count 20 (losing initiative ties), Joss can command the veterans to protect him and they will do everything they can to move enemies away from Joss. All veterans on the field take the Shove or Grapple Action using their reaction.
- If the veterans start dying, Joss will do everything in his power to run away into a darker alley in order to escape. When a character gets within 5 feet of him, he can use his reaction to move up to his movement speed without triggering attacks of opportunity.
- In the alleyway located behind the right guard tower Joss will enter a basement.

3. BASEMENT AMBUSH

Joss enters a musty basement with the players following him. They are greeted by a sulfurous smelling mist that seems to seep into their skin, as Joss approaches two cages and releases two darkened, red-eyed hounds that snarl and growl.

“Now that we are away from the little scuffles outside, let’s have our own fun, shall we?” - **Joss**

As he takes a vial of blackened liquid and drinks it.

“Look at... this... Snake... This is what... you were... pro-promised. What you gave up! The power!” - **Joss**

As the elf starts transforming into a creature that seems more devil than elf, with red and blistered skin peeling off what was once Joss, leaving the scarified appearance of a devil with chains attached to him. Eyes crimson and focused, mouth foaming, bones cracking and muscles twitching with anticipation.

A faint voice of what was once Joss can be heard through out the room.

“Feast, my hounds, feast on their flesh!” - **Joss, Chain Devil**

The party sees in front of the a **Chain Devil** and two **Death Dogs**. Roll Initiative.

LAIR ACTION:

- **Corrupted Mist:** On initiative count 20 (losing initiative ties), the Chain Devil controls the mist and focuses it on one target and moves it in their space. The target must make a DC 14 Wisdom Saving Throw or become frightened of Joss and take 7 (2d6) psychic damage at the start of each of their turn, as their worst fears are shown to them. An affected target can repeat the saving throw at the end of each of its turn, ending the effect on a Success. On a successful save the target becomes immune to the mist for 24 hours.

ENDING:

After finishing this fight you can either give your players a letter that will give them more information about something happening in your campaign. Alternatively, you can choose to continue into the second part of this adventure if you desire, the choice is your.

If you want to run the following adventure, then after defeating Joss, the players find a letter saying that a new mage has arrived in town giving off power to those who need it and he can be found at the Silk Curtain inn in the nobles quarter.



MAP 3: BASEMENT AMBUSH

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 **MONKEYDM**

BURNING HATRED



5TH EDITION ADVENTURE

PREVENT EVERYTHING YOU LOVE FROM BEING ENGULFED IN FLAMES AND DEATH

BURNING HATRED

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PLOT HOOK

Not long after your latest adventurers, as you were resting in a tavern, you received a letter by way of raven. The letter is noted as being from one Waylon Dothy. He asks you to urgently meet him in the Crow's Nest Apothecary, within the city of Stonestep, as he has troubling news and is in need of help. You've never heard of Dothy.

1. IT'S HEATING UP

In this chapter, players will arrive in Stonestep, interact briefly with the populace, meet up with Waylon Dothy, discover his past and find out about the goings on within Stonestep.

1.1. ARRIVAL IN STONESTEP

STONESTEP

Information: Stonestep is a large city, partway dug inside of a large mountain. Its population is mainly dwarven, who use an elaborate network of tunnels to travel from one side of the mountain to the other, thus speeding up transport of produce to other regions and gaining trade route dominance.

As the players arrive near the city, read this:

'Even to the least perceptive, Stonestep is quite easily noticed. The city has a grandure of sorts, brought about by the simplicity of its craft. Large and broad towers of stone, bastion-like in make, line the outside portion of it, while a majestic gate of silver, with old dwarvish writing on it, makes for a great entrance into the inside portion of town.'

The player with the highest passive Perception must make a **DC 14 Wisdom (Perception) check**. If they succeed, they notice a large number of the civilians they see throughout town all seem to have bright red hair, ranging from ginger to blood red.

1.2. CITY-STYLE CON.

After a brief while, read this:

'It does not take long before you realise your arrival has been noticed. The many dwarves and humans take glancing looks at you with a certain air of confusion.'

A player with a passive perception of 15 or higher must make a **DC 18 Wisdom (Perception) check**. If he succeeds, they notice they've been followed by a figure for a good bit. They seem to be trailing at a good distance and they are keeping a close eye on you.

They can choose to wait for the figure or even call it out. At any sign he is caught, Thorlun The Half-Breed will approach. He will ask if he can guide them anywhere. If the party mentions they are heading for Dothy, he'll say he can guide them for 5 gold pieces, trying to extort them. He can be persuaded to do so for less with a **DC 15 Charisma (Persuasion) or Charisma (Intimidation) check**.

THORLUN THE HALF-BREED

Information: Although taller than the average dwarf, Thorlun boasts the same brawny nature, with thick arms and the start of quite a majestic chin-beard and mutton chops. Aside from that, his clothing looks quite filthy. Hiss voice is on the verge of breaking, but not there quite yet, so he sounds a tidbit child-like.

If the party agrees to be guided by him, he will take them to Dothy and mention the forges have been getting hotter and hotter, almost unworkable. He doesn't know exactly why, but he knows that Stonestep used to be the Forge of Fire Giants. If the party doesn't go with him, they will still arrive at Dothy's, but won't get this information.

1.3. THE CROW'S NEST

Read this:

'The Crow's Nest Apothecary rests within the Underground District of Stonestep and it is quite the odd building. Within a plethora of stone structures, the small dug-out hole into the granite wall is patched together with planks of wood and bits of thatch, giving it a salem-witch aesthetic to it. There's a small sign, in old gothic font, which reads "The Crow's Nest", and you make your way inside. There, the smells are overbearing and all around you see all manner of salves and the like. At the counter, you see a middle-aged female figure, frail and fragile by its look, who seems to be making another potion of sorts. Her hair is dark like a crow's feather.'

ABIGAIL FLOWERS

Information: Abigail is the owner of the apothecary and a good ol' healer. She eyes the party up and down suspiciously at first, but quickly realises they have come for Waylon. She will then lead them into a back room.

In the back room of the apothecary, the players will finally meet Waylon Dothy.

WAYLON DOTHY

Information: What you see in front of you seems to be the husk of what once was quite the beautiful man. The body is still strong, the muscles tense and built, with an attire similar to that of Thorlun. Instead, the face seems to have strong, singed burns on it, covered by some salves of sorts.

Waylon will mention to the party he is a cleric of the forge. He noticed the singing heat that had come upon the and forges below. Noticing it is too much for his workers to use, he went down below, into the heart of the forge, only to find a mysterious figure speaking to the flames, casting something. He tried to attack the figure, but the it used a spell of fire so strong it was too much even for Waylon to suffer. Now the forge is getting hotter and hotter and Waylon scrambled to find adventurers who could help. In return, *he will gift them the best built weapons and armor he has ever made.* He will also mention that right before finally attacking this figure, he heard from the flames a voice that said "I will finally be reborn". He suspects it might be a spirit of the flames.

2. TRACKS GONE WARM

In this chapter, players will investigate the Stonestep Forge in search of clues and discover the truth about the on-goings.

2.1. GETTING IN

Although Waylon must still recover, he will advise the party to make their way towards the Great Forge of Stonestep. The only issue being that people who are not blacksmiths or clergymen of the forge cannot make their way past the front order desk, as it is seen as ritualistic grounds.

The party, can, nevertheless, go towards the great forge.



Once they get in front, read this:

'You arrive at the front of The Great Forge, with rests at the deepest circle of Stonestep. It is flanked by large brass pillars and a great brass door. Once you get past this door, you find the insides to be minimalist, yet majestic. All around, on the walls, masterfully crafted swords, shields and armors adorn stands. At the front counter, a female dwarven figure, with a ornately braided beard and hairdo, eyes you with a reticent, tired glare. In this chamber, the temperature is noticeably a lot higher. There's only one door you can see, which is next to the back of the counter.'

Anyone proficient can make a **DC 18 Intelligence (Arcana) check**, which, if succeeded, will remind them of the Plane of Fire, where the City of Flames resides.

MIRGODA LONGBEARD

Information: Mirgoda is in chare of orders and safe-keeping of the Great Forge. She uses the veteran statblock, and has a sword underneath the counter. She will also deny the party passage unless they have a forge cleric or a player who is proficient in smith's tools.

If the players wish to talk her into letting them in, the **DC for any Charisma check, whether it be Deception, Persuasion or Intimidation is 25**. She is one tough gal. Gold does not aid in their checks, no matter how much. Magic armor or weapons gifted lower the DC by 5 for each permanent gift. The mention of Waylon won't make her budge.

If the players persuade her into letting them in, read this as Mirgoda:

'Alright, but if the other visitor, the inspector, sees you, tell him you're lookin' for a friend and nothing else.'

The door in the back of the room is locked, requiring a **DC 18 Dexterity (Thieves' Tools) check**. Alternatively, the key can be found on Mirgoda.

The players can also try to sneak their way past her, but the only door is to the side of her counter, making it exceptionally hard. A **DC 25 Dexterity (Stealth) check** is required, but it is lowered by 7 if she is mid-conversation.

Once at least one player has made their way past Mirgoda, proceed to 2.2.

2.2. THE GREAT FORGE

Read this:

'The moment you get past the door, you find yourself in what seems to be an anti-chamber of sorts, almost like a dressing room, filled with all manner of cupboards and the like. It is shaped akin to a large corridor and, on the other side, you can easily notice a door. From behind it, you here the sounds of many a pickaxe and a forge working at full capacity.'

Once the players go through said door, they will end up within the great forge, where the sound of coursing lava and forging will overpower their ears. The heat is also hard to bear. All players will take 2d6 fire damage from the heat. Each subsequent 30 minutes they spend within will deal an additional 2d6. A creature with resistance to fire ignores this effect.

Read this:

'The Great Forge is just like you imagined it. A large, underground opening, filled with chains and all manner of forge equipment. With but two exceptions. You'd expect the blacksmiths to be working to match the sound of craft. Instead, it is a sound echoing from nowhere. A good 20 or so workers are in various positions, but none of them working. Some look partly singed, others passed out from the heat, others struggling burnt quite badly. They look as if they were all ambushed. And the second, even more jarring and scary, the fires... seem to be extinguished. Almost as if all the fuel has been drained. The sound you heard from the other chamber, but an illusion.'

The players can attempt to heal workers or explore around. Healing workers without healing spells or potions requires a **DC 18 Wisdom (Medicine) check**. If they happen to heal them, they will just mutter out "inspector" completely stunned. The players can also attempt to look around with a **DC 15 Wisdom (Perception) Check**. If they do so, they'll notice that the largest of the forges, in the back of the room, is burning with an immense, unsafe flame.

The party can make their way through the great forge, where rivers of underground magma course to power great forges and produce immense heat. Once they arrive at this unsafe flame, they'll notice a short flight of stairs, leading below, to a fuel chamber of sorts.

2.3. THE HEART OF THE FORGE

Once they walk down the stairs, read this:

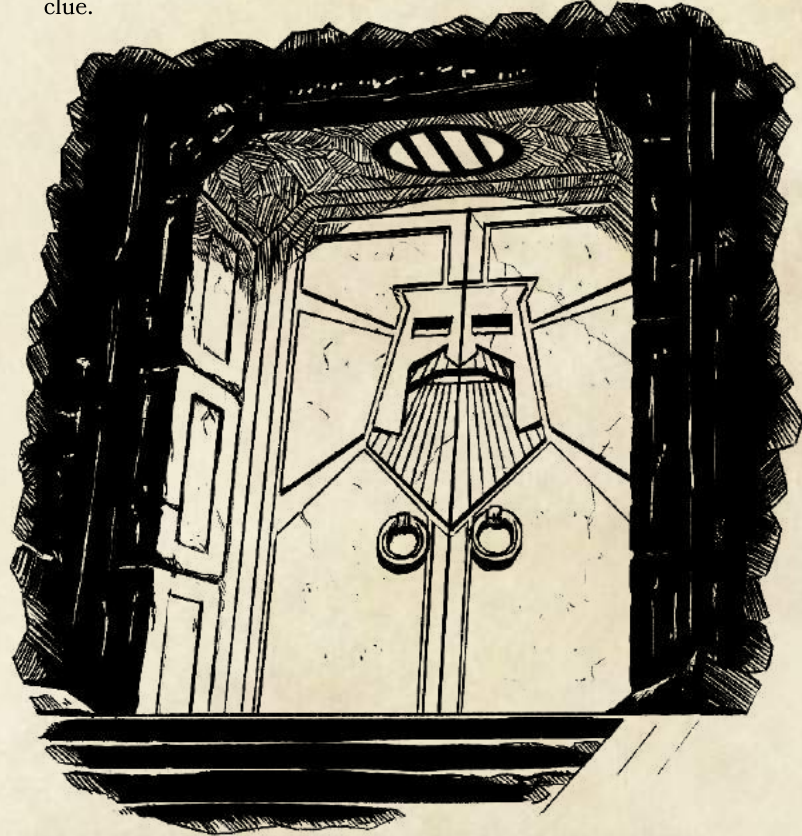
'You approach at the bottom of stairs and you finally end up in a small circular room, no larger than 20 foot in radius. In the middle, where you presume would be right underneath the forge, a large steel cylindrical structure, where there seems to be room for a large gem. No gem can be found however.'

In this room, the heat is too much for even the bravest of adventurers. All players within this room have disadvantage on ability checks and take 6d6 fire damage upon their entry.

Players can make a **DC 18 Intelligence (Investigation) check**, which will point them towards a plaque on the steel cylinder that is now emptied, but where the fire rages. Underneath a thick layer of soot there are the following words:

'Here lies the heart of that which was once fire and brimstone, the heart of that which was king amongst flames. The heart of a fire giant. Heart apart from body. The heart to stoke the fires, and the body to bring about its strength. A steel body, found only where iron can be birthed.'

Plays must solve this riddle, which will guide them to the **cities' mines**. If they seem to be struggling, ask for a **DC 14 Intelligence (Religion) checks**, each success granting a clue.



CLUES

- **Clue 1:** 'From what it reads, it seems the body and heart are in different places, maybe used for different means, but both regarding metal.'
- **Clue 2:** 'The phrase "where iron can be birthed" could maybe point you towards the undergrounds.'
- **Clue 3:** 'It does occur to you that back in the historic times, Fire Giants were known to rule over slavours who they'd ask to mine for them.'

3. THE EMBERHEART

In this part players find out what it is that disappeared, where it could lead and fight a fiery behemoth.

3.1. AND AROUND!

The players will now loop back around and meet up with Mirgoda, telling her about the goings on. She'll mention that a visitor came by in the past few days, calling himself an inspector. Come to think of it, the day he came was the day Waylon got hurt. She hasn't seen him come out.

She'll go tend to the burned, but before that, she'll mention that within the forge was the source of its energy, the Emberheart, the heart of a fire giant whose power could rival lesser gods. If stolen and restored to the bones of the fire giant, it could rebirth it and it would mean destruction. She doesn't know where the bones are. No one does.

3.2. THEY ARE HERE!

The players can now make their way towards the mines, not far away from town.

Read this:

'As you get closer and closer to Stonestep's mines, the rising temperature does become gravely apparent. Not just that, but you see what used to be the large wooden doors that lead to the courtyard, broken and battered, partly burned away. In the courtyard, guarding the entrance further into the mines, you can just about make out what seem to be a 6 odd dwarves, looking to be either knocked out or asleep.'

Although it cannot be seen from that far, the dwarves are actually **Azers**. If the players don't approach and try to get in stealthily, they'll start a combat against **6 azers and 3 fire elementals**. Roll for initiative.

After the combat is over, the players move within the mine.

3.3. THE FLAMING BEHEMOTH

Read this:

'Even though you feel the heat impale your bones, you are driven to head further and further into the mines. At this point, the temperature makes it so fumes are rising and air is difficult to breath. It is quite clear that this mine, by way of the person that caused all of this, is turning more and more into the elemental plane. Nevertheless, you rush forward deeper into the cave, until you come across a large chamber, rectangular. It is there you see it. The large, lifeless skull of what you reckon could be nothing else but a giant, that is how large it is. Next to it, uttering incantations the full meaning of which you cannot fully comprehend. For a second, you think you have arrived in time, but that illusion quickly fades, as the bones that once rested on the ground form into a skeletal figure, whose structure rattles and quickly turns ablaze. The skeleton of this fire giant seems to have been awoken. The mage next to it turns his head towards you with a bright smile. "I'm afraid you've come too late,"

The players now fight an archmage called the **Herald of Flames** and the **Soul of the Forge**.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Soul of the Forge takes a lair action to cause one of the following effects; the Soul of the Forge can't use the same effect two rounds in a row:

- The Soul beckons forth his servants, summoning 1d8 magma mephits that target spell casters.
- The Soul creates an eruption of flame and magma at a point it can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 12 (3d6) fire damage on a failed save, or half as much damage on a successful one.
- The Soul heightens the temperature in the chamber, making it unbearable for adventurers. Each creature except it and the archmage must make a DC 15 Constitution saving throw or take 1 point of exhaustion. Creatures with resistance to fire damage may ignore this effect.

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MAP 1: THEY ARE HERE !



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ARCHMAGE, HERALD OF FLAMES

Medium humanoid (human), Lawful Evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Common, Draconic, Giant, Ignan, Infernal, Primordial

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, identify, mage armor*, magic missile*

2nd level (3 slots): *flaming sphere, heat metal, mirror image, misty step*

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

4th level (3 slots): *banishment, fire shield, wall of fire**

5th level (3 slots): *scrying, telekinesis, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *true resurrection*

- The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

In addition, the archmage has already cast his seventh spell and his ninth level, so he is missing both. He used teleport to get out with the heart and resurrection to try and resurrect the soul of the forge, which he only partly succeeded in.

THE SOUL OF THE FORGE

Huge undead (previously giant), lawful evil

Armor Class 15 (Armor Scraps)

Hit Points 270 (20d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	25 (+7)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +12, Cha +6

Skills Athletics +12, Perception +7

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Giant

Challenge 16 (15,000 XP)

Fiery Body. A creature that touches the soul of the forge or hits it with a melee attack while within 5 feet of it takes 10 (2d10) fire damage.

Magic Resistance. The The Soul of the Forge has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Fire Breath (Recharge 5-6). The soul of the forge exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 40 (10d6) fire damage on a failed save, or half as much damage on a successful one.

4. CONCLUSION

After defeating the giant and the archmage, the temperature drops and all is well again. Its heart is brought once more as the source of the forge and the players are handsomely rewarded. Waylon mentions that he now loathes fire, but desires to never let necromancy of such scale to persist. He will now change his ways and become a grave cleric, always at the party's aid as a councilor. + Armor and weapon rewards (3 Rare and 1 very rare).

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MONKEYDM

THE FROZEN CURSE

THE FROZEN CURSE IS AN ADVENTURE DESIGNED FOR 4-5 LEVEL 5 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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INTRODUCTION

You are mercenaries, adventurers that traverse the frozen wastes of the northern part of the continent in order to make a living, working for food, money and fame. Now, you are to go to the village of Iih (*If you're playing an officially published 5e adventure that takes place in the frozen north, you can use this town instead of one of the ten cities, or add it as a secret 11th town*). People missing, trails of blood leading to a place where no one seems to know or is willing to enter. The villager elder wants you to help them and stop this phenomenon.

1. THE VILLAGE OF IIH.

The village of Iih is a remote village in the northern Frostwing Plateau, with a few resilient villagers, their numbers not dwindling despite the conditions. It seems that people are kidnapped during the night and dragged somewhere through the tundra. Your players are traveling there from a village of your choice.

1.1. GLACIAL JOURNEY

Their travel time is of 2h with a dog sleigh, 4h with winter gear or 6h without winter gear. Every hour a designated party member must succeed a **DC 11 (wisdom) survival check** or face a random encounter and not make progress. If they fail the roll by 5 or more they have the encounter and their progress is set back by 1 hour.

RANDOM ENCOUNTER TABLE

d4	Encounter
1	Winter Wolf x 2
2	Frost Giant x 1
3	Air elemental x 1
4	Nothing

MECHANIC: FROSTBITE

Travelling through the Frostwing Plateau takes its toll. For every 2 hours of travel, players need to make a DC 12 Constitution saving throw or take one frostbite point. Accumulating frostbite has various effects. Player Characters that have cold resistance always succeed this roll.

- **Mild Frostbite** - 1 Frost Bite point - The weather takes its toll, exposed skin becomes frost nipped. The skin becomes reddish and numb.
- **Intermediate Frostbite** - 2 Frostbite points - The previously exposed skin become white and painful, blisters now forming. The player takes 5 (2d4) damage upon getting
- **Severe Frostbite** - 3 Frostbite points - The pain becomes unbearable, skin is now dead and gangrened and cannot be saved, you take 7 (2d6) cold damage. In addition you have disadvantage on all attack rolls until you cure this condition.

Read this:

The village elder sees you approaching and comes to greet you, as the winds blow harshly and continuously. You see an elderly woman, braided, gray hair, wrapped in animal skins patched together helped by a young man. Near the entrance in the village she says loudly: "COME IN, COME IN! NO USE TALKING HERE!" As she points to a bigger igloo in the center of the village!"

TARRAH, VILLAGE ELDER

Inside they are greeted by a slew of villagers all cuddled together around a small fire. The cold seems to subside inside but nonetheless, the weather takes its toll on the people so far north. Scarcely furnished, only two wooden chairs are present as all other "furniture" is made of ice and covered with pelts so they can provide some sort of comfort. On the floor, a mishmash of pelts and blankets create a communal sleeping place. It seems that everyone is sleeping here during the night.

The gray haired elderly human woman looks like she has seen her fair share of troubles in her life. Her wrinkled face showing a warm, but cautious smile to everyone she encounters. Her clothes are patched together and her pelts come from various animals, most likely gifts from the villagers or maybe thank you presents for her guidance and wisdom. Old as she may be, her eyes are vibrant and her voice still loud. Leadership suits her well.

"Welcome, welcome. I wish you could have found us in better times. But sit, drink, eat, it's not much but at least it will keep you warm"

The players can now rest and remove all their frostbite points. Severe Frostbite can only be reversed by a short rest in conjunction with a healing spell using a 2nd level spell slot or higher on the PC.

The village elder tells the party that villagers have started to disappear during the night, while most villagers stay inside during night time, sometimes hunters or fishermen need to go out and start preparing for the day. There is always a trail of blood leading further north, but every time someone wants to follow it they always seem to get lost and start circling around leading nowhere. Some of the villagers believe that dark magic is at hand, some villagers believe that the dragons in the ice are to blame. But they can certainly say that people are missing.

1.2. THE FROZEN HARVEST

The players need to wait until night falls, allowing them to prepare for another missing person.

The players can become bait themselves or use a villager as bait.

If the players will become bait, they are attacked and taken away by **ice mephits** (8-12 ice mephits)

If they use a villager as bait, the villager is taken away by ice mephits and the players need to succeed a **DC 14 Wisdom (Perception)** check to see where the ice mephits are going. On a success they follow the mephits to the next map. On a failure, they still manage to follow it, but lose themselves to the magic, they must each roll for frostbite once, as they try to keep following the trail. If they fail the roll by 5 or more they completely lose track of the mephits, and come back to the village empty handed. The next day the villagers will refuse to cooperate and one of the characters has to offer themselves as bait, or succeed a DC 18 Charisma (persuasion or intimidation) check to convince another of the villagers.

2. THE RITUAL STONES

Read this.

The frigid air now envelops you with the metallic scent of blood, you see bodies hanged on the stone formation arranged in a circle dangling and swaying in what seems to be a breeze brought by Death itself. One figure stand hunched over a table mumbling and growling while moving her hands while arcane energy swirls around it.

The circle of rocks stand tall in the eye of the storm, bodies swaying in the breeze, their blood falling to the frozen ground forming icicles. Suspended you see what seems to be hunters and fishermen from the village flayed, some of them seemingly here for a long time, some of them just freshly flayed.

In the middle of the circle they see an *Ice Hag* chanting a ritual, as the corpses animate and move towards the players, they hear the following:

"And I shall give the blood of many, the blood of strong to bring the prison to a stop. And so our lord shall rise again and brings his wrath upon the world. Frozen blood and frozen thought, winds heed my call and answer now, break the ice and make the bow. I Harrah, command you now, free the lord and free him now"

HARRAH THE ICE HAG

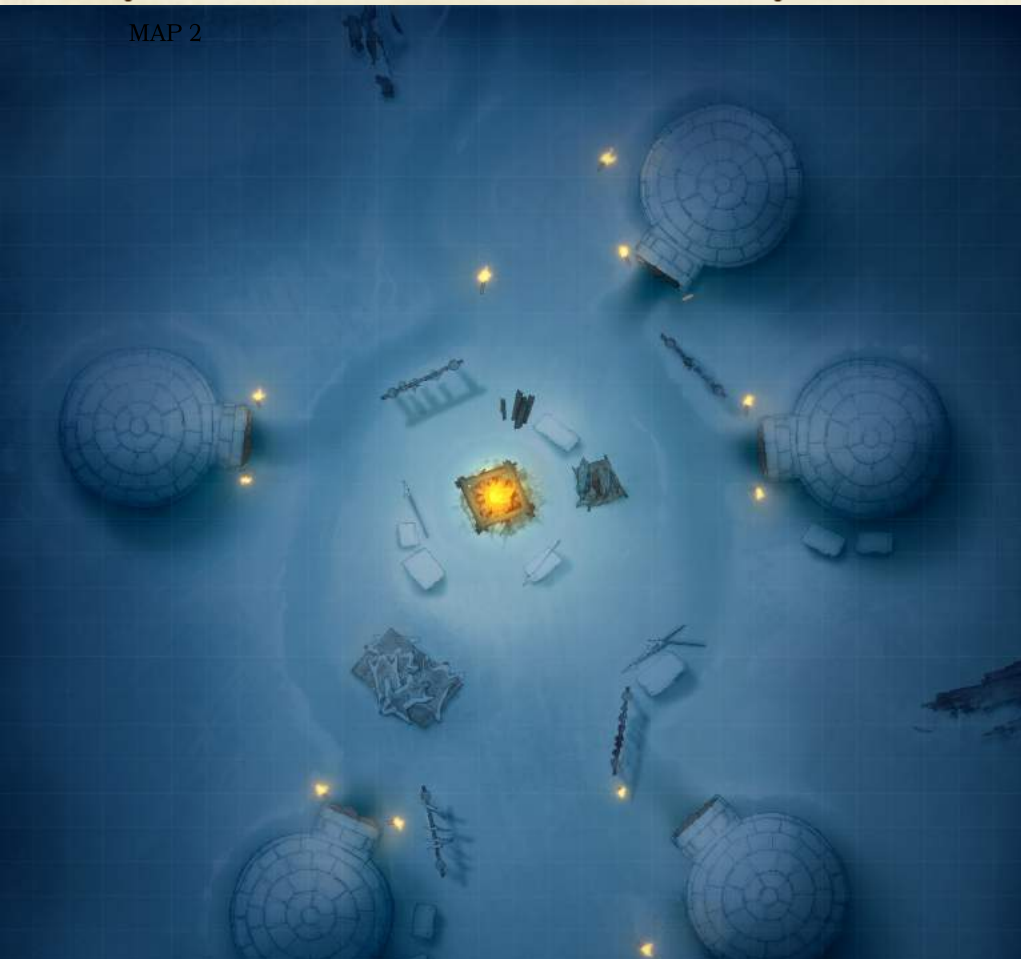
2.1 A FRIGID GROUP

Roll for initiative. The encounter consist of **8 Frozen Zombies**, if the encounter goes further than 5 rounds, at initiative order 20 every players makes a frost bite saving throw at the start of every round.

At the beginning of the battle the hag teleports and leaves towards a towering monument like structure and leaves the party to deal with the zombies.

Moving towards the monument-like structure takes time, once the battle is over. The players realize that the only way is forward, as a blizzard has lifted behind them, making traveling back near impossible without putting themselves in grave danger. They make a frostbite roll.

MAP 2



FROZEN ZOMBIE

Medium humanoid (undead), neutral evil

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

Skills Athletics +4, Survival +2

Senses passive Perception 8

Languages Draconic

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the frozen zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the frozen zombie drops to 1 hit point instead.

Frozen Curse. If the frozen zombie kills a humanoid, it raises as a frozen zombie 1d4 minutes later.

Actions

Multiattack. The frozen zombie makes two melee attacks one with its bite and one with its claw

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 or have their speed slowed by 10 feet for one minute as ice encases them. If the targets speed reaches 0, they are fully enveloped by ice and are considered petrified but can still be damaged by the frozen zombie. Exposing the creature to a source of heat (campfire, chimney,...) for 1 minute frees them from this condition.

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



3.1 BREAKING THE ICE

Read this:

“And now the ice shall break and we shall see what we do to break and break and break. Come forth, my lords, come forth and let them see what you are and what we are meant to be!”

HARRAT THE ICE HAG

A blood orb is now forming in the hands of the hag, this being the central piece to break the ice. As it forms you can tell your players that the ice covering the dragons is starting to crack as tendrils of blood extrude from the orb, and start breaking the ice. You can now roll for initiative.

MAP 2



3. SUMMONING THE END

The cold here seems to hit harder than usual. Two frozen dragons statues are imposing, sculpted as if their battle was taking place, two gigantic ice sculptures, light passing through and hitting the shining white scales of the dragons. The freezing cold swirling around them.

The players now can see, that these are in fact not statues, but two adult white dragons firing their breath weapons frozen in ice and time, the hag chanting at their feet.

3.2 BOSS FIGHT: HARRAH THE ICE HAG

HARRAH, THE ICE HAG

Medium fey, chaotic evil

Armor Class 17 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Wis +5
Skills Nature +4, Perception +5, Stealth +6, Survival +5

Damage Immunities cold
Senses darkvision 120 ft., passive Perception 15
Languages Common, Giant, Sylvan
Challenge 7 (2,900 XP)

Ice Walk. Harrah can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, *ray of frost*
3/day each: *cone of cold*, *ice storm*, *wall of ice*
1/day each: *control weather*

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Appearance. The hag reveals her true form. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Appearance for the next 24 hours.

LAIR ACTIONS

When fighting surrounded by ice, Harrah can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the hag can take one lair action to cause one of the following effects, Harrah can't use the same effect two rounds in a row:

- **Draconic Presence.** Each creature that is within 120 ft. of the Dragons and aware of it must succeed on a **DC 14 Wisdom saving throw** or become Frightened 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. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
- **Blood siphon.** The Hag uses the orb to fill it up by siphoning blood from the players. They must succeed a **DC 14 Constitution saving throw** to resist the siphon. Characters with frost bites have disadvantage on the roll. On a failed save, the blood orb deal 3 (1d6) cold damage to the players. And the blood orb starts to grow stronger. Every time the blood orb siphons a player its damage increase by 1d6 to a maximum of 5d6 damage.

When the blood orb is at maximum damage and a player is siphoned by it, they then are trapped inside the orb. A **DC 16 Strength saving throw** can be made as an action in order to escape the Orb Prison. The orb has AC 21, 30HP, and is immune to all damage from spells or magical effects, and can only be targeted from the outside.

4. CONCLUSION

If all players are captured in the Ice Prison the hag manages to free the dragons which continue their battle and bring destruction in the north. The village of Iih being the first one hit by the violent and rage fueled combat.

If the players manage to kill the hag before the blood orb captures all players, they manage to stop the release of the dragons. The village of Iih grows stronger and manages to survive with a story of the ones that stopped the hag.

MAP 3



THANK YOU !

A big thank you to the reddit community, as well as 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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